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| **Strategy Selection: COUNTERING OFFENSE (F0)** | | | | | | | |  |
|  | | | | | | |  |  |
|  | **CF** | **PL** | **DEF** | **CP** | **HP** | **KD1** | **SPECIAL** | **Explanation** |
| **Countering Offense** | -2 |  | (+2) | +4 |  |  |  | Clearly, the two off set each other to a point. More importantly, neither fighter wants to be the aggressor. Look for a lot of Control changes and not much offense. |
| **Stick and Move** |  | -2 |  | -2 |  |  |  | Simple, the opponent is sticking and moving, throwing fewer punches so allowing for fewer counters. |
| **Keep Away** | -2 | -3 | (+4) | -3 |  |  | Reduction in PL means those numbers become a MISS | Bad combination: one fighter is weighting to counter while the other refuses to mix it up. |
| **Defensive Shell** | +3 | -4 | (+2) |  |  |  | Treat all Counterpunches as Misses for this fighter. | Minus PL is not because of a decrease in volume or inaccuracy. The assumption is that many of the punches will land on the opponent’s shoulders, arms and back. |
| **Work the Body** | -1 | +2 |  | +2 |  |  |  | The aggressive opponent’s concentration on the body sacrifices some defense in order to move inside. |
| **Smothering Attack** | -1 | +2 |  |  | -1 |  |  | A swarming, aggressive attack attempts to force fewer punches to be thrown but also to prevent the opponent from fully extending his arms, reducing power in most cases. |
| **Load Up on Punches** | +1 |  | (+2) | +2 |  |  |  | Literally, it takes seconds longer to conscientiously attempt to throw power punches and a risk of getting hit more often. |
| **Go for the KO** | +2 | +2 | (+2) | +3 |  |  |  | Worse than loading up, this all-out strategy basically is do-or-die. |

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| **Strategy Selection: STICK AND MOVE (F0)** | | | | | | | |  |
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|  | **CF** | **PL** | **DEF** | **CP** | **HP** | **KD1** | **SPECIAL** | **Explanation** |
| **Countering Offense** |  | +2 | (+1) |  |  |  |  | Clearly, the two off set each other to a point. More importantly, neither fighter wants to be the aggressor. Look for a lot of Control changes and not much offense. |
| **Stick and Move** | +1 | -2 | (+2) | -2 | -1 | -1 |  | Another case of two strategies failing to compliment one another as both fighters cautiously attempt to land a punch and get out. |
| **Keep Away** | +2 | -2 | (+4) |  |  |  | All Counter become MISSES for this boxer, as he emphasizes movement. | Clearly, a bad round is about to ensue. Neither fighter wants to trade punches and both want to move, one more than the other but this doesn’t bode well for offense. |
| **Defensive Shell** | +3 | -2 | (+4) |  | -3 |  | Treat all Counterpunches as Misses for this fighter. | This one barely makes sense. Why move from someone eschewing virtually all offense? Still, this fighter is the aggressor and throwing more punches. |
| **Work the Body** |  | -2 |  |  |  |  |  | These two are almost the opposite of one another. One is trying to hit and get out of harm’s way; the other is trying to aggressively move inside. |
| **Smothering Attack** | -1 |  |  | +2 | -1 |  |  | If one fighter succeeds with his strategy: the other fails. The aggressive smothering attack has some affect on power but opens itself up to counters. |
| **Load Up on Punches** | +1 |  | (+2) | +2 |  | +1 |  | Literally, it takes seconds longer to conscientiously attempt to throw power punches and a risk of getting hit more often. |
| **Go for the KO** | +2 |  | (+2) | +2 |  |  |  | Worse than loading up, this all-out strategy basically is do-or-die. |

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| **Strategy Selection: KEEP AWAY (F0)** | | | | | | | |  |
|  | | | | | | |  |  |
|  | **CF** | **PL** | **DEF** | **CP** | **HP** | **KD1** | **SPECIAL** | **Explanation** |
| **Countering Offense** | +3 | -3 | (+4) | -4 | -2 |  |  | All ratings are based on the potential success (or failure) of the KEEP AWAY strategy. |
| **Stick and Move** | +3 | -2 | (+3) | -3 | -1 |  |  |  |
| **Keep Away** | -4 | -4 | (+4) |  | -4 | -1 | All Counter become MISSES for this boxer, as he emphasizes movement. |  |
| **Defensive Shell** | -4 | -4 | (+6) |  |  | -2 | All Counter become MISSES for this boxer, as he throws few punches. |  |
| **Work the Body** | +1 | -1 | (+2) |  |  |  |  |  |
| **Smothering Attack** |  |  | (+2) |  |  |  |  |  |
| **Load Up on Punches** | +1 | -2 | (+2) |  |  |  |  |  |
| **Go for the KO** | +2 | -3 | (+3) |  |  |  |  |  |

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| **Strategy Selection: DEFENSIVE SHELL (DS)** | | | | | | | |  |
|  | | | | | | | |  |
|  | **CF** | **PL** | **DEF** | **CP** | **HP** | **KD1** | **SPECIAL** | **Explanation** |
| **Countering Offense** | -1 |  |  |  | -1 | -3 | All adjustments when using this strategy are based on the fact that |  |
| **Stick and Move** | -2 |  |  |  | -1 | -2 | a fighter using this strategy is in survival mode. They won’t risk being |  |
| **Keep Away** | -3 |  |  |  | -1 | -4 | hit by opening up. They might, however, attempt to back up an |  |
| **Defensive Shell** | -4 |  |  |  |  | -10 | opponent by countering if a clear opening presents itself. |  |
| **Work the Body** | -1 |  |  |  | +1 | -2 | All other modifications that result from the Defensive Shell strategy are |  |
| **Smothering Attack** |  |  |  |  | +1 | -1 | found on the respective strategy chosen by the opposition. |  |
| **Load Up on Punches** |  |  |  |  | +1 |  |  |  |
| **Go for the KO** |  |  |  |  | +1 | +1 |  |  |

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| **Strategy Selection: WORK THE BODY (FI)** | | | | | | | |  |
|  | | | | | | |  |  |
|  | **CF** | **PL** | **DEF** | **CP** | **HP** | **KD1** | **SPECIAL** | **Explanation** |
| **Countering Offense** |  |  |  |  |  |  | At the end of a round in which you’ve employed the Work the Body strategy,  you must count the number of punches that you have landed and  ADD that number to the Points Scored. Subtract the result from the  Opponent’s ENDURANCE. DO NOT use the combination above to  Determine how the round is scored, only how it affects endurance.  A fighter scores 12 points on 5 punches landed. The 12 points is used  to determine round scoring. BUT 17 (12+5) is subtracted from the  Opponent’s Endurance. | It’s dangerous to go inside, both trying to get there and then staying in the pocket. If your opponent is avoiding offense in any manner, working the body is a good way to |
| **Stick and Move** |  |  | (+2) |  |  |  | safely slow him up. If he’s intent on inflicting harm, you run the risk. If your opponent catches you on the way in, you add momentum to the punch (in effect, running into it) If |
| **Keep Away** | -1 |  | (+3) |  |  |  | you’re going for the opponent’s body, chances are that you’re a bit more susceptible to getting hit, especially in the upper body area and head. However, the benefit of a |
| **Defensive Shell** | +2 |  | (+4) |  |  |  | working the body is that you greatly increase the chances of wearing your opponent down and fatiguing him. This is especially true if you sustain the body attack over a |
| **Work the Body** |  | +2 | -2 |  | +1 |  | number of rounds, consecutively. |
| **Smothering Attack** |  | +1 | -2 |  |  |  |  |
| **Load Up on Punches** |  | +2 | -2 |  | +2 |  |  |
| **Go for the KO** |  | +3 | -3 |  | +3 |  |  |

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| **Strategy Selection: SMOTHERING ATTACK (FI)** | | | | | | | |  |
|  | | | | | | | |  |
|  | **CF** | **PL** | **DEF** | **CP** | **HP** | **KD1** | **SPECIAL** | **Explanation** |
| **Countering Offense** | +1 |  |  |  |  |  | All MISSES become CLINCHES! If BOTH fighters are employing this strategy, you must track clinches for each of them. At the end of the round, if the scoring requires a CHECK, the fighter who has clinched the fewest number of times receives the benefit of the check.  NOTE: this DOES NOT negate the Constant Clincher trait! |  |
| **Stick and Move** |  | -1 |  |  |  |  |  |
| **Keep Away** | -1 | -2 | (+2) |  |  |  |  |
| **Defensive Shell** | +3 | -4 | (+4) |  |  |  |  |
| **Work the Body** | +1 |  |  |  |  |  |  |
| **Smothering Attack** |  | +2 | -2 |  | +1 |  |  |
| **Load Up on Punches** | +1 | +2 | -2 |  |  | +1 |  |
| **Go for the KO** | +2 | +3 | -2 |  |  | +1 |  |

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| **Strategy Selection: LOAD UP ON PUNCHES (KO)** | | | | | | | |  |
|  | | | | | | |  |  |
|  | **CF** | **PL** | **DEF** | **CP** | **HP** | **KD1** | **SPECIAL** | **Explanation** |
| **Countering Offense** | +1 |  | (+2) |  | +1 |  |  |  |
| **Stick and Move** |  | -1 | (+2) |  |  | -1 |  |  |
| **Keep Away** | -1 |  |  |  |  | -1 |  |  |
| **Defensive Shell** | +3 |  | (+4) |  | +1 | -2 |  |  |
| **Work the Body** |  | +1 |  |  | +1 |  |  |  |
| **Smothering Attack** |  | +2 | -2 | +2 |  | -2 |  |  |
| **Load Up on Punches** |  | +2 | (+2) |  | +1 |  |  |  |
| **Go for the KO** | +2 |  |  |  | +2 | +1 |  |  |

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| **Strategy Selection: GO ALL OUT FOR THE KO (KO)** | | | | | | | |  |
|  | | | | | | | |  |
|  | **CF** | **PL** | **DEF** | **CP** | **HP** | **KD1** | **SPECIAL** | **Explanation** |
| **Countering Offense** |  |  |  |  |  |  |  |  |
| **Stick and Move** |  |  |  |  |  |  |  |  |
| **Keep Away** |  |  |  |  |  | -1 |  |  |
| **Defensive Shell** |  |  |  |  | +1 | -2 |  |  |
| **Work the Body** |  |  |  | +2 |  |  |  |  |
| **Smothering Attack** |  |  |  | +2 | -1 | +1 |  |  |
| **Load Up on Punches** |  | +2 | (+3) |  | +2 | +1 |  |  |
| **Go for the KO** | +1 |  | (+4) |  | +3 | +2 |  |  |

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| **Strategy Selection: NO STRATEGY THIS ROUND** | | | | | | | |  |
|  | | | | | | | |  |
|  | **CF** | **PL** | **DEF** | **CP** | **HP** | **KD1** | **SPECIAL** | **Explanation** |
| **Countering Offense** |  |  |  |  |  |  | Play this card whenever you don’t wish to play a strategy. You need to “place it” face down and then reveal it as No Strategy or your opponent will know that he can select any strategy with out fear of receiving additional positive or negative adjustments.  In effect this is simply a “bluff” card. |  |
| **Stick and Move** |  |  |  |  |  |  |  |
| **Keep Away** |  |  |  |  |  |  |  |
| **Defensive Shell** |  |  |  |  |  |  |  |
| **Work the Body** |  |  |  |  |  |  |  |
| **Smothering Attack** |  |  |  |  |  |  |  |
| **Load Up on Punches** |  |  |  |  |  |  |  |
| **Go for the KO** |  |  |  |  |  |  |  |

**REMEMBER: a +number inside parentheses under the DEF column, IMPROVES the defense by that number. Therefore a (+2) would change a fighter’s -2 rating to a -4. By deciding to handle matters like this, I keep all aspects of the game parallel and without contradiction.**