

**ERA 1 1840-1866****THERE IS NO 10 POINT SCORING SYSTEM**

The scoring of the fight is done by YOU. Roll on the Effective Punches Landed Chart. Subtract lowest punches landed from the highest.

<u>Punch Difference</u>	<u>Score</u>
Wrestled Down	The Fighter that Rolls "5" is Wrestled Down. Round Ends. No Knock Out Roll. The Other Fighter wins the Round.
Tie Roll	If Punches are the same, the Fighter with the highest POWER PUNCHING Rating (P.P.) gets the Knock Down. If Power Punching Rating is the same, Re-Roll. An Even Number Roll Means The Red Corner Gets The Knock Down If the Re-Roll Number Is Odd, The Blue Corner Gets The Knock Down. Fallen Fighter Survives
1-9	Knock Down Fallen Fighter Survives unless the Fighter has been knocked down 5 consecutive Rounds, Check Recovery Chart below.
10-14	Knock Down*
15+	Fight is over by either Referee Stoppage or Knock Out **

\* Since the round ends after a knock Down, the Fighter who knocks down their opponent wins the round.

If there is no immediate Knock Out, but just a Knock Down, check to see if the fight continues after the knock down

Find the RECOVERY Rating of the Fallen Fighter and the Power Punch (P.P) Rating of the Round Winning Fighter and roll on small chart below.

**2d6 ROLL****Fallen Fighter's Recovery Rating**

	0	1,2	3,4	5,6	7,8	9,10	
<b>Round</b>	1,2	2-12 Survives	2-11 Survives	2-11 Survives	2-10 Survives	2-10 Survives	2-9 Survives
<b>Winning</b>	3,4	2-11 Survives	2-11 Survives	2-10 Survives	2-10 Survives	2-9 Survives	2-8 Survives
<b>Fighter's</b>	5,6	2-11 Survives	2-10 Survives	2-10 Survives	2-9 Survives	2-8 Survives	2-7 Survives
<b>P.P Rating</b>	7,8	2-10 Survives	2-10 Survives	2-9 Survives	2-8 Survives	2-7 Survives	2-6 Survives
	9,10	2-10 Survives	2-9 Survives	2-8 Survives	2-7 Survives	2-6 Survives	2-5 Survives

If Fight continues, since there is no 10 Point System just put a "1" in the score box of the Fighter who knocked the other down.

In this ERA, once a Fighter passes their STAMINA Round, check chart above every time knocked down.

In this ERA, once a Fighter reaches a "0" TR due to their Stamina running out, start using "10" as their RECOVERY Rating and check the chart above every time knocked down.

\*\* Roll 2d6. An Even Number Roll Means REF STOPPAGE. An Odd Number Roll Means A KNOCK OUT. Both are recorded as a Knock Out.

Remember that you must decide BEFORE the fight if the fight has a set number of rounds or if it will continue till one Fighter cannot continue.

If you decided that the fight will have a set number of rounds, when that round is reached, count to see which Fighter won more rounds, that is the winner of the fight! If it is too close to call, you have two options. 1. You can declare the match a draw OR 2 You can allow the News Paper Sport's Writers to give what they called a "NEWS PAPER DECISION" and they would choose the winner.

Going that route totally removes your ability to decide and you have to accept their decision. It honestly, is just the luck of the roll.

You will roll 2 d6 and add the total. If the total is an EVEN number the Fighter in the Red Corner Wins. If Odd, the Blue Corner wins!!