

**ERA II - ERA VIII****RECOVERY CHART**

If a Fighter is knocked down and survives, check his/her Recovery Rating and Roll 2d6. If a Fighter is knocked out disregard the Recovery Chart

**RECOVERY RATING**

2d6	0	1	2	3	4	5	6	7	8	9	10
2	E	E	E	E	E	E	E	E	E	E	E
3	B	B	B	C	C	C	C	D	D	D	D
4	B	B	B	B	B	B	C	D	D	D	D
5	A	A	B	A	B	B	B	C	C	B	B
6	A	A	A	A	A	A	A	B	B	C	C
7	A	A	A	A	A	A	A	A	A	A	A
8	A	A	A	A	A	A	B	A	B	C	C
9	A	A	A	B	B	B	B	B	C	C	C
10	B	B	B	B	B	C	C	C	C	B	D
11	B	C	C	C	C	C	C	D	D	D	D
12	D	D	D	D	D	D	D	D	D	D	D

**RESULTS**

**A = The Fighter Knocked Down recovers. Do not subtract any punches next Round.**

**Score the round 10-8 or "1" for Fighter who scored the Knock Down.**

**B = The Fighter Knocked Down recovers but struggles to regain his/her form. For the next two Rounds, reduce the Fighter's Effective Punches Landed total by 3. Score the Round 10-8 or "1" for Fighter who scored the Knock Down. \***

**C = The Fighter Does Not recover well. Subtract 5 punches from the next Round and Subtract 4 from the fallen Fighter's CON Rating for the rest of the Fight! \***

**D = Regardless of the EPL Difference, the Fighter takes a severe beating! The Referee steps in and stops the fight! Record as Referee Stoppage or TKO. \***

**E = The Fighter Knocked Down recovers and knocks their Opponent down in the same Round. Check the Opponent's KNOCK DOWN / KNOCK OUT CHART. If both Fighters survive, score the Round 8-8 OR "0". No punches lost for either Fighter for the next Round.**

**\* If B, C or D is rolled, follow the instructions. Also re-roll 2d6. If a roll of "2" occurs record as 2 Knock Downs for this Round. Score the Round 10-7 for the winner of the Round.**