ERA I   TIME SAVING QUICK PLAY MODE OF THE GAME   ROUNDS WON CHART

(Use the Quick Play Scorecards)

TR+ POP Difference

Rounds	0 Diff					(1-2) Diff					(3-5) Diff					(6-8) Diff				
	10	15	20	25	30	10	15	20	25	30	10	15	20	25	30	10	15	20	25	30
2	4	5	6	7	8	4	5	6	7	9	4	7	9	11	12	4	7	9	11	12
3	4	5	6	7	8	4	5	6	7	7	4	7	9	11	12	4	7	9	11	12
4	5	7	10	12	15	5	7	10	12	15	5	7	10	12	15	5	7	10	12	15
5	5	7	10	12	15	5	7	10	12	15	5	7	10	12	15	6	8	11	13	16
6	5	7	10	12	15	5	7	10	12	15	6	8	11	13	16	6	8	11	13	17
7	5	7	10	12	15	6	8	11	13	16	6	8	11	13	17	7	9	12	13	18
8	6	8	11	13	16	6	8	11	13	17	7	9	12	13	18	7	9	12	14	19
9	6	8	11	13	17	7	9	12	13	18	7	9	12	14	19	8	10	13	15	20
10	7	9	12	13	18	7	9	12	14	19	8	10	13	15	20	8	10	13	16	21
11	7	9	12	14	19	8	10	13	15	20	8	10	13	16	21	8	10	14	17	22
12	8	10	13	15	20	8	10	13	16	21	8	10	14	17	22	9	11	14	18	23

(Left margin: ROLL 2 6d)

Rounds	(9-11) Diff					(12-15) Diff					(16-19) Diff					(20-25) Diff				
	10	15	20	25	30	10	15	20	25	30	10	15	20	25	30	10	15	20	25	30
2	5	7	10	12	15	5	7	10	12	15	5	7	10	12	15	5	7	10	12	15
3	6	8	11	13	16	6	8	11	13	16	6	8	11	13	16	6	8	11	13	16
4	6	8	11	13	17	6	8	11	13	17	6	8	11	13	17	6	8	11	13	17
5	7	9	12	13	18	7	9	12	13	18	7	9	12	13	18	7	9	12	13	18
6	7	9	12	14	19	7	9	12	14	19	7	9	12	14	19	7	9	12	14	19
7	8	10	13	15	20	8	10	13	15	20	8	10	13	15	20	8	10	13	15	20
8	8	10	13	16	21	8	10	13	16	21	8	10	13	16	21	8	10	13	16	21
9	8	10	13	17	22	8	10	13	17	22	8	10	13	17	22	8	10	13	17	22
10	9	11	14	18	23	9	11	14	18	23	9	11	14	18	23	9	11	14	18	23
11	9	11	14	19	24	9	11	14	19	24	9	11	14	19	24	9	11	14	19	24
12	10	12	15	20	25	10	12	15	20	25	10	12	15	20	25	10	12	15	20	25

(Left margin: ROLL 2 6d)

Ref Decision Win

Ref Decision Loss

DRAW or NEWS PAPER DECISION

If you choose to let the News Papers Decide, Roll 1d6, an even number is a win for the Red Corner. An odd number is a win for the Blue Corner

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1 Roll on the Lifestyles and Pre-Fight Training to see if it affects how the Fighters enter the bout and make adjustments to Fighter's TR rating

2 Next you need to find the adjusted KO rating for both Fighters. Add the PP of one Fighter to the CHIN rating of his/her opponent and divide by 2 (round up if the total includes a half number). Do this with the second Fighter also. These numbers are the ADJUSTED KO numbers that you will use to start the Quick Play game. (IE: Fighter A has a PP rating of "6" and his opponent has a CHIN Rating of "2". Add "6" + "2" = "8". Divide by 2 = "4" . "4" is Fighter A's ADJUSTED KO rating). Do the same for Fighter B.

3 Roll 2 d6 for the Fighter with the highest ADJUSTED KO Rating first. If the roll total is equal or less than the Adjusted Rating the Fighter gets a KO!
   If the first Fighter does not get a KO, Roll 2 d6 for the second Fighter. If the roll total is equal to or less than the ADJUSTED KO rating It's a KO!
   If a KO results, go to the Time and Round KO Charts

4 If neither Fighter gets a KO, you need to roll to see who wins the fight by decision. For each Fighter add their TR and POP ratings together (TR+POP). (IE: Fighter A has TR of "6" and a POP of "5". His total is "11". If Fighter B has a TR of "8" and POP of "8" his total is 16. Fighter B has a "5" difference. With a "5" difference and let's say the bout was scheduled for 10 rounds, you will find the column (3-5) Diff and under round 8 and roll 2 d6 to see how many Rounds Fighter B won. If there is a "0" difference, Roll for the RED corner.