

<p style="text-align: center;"><b>Flash Strategy</b> <b>Rise Up</b></p> <p><b>Result:</b> If fighter gets knocked down automatically passes KO check (Played after a KD occurs)</p> <p><b>Effect:</b> Fighter is hurt for the next two segments and opponent gets unopposed actions for both</p>	<p style="text-align: center;"><b>Flash Strategy</b> <b>Rise Up</b></p> <p><b>Result:</b> If fighter gets knocked down automatically passes KO check (Played after a KD occurs)</p> <p><b>Effect:</b> Fighter is hurt for the next two segments and opponent gets unopposed actions for both</p>	<p style="text-align: center;"><b>Flash Strategy</b> <b>Hail Mary</b></p> <p><b>Result:</b> Double the fighters power rating for the next segment (must be played before the roll)</p> <p><b>Effect:</b> If the fighter misses and his opponent lands a counter he must make an automatic chin check for a knockdown save</p>	<p style="text-align: center;"><b>Flash Strategy</b> <b>Hail Mary</b></p> <p><b>Result:</b> Double the fighters power rating for the next segment (must be played before the roll)</p> <p><b>Effect:</b> If the fighter misses and his opponent lands a counter he must make an automatic chin check for a knockdown save</p>
<p style="text-align: center;"><b>Flash Strategy</b> <b>Turn it up</b></p> <p><b>Result:</b> Add 3 to the number of punches landed (Played after punches land)</p> <p><b>Effect:</b> Exerts excessive energy, reduce stamina by an additional 5 points at the end of the round</p>	<p style="text-align: center;"><b>Flash Strategy</b> <b>Turn it up</b></p> <p><b>Result:</b> Add 3 to the number of punches landed (Played after punches land)</p> <p><b>Effect:</b> Exerts excessive energy, reduce stamina by an additional 5 points at the end of the round</p>	<p style="text-align: center;"><b>Flash Strategy</b> <b>Seize the Day</b></p> <p><b>Result:</b> Automatically gain control of the next segment opponent has defensive action (Played before segment)</p> <p><b>Effect:</b> Due to aggressive approach add 4 to opponents counter range on a missed punch</p>	<p style="text-align: center;"><b>Flash Strategy</b> <b>Seize the Day</b></p> <p><b>Result:</b> Automatically gain control of the next segment opponent has defensive action (Played before segment)</p> <p><b>Effect:</b> Due to aggressive approach add 4 to opponents counter range on a missed punch</p>
<p style="text-align: center;"><b>Round Strategy</b> <b>Let's Rattle</b></p> <p><b>Result:</b> All toe to toe results on ring general check result in an automatic clinch</p> <p><b>Effect:</b> On third straight clinch in the round fighter playing strategy warned for holding. 4th straight -1 point. 5th straight DQ</p>	<p style="text-align: center;"><b>Round Strategy</b> <b>Let 'em go</b></p> <p><b>Result:</b> Add 1 to all punches landed for the entire round</p> <p><b>Effect:</b> Cannot counter opponents misses and reduce stamina by an additional 6 at the end of round</p>	<p style="text-align: center;"><b>Round Strategy</b> <b>Let 'em go</b></p> <p><b>Result:</b> Add 1 to all punches landed for the entire round</p> <p><b>Effect:</b> Cannot counter opponents misses and reduce stamina by an additional 6 at the end of round</p>	<p style="text-align: center;"><b>Round Strategy</b> <b>Out with a Bang</b></p> <p><b>Result:</b> Add 2 to power rating for the entire round</p> <p><b>Effect:</b> Add 3 to chin KD rating for the entire round</p>

<p align="center"><b>Round Strategy</b> <b>Keep your distance</b></p> <p><b>Result:</b> Opponents power is reduced to 1 for the round the card is used</p> <p><b>Effect:</b> Reduce fighters power to 1 and deduct 1 from all punches landed results the entire round</p>	<p align="center"><b>Round Strategy</b> <b>Keep your Distance</b></p> <p><b>Result:</b> Opponents power is reduced to 1 for the round the card is used</p> <p><b>Effect:</b> Reduce fighters power to 1 and deduct 1 from all punches landed results the entire round</p>	<p align="center"><b>Round Strategy</b> <b>Let's Rattle</b></p> <p><b>Result:</b> All toe to toe results on ring general check result in an automatic clinch</p> <p><b>Effect:</b> On third straight clinch in the round fighter playing strategy warned for holding. 4th straight -1 point. 5th straight DQ</p>	<p align="center"><b>Flash Strategy</b> <b>Swing and a miss</b></p> <p><b>Result:</b> Results in an automatic miss of opponents punches landed (must be played after punches land before KD or cut checks)</p> <p><b>Effect:</b> Fighter cannot counter the miss and has punches landed result reduced by 2 next segment</p>
<p align="center"><b>Round Strategy</b> <b>Out with a Bang</b></p> <p><b>Result:</b> Add 2 to power rating for the entire round</p> <p><b>Effect:</b> Add 3 to chin KD rating for the entire round</p>	<p align="center"><b>Round Strategy</b> <b>Counter Offer</b></p> <p><b>Result:</b> Double counter range after an opponents misses for the entire round</p> <p><b>Effect:</b> Deduct 1 from all punches landed on regular offensive actions for the entire round</p>	<p align="center"><b>Round Strategy</b> <b>Counter Offer</b></p> <p><b>Result:</b> Double counter range after an opponents misses for the entire round</p> <p><b>Effect:</b> Deduct 1 from all punches landed on regular offensive actions for the entire round</p>	<p align="center"><b>Flash Strategy</b> <b>Swing and a miss</b></p> <p><b>Result:</b> Results in an automatic miss of opponents punches landed (must be played after punches land before KD or cut checks)</p> <p><b>Effect:</b> Fighter cannot counter the miss and has punches landed result reduced by 2 next segment</p>
<p align="center"><b>Round Strategy</b> <b>A Time to Heal</b></p> <p><b>Result:</b> Fighter protects existing cut, reduce cut/swelling rating by 50% rounded down for the entire round</p> <p><b>Effect:</b> Fighter cautious about getting into a brawl reduce all punches landed by 1 for the entire round</p>	<p align="center"><b>Round Strategy</b> <b>A Time to Heal</b></p> <p><b>Result:</b> Fighter protects existing cut, reduce cut/swelling rating by 50% rounded down for the entire round</p> <p><b>Effect:</b> Fighter cautious about getting into a brawl reduce all punches landed by 1 for the entire round</p>	<p align="center"><b>Flash Strategy</b> <b>Meet me in the Middle</b></p> <p><b>Result:</b> Initiate a brawl, add 3 to both fighters punches landed (Play after toe to toe exchange results rolled - If one or both fighters missed they get 3 punches landed)</p> <p><b>Effect:</b> Deduct an additional 5 points from each fighters stamina at the end of the round due to high energy output</p>	<p align="center"><b>Flash Strategy</b> <b>Meet me in the Middle</b></p> <p><b>Result:</b> Initiate a brawl, add 3 to both fighters punches landed (Play after toe to toe exchange results rolled - If one or both fighters missed they get 3 punches landed)</p> <p><b>Effect:</b> Deduct an additional 5 points from each fighters stamina at the end of the round due to high energy output</p>