

BASIC GAME		EFFECTIVE PUNCHES LANDED CHART															
TR	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
14	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	
13	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	
12	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	
11	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	
10	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	
9	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
8	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	
7	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	
6	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	
5	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	
4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	
3	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	
2	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	
1	0	1	1	2	3	4	5	6	7	8	9	10	11	12	13	14	
0	0	0	0	1	1	2	3	4	5	6	7	8	9	10	11	12	

A Roll of 6 triggers either a FOUL, CUT or INJURY. If triggered, Roll 2d6 using the FOULS, CUTS and INJURIES Chart.

Even if the CONTROL Roll effects total number of punches, still check FOUL, CUT or INJURY Chart if 6 is Rolled.

**YOU CAN USE EITHER THE 10 POINT SCORING SYTEM FOR THE ROUNDS OR JUST GIVE 1 POINT FOR THE WINNER OF THE ROUND.**

In the Case of a Draw, Either Give Both Fighters 10 or Do Not Give Either Fighter A Point Since Neither Fighter Won The Round

You are the Judge! Your scoring goes as follows:

The score is based on Effective Punches Landed. Subtract the lowest Fighter's total from the Fighter with the highest number.

That difference is used to determine the score that you put for the round:

**Scoring**

0 - 3 Punches Landed Difference = 10 - 10. Or a Tie Round

4 - 9. Punches Landed Difference = 10 - 9. Fighter With Most Punches Wins Round \*

10 - 12. Punches Landed Difference = 10 - 9. Fighter With Most Punches Wins Round \*\* (If KD occurs score Round 10-8)

13 - 14. Punches Landed Difference = 10 - 8. Fighter With Most Punches Staggers Opponent. Check For Knock Out \*\*\*

15+ Punches Landed I KO Bout is over!

\* If Fighter has won 4 consecutive Rounds on the Scorecard check for Knock Down or Knock Out Chart

\*\* Go to KD / KO CHART      \*\*\* Go Straight To Killer Instinct (If KO does not occur, do not Penalize Fighter. A Knock Down occurs. Check RECOVERY)

If a Fighter is knocked down twice in the same round and survives the round, the score of the round should be 10-7

Once a Fighter passes their STAMINA Round, lower their CHIN Rating to "7"

Once a Fighter reaches a "0" TR due to their Stamina running out, start using "0" as their COVER UP (CU) Rating

**END OF THE BOUT DECISION: Fighter with either most Points (10 Point Sytem) or Most Rounds Won, wins the Bout!**