

Glory Days Boxing Quick Play Chart - Roll 1D20 to see who won round then 2D10 for round action

RG Stars	Blue	Score as a 10-9 round for winning fighter - 10-8 if either fighter scores a knockdown							
Red	10	9	8	6	5	4	3	2	1
10	1-10	1-12	1-13	1-14	1-15	1-16	1-18	1-19	1-20
9	1-8	1-10	1-12	1-13	1-14	1-15	1-17	1-18	1-19
8	1-7	1-8	1-10	1-12	1-13	1-14	1-16	1-17	1-18
6	1-6	1-7	1-8	1-10	1-12	1-13	1-14	1-15	1-17
5	1-5	1-6	1-7	1-8	1-10	1-12	1-13	1-14	1-16
4	1-4	1-5	1-6	1-7	1-8	1-10	1-11	1-12	1-14
3	1-2	1-3	1-4	1-6	1-7	1-9	1-10	1-11	1-13
2	1	1-2	1-3	1-5	1-6	1-8	1-9	1-10	1-12
1	-	1	1-2	1-3	1-4	1-6	1-7	1-8	1-10

Optional: For added realism roll 3D20 for each round to get a variance in scoring

- 0-1 Add 4 to power of higher rated fighter (if even add to fighter that won round) if KD scored automatic Knockout
- 2-5 Add 4 to power of higher rated fighter (if even add to fighter that won round) and check KD (TKO check if stunned)
- 6-9* Check for knockdown/KO against fighter with the highest chin KD rating
- 10-14 Fighter with the highest power rating rolls for knockdown/TKO against opponent
- 15-17 Highest rated fighter rolls for knockdown/KO against opponent (If tied fighter that won round checks)
- 18 If lower ranked fighter has a chin KO rating of 4 or more he gets caught and knocked out (If tied loser of the round)
- 19-20 Lower ranked fighter chin KD of 3 or more, double both KD and hurt ratings and make KD/TKO check (tied check both)
- 21-23 Any fighter with 1 or more power makes power check for KD/TKO (Will check if hurt but not knocked down)
- 24-26 Any fighter with 2 or more power makes power check for KD/TKO (Will check if hurt but not knocked down)
- 27-30 Any fighter with 3 or more power makes power check for KD/TKO (Will check if hurt but not knocked down)
- 31-36 Any fighter with 4 or more power makes power check for KD/TKO (Will check if hurt but not knocked down)
- 37-42 Any fighter with 5 or more power makes power check for KD/TKO (Will check if hurt but not knocked down)
- 43-46 Any fighter with 6 or more power makes power check for KD/TKO (Will check if hurt but not knocked down)
- 47-49* Check for KD/TKO against fighter with the highest chin KD rating if he lost the round
- 50-52* Check for KD/TKO against fighter that lost round if chin KD rating 3 or higher
- 53-56* Check for KD/TKO against fighter that lost round if chin KD rating 4 or higher
- 57-60* Check for KD/TKO against fighter that lost round if chin KD rating 5 or higher
- 61-63* Check for KD/TKO against fighter that lost round if chin KD rating 6 or higher
- 64-66* Check for KD/TKO against fighter that lost round if chin KD rating 7 or higher
- 67-68* Check for KD/TKO against fighter that lost round if chin KD rating 8 or higher
- 69-70 If fighter that wins the round has 4 or more power he gets two attempts for a knockdown/TKO
- 71-72 Fighter with the highest punches landed range (inside or out) wins next round on all cards and does power check
- 73-76 Exciting toe to toe action round - change scoring to even round - Power check for both fighters
- 77-78 Boring clinch fest of a round - change scoring to even round
- 79-80 Red corner - Double counter punch range and roll D20 , if it lands he wins the round - Miss Blue wins
- 81-82 Blue corner - Double counter punch range and roll D20 , if it lands he wins the round - Miss Red wins
- 83-84 Defense check on fighter who lost round, If result is a -1/-2 he wins round, if result is a +1/+2 he loses round 10-8
- 85 Check for cut on both fighters (If both suffer a gash stop fight - No contest)
- 86-87 Check for cut on fighter that lost the round
- 88-92 Check for cut on fighter with highest cut rating
- 93-96 Terrible judging - Reverse round scores of the judge(s) on the 1D20 roll
- 97 Check Red corner for foul against foul rating - First foul deduct 1 point, second foul fighter loses by disqualification
- 98 Check Blue corner for foul against foul rating - First foul deduct 1 point, second foul fighter loses by disqualification
- 99 Rare event chart roll 1D6 even red corner / odd blue corner - If injury occurs -1 star for affected fighter

***Go straight to chin/will check - Opponent does not have to pass power check**

Three Knockdown Rule: If a fighter suffers 3 knockdowns total the fight is stopped, score as TKO in round 3rd KD occurred

Fatigue Option: Divide Fighter fatigue by 10 then subtract 1 - Fighter is tired the round after this number, use fatigued ratings

Note: On any chin check rolls that fall above knockdown rating but under stun (#) rating check will for TKO