

Glory Days Boxing Enhanced Quick Play Charts

Set up and instructions

The enhanced Quick Play Charts for Glory Days Boxing are designed to simulate complete fights in 2 minutes or less with between 2 and 6 dice rolls. To use these charts you will need two D10 of different color and a D20, and in the case of ties in Total Ring General Stars at the beginning of the fight, Two D6.

- Select two fighters and add up total ring general stars from the top of their cards, with the highest number of stars being the favorite. If both fighters have the same number of stars, roll a red and blue D6 and match the results to their cards until one wins control. That fighter will be the favorite. Ring General star totals are the points each fighter starts with. You then add or subtract points as you move through the charts based on the results.

- Determine the control ranges from the bottom of chart 3 (segment control chart) and roll a D20 and two D10.

- Use the D20 to determine control or toe to toe (T2T) from the segment control chart, then reference the D10 results on chart 1 (Advantage chart) and Follow the instructions, assigning points or conducting checks as directed. If there is no stoppage, assign points and move to chart 2 (power chart)

- Follow the same steps as above , establishing control and then checking the outcome based on the 2D10 roll, conducting KO/TKO checks as called for. If no stoppage assign points move to chart 3 (closing chart) and repeat the D20 and 2D10 rolls

- After determining control with the D20 again, reference the 2D10 result on the chart and follow the instructions, assigning points or checking for Stoppages as indicated. If there is no stoppage the fight has gone to the judges and you roll for the decision. Note: If the point difference between the two fighters reaches 11 or more at any point during the chart checks, an automatic TKO occurs with the winner being the fighter in front.

- Decision – Determine the difference in points between both fighters (0-5+) and roll three D20 to get the decision from each judge based on the ranges next Point Diff number on the Go to the Cards chart.

Play Example: John Mugabi 8 RG stars vs Davey Moore 6 RG stars – Mugabi is favored

- Advantage chart you roll 3 on the D20 (Mugabi in control) and 48 on the D10 Mugabi is in control but Moore has the highest punches landed inside 51-47 based on the D10 result of 48 so Moore gets a point as indicated by the chart. It is now 8-7 as we head to the power chart.

- Power Chart – D20 is 11 so it is T2T (Toe to Toe) and the 2D10 result is 54. The chart indicates fighter ahead on points (Mugabi) pours it on and you add his Power (7) to Moore's **fatigued** Chin KO rating (7) – If the total (14 in this case) is 8 or more, fight is over by KO. Mugabi has stopped Moore! Since this is a 10 round fight, roll a D10 and result (6) is the round in which the KO occurs. If a KO had not occurred, you would have then moved on to the closing chart

1-Advantage Chart - Total Ring General Stars and add points as indicated on the charts

Fighter with the highest total number of Ring General Stars is the favorite. If fighters are tied roll 2D6 for ring control on their cards to establish the favorite. Each fighters total Ring General stars are their starting points, adding points from the chart results as you proceed.

- 0-1** If cut rating of fighter not in control is higher than 2 they suffer a cut and lose 1 point (If T2T applies to both)
- 2-3** If cut rating of fighter not in control is higher than 4 they suffer a cut and lose 1 point (If T2T applies to both)
- 4-6** If cut rating of fighter not in control is higher than 6 they suffer a cut and lose 1 point (If T2T applies to both)
- 7-12** Check for cut on fighter with highest cut rating, if they fail they suffer a cut and lose 1 point (Tied check both)
- 13-14** Check for cut on fighter with highest cut rating, if they fail they suffer a cut and lose 2 points (Tied check both)
- 15-16** If either fighter has a cut rating higher than 8 they suffer a bad gash and lose 2 points - Roll D20 1-12 Fight stopped
- 17-20** Check for cut for fighter not in control, if they fail they suffer a cut and lose 1 point - Roll D20 1-5 fight stopped
- 21-22** Check for cut for fighter who is in control, if they fail they suffer a cut and lose 1 point - Roll D20 1-5 fight stopped
- 23-24** Check fighter with highest foul range, if over 10 they are disqualified, roll 1D10 for round - If under 10 they lose 1 point
- 25-26** Fighter with highest foul rating loses 1 point, if tied both lose 1 point for rough tactics
- 27-28** If fighter **not** in control has a foul rating over 5 they lose 1 point, if 5 or lower or T2T no points lost
- 29-30** If fighter in control has a foul rating over 5 they lose 1 point, if 5 or lower that gain 1 point for keeping it clean. (T2T no points gained or lost)
- 31-33** If fighter in control has a foul rating of 3 or less they gain 1 point (T2T applies to both)
- 34-36** If difference between foul ratings is 5 or greater, award 1 point to fighter with lowest rating
- 37-39** If fighter **not** in control has a foul rating of 3 or less they gain 1 point (If T2T no points awarded)
- 40-44** Fighter with most RG stars inside gets 1 point and opponent makes **Fatigued** Chin KO check - If tied no points given
- 45-46** If fighter in control has a higher PL range on the inside they get 2 points, if tied gets 1 point, if lower no points (If T2T highest gets 1 point)
- 47-49** If fighter in control has a higher PL range on the inside they get 1 point, if tied or lower opponent gets 1 point (If T2T highest gets 1 point)
- 50-52** Fighter with the highest PL range inside gets 1 point - if that fighter is also in control they get 2 points and opponent must make Will check
- 53-56** If fighter in control has an inside PL range of 50 or higher, they get 2 points, if lower they get 1 point (If T2T both get 1 point if 50 or higher)
- 57-59** Fighter in control adds 5 to their PL inside range. If this makes it higher than opponents gets 2 points if not no points (If T2T nobody gets points)
- 60-64** Fighter with most RG stars outside gets 1 point and opponent makes **Fatigued** Chin KO check - If tied no points given
- 65-66** If fighter in control has a higher PL range on the outside they get 2 points, if tied gets 1 point, if lower no points (If T2T highest gets 1 point)
- 67-69** If fighter in control has a higher PL range on the outside they get 1 point, if tied or lower opponent gets 1 point (If T2T highest gets 1 point)
- 70-72** Fighter with the highest PL range outside gets 1 point - if that fighter is also in control they get 2 points and opponent must make Will check
- 73-76** If fighter in control has an outside PL range of 50 or higher, they get 2 points, if lower they get 1 point (If T2T both get 1 point if 50 or higher)
- 77-79** Fighter in control adds 5 to their PL outside range. If this makes it higher than opponents 2 points if not no points (If T2T nobody gets points)
- 80-84** If fighter in control has equal or higher stamina they get 1 point and opponent makes Will check- If not no points awarded (T2T higher stamina gets 1 point)
- 85-87** If fighter in control has equal or higher stamina they get 1 point - If not opponent gets 1 point (T2T higher stamina gets 1 point)
- 88-89** If fighter in control has equal or higher stamina they get 2 points - If not no points awarded (If T2T lower stamina gets second wind and 1 point)
- 90-92** If fighter **not** in control has a higher stamina rating they get 1 point - if less 1 point to opponent and make Will check - If equal no points (If T2T no points)
- 93-95** Fighter with lowest stamina loses a point and must make a **fatigued** Will check (if tied neither lose a point)
- 96-99** Fighter with the highest stamina gets 1 point (if tied neither get a point)

2-Power Chart - If a KO or TKO occurs on this chart roll a D10 for round, if a 12 round fight roll 2D6, if 15 rounds D10+D6 (0 on the D10 counts as 0)

- 0-2 Fighter with highest Chin KO - If Chin KO rating 4 or more fight over KO - If not knocked out 1 point to opponent (If tied 1 point to favored fighter)
- 3-6 If fighter **not** in control has Chin KO rating of 4 or higher, fight over by KO - If no KO, opponent gets 2 points (T2T check underdog Chin KO rating)
- 7-11 If fighter **not** in control has Chin KO rating of 4 or higher and opponent power 3 or more KO - If no KO, opponent gets 1 point (T2T check underdog Chin KO)
- 12-15 Fighter with highest Chin KO rating rolls **fatigued** Chin KO check - If fails fight over by KO - If no KO 1 point to opponent*
- 16-20 Fighter ahead on points has a KO chance, add power and opponents Chin KO together, if over 7 KO! If no KO 2 points scored*
- 21-24 Fighter with highest power - Roll against opponents Chin KO, if no KO fighter gets 1 point (If tied check both, favored fighter first)
- 25-29 Fighter in control has a KO chance - Add power to opponents Chin KO and roll KO check. If no KO gets 2 points (T2T favored fighter gets KO chance)
- 30-32 Shock the world! If underdog has 3 or more power favored fighter must pass a **fatigued** Chin KO check - If no KO 1 point for underdog
- 33-38 Add power of favored fighter to Chin KO of underdog - If Total is 7 or more, fight over KO. If less than 7 then favored fighter gets 2 points
- 39-42 Fighter in control adds 5 to power and makes power check - If successful opponent makes **fatigued** Chin KO check - no KO 1 point (T2T ignore no points)
- 43-45 If difference in points is 2 or less, fighter with fewer points does power check, if successful check opp Chin KO, if not check own Chin KO - No KO 1 point
- 46-49 If difference in points is 3 or more add power of favored fighter to **fatigued** Chin KO of underdog and roll D20 if equal to total or less KO - No KO 2 points
- 50-52 Fighter in control adds 5 to power, if 8 or more add opponents Chin KO and Chin KO if also 8 or more KO! - No KO 2 points*
- 53-55 Fighter ahead on points pours it on add power to opponents **fatigued** Chin KO if 8 or more KO! if no KO gets 2 points*
- 56-58 If fighter in control has power of 2 or more opponent must pass Chin KO check - If no KO or power below 2 then 1 point (T2T applies to favored fighter)
- 59-61 If fighter in control has power of 3 or more opponent doubles Will checks for TKO - If no TKO or power below 3 then 1 point (T2T applies to favored fighter)
- 62-64 If fighter in control has power of 4 or more opponent doubles Will checks for TKO - If no TKO or power below 4 then 1 point (T2T applies to favored fighter)
- 65-66 Add power of fighter in control to opponents Will – If 9 or more then TKO win, if less score 1 point (T2T 1 point to fighter with higher power)
- 67-70 Add power of fighter in control to opponents Will – If 10 or more then TKO win, if less score 1 point (T2T 1 point to favored fighter)
- 71-72 Add power of fighter in control to opponents Will – If 11 or more then TKO win, if less score 1 point (T2T 1 point to favored fighter)
- 73-74 If point difference is 2 or more trailing fighter rolls check on Will rating - No TKO or point difference less than 2 then 1 point*
- 75-77 If point difference is 3 or more trailing fighter rolls check on **fatigued** Will rating - No TKO or point difference less than 3 then 1 point (Tied no points)
- 78-79 If point difference is 4 or more trailing fighter rolls check on **fatigued** Will rating - No TKO or point difference less than 4 then 1 point (Tied no points)
- 80-82 If point difference is 5 or more trailing fighter loses on TKO - No TKO or point difference less than 5 then 1 point (Tied no points)
- 83-85 If fighter behind on points has a Will rating of 6 or higher and opponents power is 2 or more they lose by TKO - No TKO 1 point (If tied check underdog)
- 86-87 If fighter behind on points has a Will rating of 5 or higher and opponents power is 3 or more they lose by TKO - No TKO 1 point (If tied check underdog)
- 88-89 Fighter behind on points rallies opponent makes will check if Will higher than 3 - If Will is equal to or less than 3, then 1 point (Tied 1 point underdog)
- 90-91 Fighter behind on points gets power check, if successful opponent does **fatigued** Will check - If no TKO fighter ahead on points gets 1 point for great defense*
- 92-93 Fighter behind on points must make Will check - If no TKO trailing fighter rallies and gets 1 point (If tied applies to fighter with higher Will rating)
- 94-95 If fighter behind on points has a Will rating of 3 or higher they must make Will check - No TKO 1 point to opponent (Tied 1 point to favored Fighter)
- 96-97 If fighter behind on points has a Will rating of 5 or higher they must make Will check - No TKO 1 point to opponent (Tied 1 point to favored Fighter)
- 98 If fighter behind on points has a **fatigued** Will rating of 7 fight over by TKO - If no TKO 1 point to opponent (Tied 1 point to favored Fighter)
- 99 If fighter behind on points has a **fatigued** Will rating of 8 fight over by TKO - If no TKO 2 points to opponent (Tied 1 point to favored Fighter)

* If fighters have the same number of points, fighter designated as favored fighter is considered to have most points

Note - If a fighter has Granite Chin trait must also roll for that if a stoppage occurs – If fighter has Roll with it trait, make the deduction from opponents power

3-Closing Chart - If fight goes the distance use Go to the cards chart below for decision

- 0-6 Fighter ahead on points gets 2 points and Will check of trailing fighter - if tied 1 point to favored fighter no Will check
- 7-9 Fighter behind on points rallies late, gets 1 point - If tied 1 point to favored fighter
- 10-15 Fighter in control surges gets 1 point (If T2T 1 point to favored fighter)
- 16-18 Fighter in control lets it go, gets 2 points and opponent makes Chin KO check (If T2T 1 point to favored fighter)
- 19-23 If favored fighter is in control, closes the show strong gets 2 points and opponent makes Will check - If underdog in control they get 1 point (T2T no points)
- 24-27 If favored fighter is **not** in control they lose 1 point for mailing it in - If favored fighter in control they get 1 point
- 28-30 If fighter behind on points is in control they get 2 points - If not in control they must make **fatigued** Chin KO check and 1 point to opponent (Tied no points)
- 31-33 If fighter behind on points is in control they get 1 point - If not in control they must make **fatigued** Will check and 1 point to opponent (Tied no points)
- 34-36 If fighter ahead on points is in control they get 1 point and if their power is higher than 2 opponent makes Will check (If tied use favored fighter)
- 37-40 If fighter ahead on points is in control they get 1 point and if their power is higher than 3 opponent makes make Chin KO check (If tied use favored fighter)
- 41-45 If fighter ahead on points is in control they get 1 point and if their power is higher than 4 opponent makes **fatigued** Chin KO check (If tied use favored fighter)
- 46-50 If fighter ahead on points is in control they get 1 point and if their power is higher than 5 opponent makes **fatigued** Chin KO check (If tied use favored fighter)
- 51-55 Fighter in control gets 2 points if favored, 1 point if underdog - If T2T no points awarded
- 56-61 Fighter in control gets 1 point if favored, if fighter in control is underdog must make Will check and 1 point to favorite if no TKO -(T2T no points awarded)
- 62-64 Add total punches landed - Fighter with the highest number gets 2 points (T2T no points)
- 65-68 Add total punches landed - Fighter with the highest number gets 1 point and opponent makes **fatigued** Will check (T2T no points)
- 69-72 If fighter in control has the highest total punches landed they get 1 point, if not opponent gets 1 point (T2T 1 point to highest total punches landed)
- 73-76 If fighter **not** in control has the highest total punches landed they get 1 point, if not opponent gets 1 point (T2T 1 point to highest total punches landed)
- 77-80 Fighter with the highest number of -1 results on defense gets 1 point - If tied favored fighter gets 1 point*
- 81-84 If fighter in control has the highest number of -1 results on defense they get 1 point - If not opponent gets 1 point (T2T favored fighter gets 1 point)*
- 85-86 If fighter **not** in control has the highest number of -1 results on defense they get 1 point - If not opponent gets 1 point (T2T favored fighter gets 1 point)*
- 87-90 Fighter with the highest counter punches range gets 1 point - If tied 1 point to favored fighter
- 91-94 If fighter in control has a counter punch range of more than 4, they get 1 point - If not opponent gets 1 point (T2T Favored fighter gets 1 point)
- 94-95 If fighter with highest number of counter punches is in control they get 1 point - if not opponent gets 1 point (If tied no points)
- 96-97 Hail Mary - fighter behind on points chance for KO, make roll on opponents Chin KO rating - If they fail double their Chin KO and make check (Tied ignore)
- 98-99 Close the show - fighter ahead on points add power to opponents Chin KO and Will and roll D20 for TKO - If fails 1 point to opponent (Tied ignore)

* If neither fighter has a -1 Defensive result apply to the fighter with the fewest +1 results - If tied follow tied instructions on chart

Go to the Cards Chart - Roll 3 D20

Point Diff	Favored	Underdog	Draw
0	1-11	12-17	18-20
Point Diff	High score	Low Score	Draw
1	1-13	14-18	19-20
2	1-15	16-19	20
3	1-17	18-19	20
4	1-19	20	-
5 or more	1-20	-	-

Segment Control Chart

	High	T2T	Low
0	1-9	10-11	12-20
1	10	11-12	13-20
2	12	13	14-20
3	13	14	15-20
4	14	15	16-20
5	15	16	17-20
6	16	17	18-20
7	17	18	19-20
8	18	-	19-20
9	19	-	20
10	20	-	-
11+	TKO	-	-

