

Glory Days Boxing

Event Chart

0-9	Go to Rare Event Chart*
10-11	Caution to the wind +2 to power, +3 to own Chin KO, +2 to opp Chin KO rest of the round
12-13	Clash of heads check both fighters for cut if cut leads to stoppage NC up to 4 rds then cards
14-15	Fighter goes to canvas avoiding wild hook, ruled a slip no punches land go to next segment
16-17	Fighter spits out mouthpiece, no action this segment as referee has corner retrieve it
18-19	Referee has trouble seperating fighters no action this segment and the next segment
20-21	Referee forced to warn both fighters for intentional low blows each land 1 punch
22-23	Fighter knocks opponent down, ruled a push no punches land go to next segment
24-25	Fighter lands a blow at an odd angle 2 PL, opponent suffers facial injury check cut chart
26-27	Opponent loses 5 extra stamina points this round from body blows, 2 punches land
28-31	Fighters dare each other to trade, next segment toe to toe +1 to both punches landed
32-35	Fighters continue to brawl after bell sounds both given warnings
36-44	Fighters engage in vicious toe to toe exchange 6 punches land each
45-46	Each fighter warned for holding and hitting, 1 punch lands and 1 foul warning for each
47-50	All out war, both fighters score 7 punches in an electrifying exchange
51-56	Fighter ahead on punches landed pours it on, outscores opponent 5-1 this segment
57-63	Fighters taunt each other, no other actions this turn
64-69	Fighter scores 2 punches, then showboats excessively, no action next segment
70-74	Fighter losing on points rallies this segment, outscores opponent 5 punches to 1
75-80	Fighters clinch and wrestle for the next two segments, no punches land
81-83	Fighter hits wall, loses 5 extra stamina points this round
84-85	Both fighters fall to the ground during clinch, no other action this turn
86-87	Both fighters get cautious -1 all punches landed for both for the rest of the round
88-89	Both fighters turn it up +1 all punches landed for both the rest of the round
90	Fighter gets defensive blocks 1 punch on all defense checks on roll of 1-10 rest of round
91	Fighter turns up the heat +1 to all punches landed for the rest of the round
92	Things get personal +2 to both fighters foul ratings on all foul checks rest of the round
93	Fighters let loose +1 to power and +2 to chin KO rating for both next segment
94	Both fighters take a breather next 2 segments end in a clinch and the crowd boos
95	Fighter losing round gets +1 to power +1 to opponents chin KO rating next segment
96	Automatically go toe to toe next segment +2 to each fighters punches landed
97	Finish strong +3 to all punches landed in the last segment of the current round
98	Fighter with momentum suffers flash KD, 3 punches land for opponent up at 2 count
99	Fighter traps opponent on ropes, lands multiple blows, referee stops fight TKO win

Rare Event Chart* Only 1 rare event of any type can occur in a fight

0	Both fighters land simultaneous blows, 4 punches each, check both chin ratings for KO*
1	Fighter suffered head injury prior to bout, knocked out by a light right cross out 1 year*
2-3	Fighter turns to complain to ref on break dropped with vicious hook, check KO rating*
4-6	Fighter losing round on punch totals gets frustrated and quits, TKO win for opponent*
7-9	Fighter breaks arm can't go on fight stopped ruled TKO win for opponent*
10-12	Fighter lands body blow, breaks opponents rib, -10 from opponents stamina*
13-15	Fighter scores 3 punches, breaks opponents Jaw, -1 to all opp RG ratings rest of fight*
16-20	Fighter scores 2 punches, thumbs opponent who can't block punches rest of fight*
21-26	Fighter scores 2 punches, breaks opponents nose, -6 from opponents stamina*
27-31	Fighter misses wildly, hurts shoulder, -1 from punches landed for the rest of the fight*
32-36	Fighter scores 3 punches, but hurts wrist -1 punches landed for the rest of the fight*
37-41	Fighter breaks hand, scores 3 punches, -1 from punches landed, power 1 for rest of fight*
42-45	Unintentional thumb to opp eye doctor stops fight NC 4 rd or less, go to cards if 5 rds or more*
46-47	Corner of fighter losing round throws in the towel TKO win for high fighter (clinch if tied)*
48-49	Referee is hit trying to break clinch must be replaced with new referee*
50-51	Mysterious bottle given to loser of this round, gains 15 stamina heading into next round*
52-58	Fighters go at, crowd erupts as both land 6 punches this segment power checks for both*
59	Fighter with highest power drops opponent, long count fighter up at 12 fight continues*
60-61	Roll 1D6 bottle hits red corner 1-2, blue corner 3-4 miss 5-6 if fighter hit ruled no contest*
62-66	Losing fighter fails neurological test after fight given 8 month medical suspension*
67	Ring collapses fight and rest of card cancelled*
68-70	Ring lights go out, fight delayed both fighters regain 10 stamina from delay*
71-74	Wild haymaker knocks opponent through the ropes, check KO rating +3*
75-77	Winning fighter gets cocky, hands down walks into a vicious hook check KO rating +1*
78-80	Fighter falls awkwardly, 1-10 fight stopped due to knee injury - no contest*
81-84	Fighter with highest foul rating rolls on foul chart loses a point for intentional foul*
85-88	Fighter rocks opponent with vicious flurry of blows, check opponents TKO rating*
89-90	Both fighters fall through ropes in clinch, check will for both TKO if 1 fails NC if both fail*
91-92	Wild brawl erupts between corners after current round - fight ruled No contest*
93-94	Fan storms the ring delay while security clears the ring, skip next segment no action*
95-96	Fighter is immediately disqualified for egregious foul (Roll on chart for foul type)*
97	At the end of the fight referee notices padding removed from winners glove DQ loss*
98	Fighter applied plaster to hand wraps pre fight, for rest of fight double opp cut rating*
99	Fighter frustrated in clinch bites opponents ear, immediately disqualified*

#If foul rating even fighter losing the round on total punches roll on foul chart (If still tied ignore)