

## GAME PLAY CHART

## 1. PREPARE SCORECARD

### C. Mark Scorecard For Groove Round and Stamina

**Place TR in the GROOVE ROUND and LOWER the TR by "1" for earlier Rounds**

**Mark the STAMINA ROUND and reduce the TR "1" for EVERY Round After**

## 2. WHO WINS CONTROL OF THE ROUND?

**A. For Fighter 1 Roll 1d6 and add the total to his/her CON Rating. Do the same for Fighter 2**

**B. The Fighter with highest Total (Roll + CON) WINS CONTROL OF THE ROUND**

**(If tied NEITHER FIGHTER has CONTROL. Skip Step 3 and 4. Go to Step 5 and roll on the Effective Punches Landed Chart)**

**A Fighter's CON may adjust during the fight. It is possible for a Fighter's CON to end up in a Negative (IE: -4). If so, that CON is subtracted from the roll.**

### 3. DETERMINE THE PACE OF THE ROUND

**For the Fighter that won CONTROL of the Round, Roll 1 d6**

**A Roll of "1" means the pace of the Round will be "Plodding" (Slow)**

**A Roll of "2-4" means the pace of the Round will be "Normal"**

**A Roll of "5-6" means the pace of the Round will be "Aggressive"**

#### 4. FIGHTER CONTROL ADJUSTMENT #

**Roll 1d6 and check under the current Rounds Pace for the Fighter that won the CONTROL**

| <u>Die</u> | <u>Plodding</u>       | <u>Die</u> | <u>Normal</u> | <u>Die</u> | <u>Aggressive</u> |
|------------|-----------------------|------------|---------------|------------|-------------------|
| "1"        | Minus 3 from Opponent | "1"        | Plus 3        | "1"        | Plus 6            |
| "2-4"      | Minus 1 from Opponent | "2-4"      | Plus 1        | "2-4"      | Plus 4            |
| "5-6"      | Minus 2 from Opponent | "5-6"      | Plus 2        | "5-6"      | Plus 5            |

# Add the Fighter Control Adjustment to the Effective Punches Landed of the Fighter who won the Round (IE: If adjustment is "Plus 1" and the Punches Landed is "18". The adjusted Effective Punches Landed is "19". If "Minus". Subtract from Opponents Effective Punches Landed

### 5. Roll On EFFECTIVE PUNCHES LANDED CHART (EPL)

**Roll 3 d6 to determine Effective Punches Landed total. Make any adjustments brought on by the FIGHTER CONTROL ADJUSTMENT**  
**Subtract the lower Punch Total from the highest. The difference determines the score of the Round and may point you to other Charts**

**On the EFFECTIVE PUNCHES LANDED CHART a Roll of "6" triggers a Roll of a 2d6 on the FOULS, CUTS and INJURIES Chart**

**Once a Fighter passes their STAMINA Round, use "7" as their CHIN Rating AND "0" as the COVER UP (CU) Rating.**