

ERA I

Killer Instinct Chart

If a Fighter has won 5 consecutive Rounds, use that Fighter's Killer Instinct and cross check against the downed Fighter's COVER UP Rating. The downed Fighter will either survive the Round or lose by Knock Out.

HAYMAKER: A Fighter with a KI Rating of 6 or Higher can choose to throw a HAYMAKER instead of rolling on the regular KI Chart. The HAYMAKER gives a greater chance for KO, but it will decrease the Fighter's CON and TR Rating by "2" for the next two Rounds if the HAYMAKER misses! After the two Round "Penalty" the Fighter who misses has his/her Con and TR return to normal.

		KILLER INSTINCT RATING									Roll 2d6
		1	2	3	4	5	6	7	8	9	
COVER UP	4	AUTOMATIC FS	2-11 = FS	2-11 = FS	2-11 = FS	2-10 = FS	2-10 = FS	2-10 = FS	2-9 = FS	2-9 = FS	2-9 = FS
		12 = TKO	12 = TKO	12 = TKO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO
	# HAYMAKER: 10-12 = KO 10-12 = KO 9-12 = KO 9-12 = KO 9-12 = KO										
	3	2-11 = FS	2-11 = FS	2-11 = FS	2-10 = FS	2-10 = FS	2-10 = FS	2-9 = FS	2-9 = FS	2-9 = FS	2-8 = FS
		12 = TKO	12 = TKO	12 = TKO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO	9-12 = KO
	# HAYMAKER: 10-12 = KO 9-12 = KO 9-12 = KO 9-12 = KO 8-12 = KO										
	2	2-11 = FS	2-11 = FS	2-10 = FS	2-10 = FS	2-10 = FS	2-9 = FS	2-9 = FS	2-9 = FS	2-8 = FS	2-7 = FS
		12 = TKO	12 = TKO	11-12 = TKO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO	9-12 = KO	8-12 = KO
	# HAYMAKER: 9-12 = KO 9-12 = KO 9-12 = KO 8-12 = KO 7-12 = KO										
	1	2-11 = FS	2-10 = FS	2-10 = FS	2-10 = FS	2-9 = FS	2-9 = FS	2-9 = FS	2-8 = FS	2-7 = FS	2-6 = FS
12 = TKO		11-12 = TKO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO	9-12 = KO	8-12 = KO	7-12 = KO	
# HAYMAKER: 9-12 = KO 9-12 = KO 8-12 = KO 7-12 = KO 6-12 = KO											
0	2-10 = FS	2-10 = FS	2-10 = FS	2-9 = FS	2-9 = FS	2-9 = FS	2-8 = FS	2-7 = FS	2-6 = FS	AUTOMATIC KO	
	11-12 = TKO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO	9-12 = KO	8-12 = KO	7-12 = KO		
# HAYMAKER: 9-12 = KO 8-12 = KO 7-12 = KO 6-12 = KO											
		FS = FIGHTER SURVIVES Knock Down Occurred. The Leading Fighter dominated the Round. The Fighter Losing the Round loses 2 Punches for the Next Round!									
		KO = The Fight is Over! The Fighter is Knocked Out!									