

ERA I		EFFECTIVE PUNCHES LANDED CHART														1840 - 1866	
OPENWEIGHT																	
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	

In the OPENWEIGHT Era, a Roll of 5 triggers the Fighter being wrestled down. Round ends. No Knock Out Roll.
The Fighter that Rolled the 5 loses the Round. Continue to the next Round.
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.

When using "Openweight Class" make TR Adjustments to the smaller Fighters. While there are no weight classes there are Size differences. The Fighters are still listed as the "Size" class they would be in, thus a HW is bigger and stronger than a FW. A MW is bigger and stronger than a LW, etc..

Using the chart below, make the necessary TR adjustment to the smaller fighter if they are fighting a bigger fighter.

ADJUSTMENT CHART

	HW	MW	LW	FW
HW vs	No Adjustment	Minus 1 TR for MW	MINUS 2 TR for LW	MINUS 3 TR for FW
MW vs	MINUS 1 TR for MW	No Adjustment	MINUS 1 TR for LW	MINUS 2 TR for FW
LW vs	MINUS 2 TR for LW	MINUS 1 TR for LW	No Adjustment	MINUS 1 TR for FW
FW vs	MINUS 3 TR for FW	MINUS 2 TR for FW	MINUS 1 TR for FW	No Adjustment