ERA I - ERA II GAME PLAY CHART

FIGHT

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

Die	Plodding	Die	Normal	Die	Aggressive
"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 reaches a "0" TR due to their Stamina running out, start using "10" as their RECOVERY (REC) Rating