

Heather Hardy FW 21-1 (4)						Amanda Serrano FW 40-1-1 (30)						Jelena Mrdjenovich FW 41-10-2 (19)					
1	Inside	*	Power	1/4	1/3	1	Inside	**	Power	6/9	4/7	1	Inside	**	Power	5/8	4/7
2	Outside	**	Chin KD	1/2	1/3	2	Outside	**	Chin KD	1/2	1/3	2	Outside	**	Chin KD	2/4	3/5
3	Outside	**	Chin KO	1	1	3	Outside	**	Chin KO	1	1	3	Outside	*	Chin KO	1	1
4	Inside	~	Will	1	1	4	Inside	**	Will	1	1	4	Inside	*	Will	1	1
5	Outside	~	Cut	7	Stamina	5	Outside	~	Cut	4	Stamina	5	Outside	~	Cut	9	Stamina
6	Inside	~	Foul	2	70	6	Inside	~	Foul	3	70	6	Inside	*	Foul	2	70
Iron Will: When fighter is hurt, can't be knocked down						Blitzkreig: Fast Starter +1 power for the first 2 rounds						Iceman: One shot power +1 to opps chin KO rating					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-2	Fires a vicious salvo of punches 5 PL				0-3	0-6	A blistering two handed assault 5 PL				0-3	0-5	Fires a vicious salvo of punches 5 PL				0-2
3-11	Dances away firing combinations 4 PL				4-15	7-20	Looping cross closes the action 4 PL				4-17	6-19	Big shots to the head and body 4 PL				3-18
12-24	Combo lands behind the jab 3 PL				16-30	21-37	Lead hook and combination 3 PL				18-31	17-31	Huge left hook lands after a jab + cross 3 PL				19-34
25-42	Brisk Jabs snap the head back 2 PL				31-48	38-54	Connects with a jab and a hook 2 PL				32-46	32-45	Bores in behind a lead cross and a hook 2 PL				35-49
43-82	Misses check opponents counter				49-90	55-82	Misses check opponents counter				47-90	46-82	Misses check opponents counter				50-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1	-1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling			Defense	1-4	+1	Cut/Swelling		
	2-5	+1	1-4	Swelling left eye			3-5	+1	1-5	Swelling left eye			5	+2	1-4	Swelling left eye	
Counter	1-2	Hook-2	5-9	Swelling right eye		Counter	1-4	Hook-2	6-10	Swelling right eye		Counter	1-5	Hook-2	5-8	Swelling right eye	
	3-4	Cross-2	10-11	Cut left eye			5	Cross-2	11-12	Cut left eye			6	Cross-2	9-12	Cut right eye	
Fouls			12-13	Cut right eye		Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye	
1-6	Holding & Hitting		14-15	Gash left eye		1-2	Low Blow		15-16	Gash left eye		1-5	Holding & Hitting		15-16	Gash left eye	
7-10	Head Butt		16	Gash right eye		3-5	Head Butt		17	Gash right eye		6-13	Head Butt		17	Gash right eye	
11-16	Holding		17	Cut left cheek		6-15	Holding		18	Cut left cheek		14-16	Holding		18	Cut left cheek	
17-18	Elbows		18	Cut right cheek		16-18	Elbows		19	Cut right cheek		17-18	Elbows		19	Cut right cheek	
19-20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		20	Bloody Nose		19-20	Rabbit Punch		20	Bloody Nose	
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Shelly Vincent FW 26-2 (1)						Jennifer Han FW 18-3-1 (1)						Nina Meinke FW 11-2 (3)					
1	Inside	*	Power	1/3	1/2	1	Inside	~	Power	1/3	1/2	1	Inside	~	Power	2/4	1/3
2	Outside	*	Chin KD	1/3	2/4	2	Outside	**	Chin KD	4/6	5/7	2	Outside	*	Chin KD	2/4	4/6
3	Outside	~	Chin KO	1	2	3	Outside	*	Chin KO	1	2	3	Outside	*	Chin KO	2	4
4	Inside	**	Will	1	2	4	Inside	*	Will	2	4	4	Inside	*	Will	2	4
5	Outside	~	Cut	3	Stamina	5	Outside	*	Cut	4	Stamina	5	Outside	~	Cut	7	Stamina
6	Inside	~	Foul	5	60	6	Outside	~	Foul	3	60	6	Inside	~	Foul	3	60
Survivor: If hurt, roll 1D20 clinch on roll of 1-10						Reluctant: Reduce both PL by -1 on toe to toe exchange						Front Runner: If more RG stars than opp -2 from Chin KD					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-2	Devastating combination score 5 PL				X	x	Dances away firing combinations 5 PL				0-2	0-1	Crushing cross lands behind a combo 5 PL				0-2
3-12	Double hook after a combo 4 PL				0-11	0-12	Devastating combination scores 4 PL				3-17	2-12	Dances away firing combinations 4 PL				3-17
13-30	Several blows find the mark 3 PL				12-22	13-29	Combo lands behind the jab 3 PL				18-32	13-27	Combo lands behind the jab 3 PL				18-30
31-44	Digs the hook to the body 2 PL				23-36	30-41	Bores in behind the jab 2 PL				33-45	28-39	Digs hook to the body and head 2 PL				31-42
46-82	Misses check opponents counter				37-90	42-82	Misses check opponents counter				46-90	40-82	Misses check opponents counter				43-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1	-1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling		
	2-5	+1	1-5	Swelling left eye			3-4	+1	1-5	Swelling left eye			3-5	+1	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye	
	3-4	Cross-2	10-11	Cut left eye			3-4	Cross-2	10-11	Cut left eye			3-4	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-3	Low Blow		14	Gash left eye		1-4	Holding & Hitting		14	Gash left eye		1-4	Holding & Hitting		14	Gash left eye	
4-9	Head Butt		15	Gash right eye		5-10	Head Butt		15	Gash right eye		5-9	Head Butt		15	Gash right eye	
10-15	Holding		16	Cut left cheek		11-15	Holding		16	Cut left cheek		10-15	Holding		16	Cut left cheek	
16-18	Elbows		17	Cut right cheek		16-18	Elbows		17	Cut right cheek		16-18	Elbows		17	Cut right cheek	
19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose	
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Jackie Nava SBW (W) 37-4-4 (16)						Ana Maria Torres BW (W) 28-3-3 (16)						Yazmin Rivas SBW (W) 40-10-1 (11)					
1	Inside	**	Power	4/6	3/5	1	Inside	~	Power	4/5	2/4	1	Inside	*	Power	3/5	2/4
2	Outside	**	Chin KD	2(4)	3(5)	2	Outside	~	Chin KD	1(2)	2(3)	2	Outside	**	Chin KD	1(2)	1(2)
3	Outside	**	Chin KO	2	3	3	Outside	***	Chin KO	1	2	3	Outside	*	Chin KO	1	2
4	Inside	**	Will	1	2	4	Inside	**	Will	1	2	4	Inside	**	Will	1	2
5	Outside	~	Cut	7	Stamina	5	Outside	**	Cut	3	Stamina	5	Outside	~	Cut	4	Stamina
6	Inside	~	Foul	5	80	6	Inside	**	Foul	5	80	6	Inside	*	Foul	5	80
Body Snatcher: Inside punches can't be blocked						Counter Point: Add +1 to al counters that land						Granite Chin: If KD occurs re-roll 1D20 no KD on 1-10					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-5	Stiff Jab starts a 5 punch combo 5 PL				0-2	0-4	Bangs away with both hands 5 PL				0-4	0-3	Multiple shots to the head 5 PL				0-2
6-20	Double hook after a combo 4 PL				3-16	5-20	Dances in and out firing away 4 PL				5-19	4-19	Combinations from angles 4 PL				3-18
21-35	Lead hook and a combination land 3 PL				17-31	21-35	Double jab and a blazing cross 3 PL				20-33	20-34	Works inside behind the jab 3 PL				19-33
36-51	Big hook follows an uppercut 2 PL				32-46	36-52	A quick 1-2 finds the mark 2 PL				34-49	35-49	Digs the hook to the body 2 PL				34-48
52-82	Misses check opponents counter				47-90	53-82	Misses check opponents counter				50-90	50-82	Misses check opponents counter				49-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-3	-1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling			Defense	1-3	-1	Cut/Swelling		
	4-5	+1	1-5	Swelling left eye			5	+1	1-5	Swelling left eye			4-5	+1	1-5	Swelling left eye	
Counter	1-4	Hook-2	6-10	Swelling right eye		Counter	1-3	Hook-2	6-9	Swelling right eye		Counter	1-3	Hook-2	6-10	Swelling right eye	
	5-6	Cross-2	11-12	Cut left eye			4-6	Cross-2	10-11	Cut left eye			4-5	Cross-2	11-12	Cut left eye	
Fouls			13-14	Cut right eye		Fouls			12-13	Cut right eye		Fouls			13	Cut right eye	
1-3	Low Blow		15	Gash left eye		1-3	Low Blow		14	Gash left eye		1-2	Low Blow		14	Gash left eye	
4-9	Head Butt		16	Gash right eye		4-12	Head Butt		15	Gash right eye		3-8	Head Butt		15	Gash right eye	
10-15	Holding		17	Cut left cheek		13-15	Holding		16	Cut left cheek		9-15	Holding		16	Cut left cheek	
16-17	Elbows		18	Cut right cheek		16-17	Elbows		17	Cut right cheek		16-17	Elbows		17	Cut right cheek	
18-20	Rabbit Punch		19-20	Bloody Nose		18-20	Rabbit Punch		18-20	Bloody Nose		18-20	Rabbit Punch		18-20	Bloody Nose	
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Alejandra Oliveras SBW (W) 33-3-2 (16)						Marcela Eliana Acuna SBW (W) 49-7-2 (20)						Alicia Ashley SBW (W) 24-12-1 (4)					
1	Inside	***	Power	4/6	3/5	1	Inside	**	Power	4/7	3/5	1	Inside	~	Power	1/3	1/2
2	Outside	~	Chin KD	2(3)	3(4)	2	Outside	***	Chin KD	1(2)	2(3)	2	Outside	*	Chin KD	1(2)	2(3)
3	Outside	*	Chin KO	1	2	3	Outside	~	Chin KO	1	2	3	Outside	***	Chin KO	1	2
4	Inside	**	Will	1	2	4	Inside	~	Will	1	2	4	Inside	*	Will	1	2
5	Outside	*	Cut	3	Stamina	5	Outside	**	Cut	4	Stamina	5	Outside	**	Cut	2	Stamina
6	Inside	~	Foul	10	75	6	Inside	**	Foul	3	80	6	Inside	*	Foul	2	80
Dirty Tricks: Any foul reduces opp stamina by 5 points						Sniper: Outside punches can't be blocked						Old Master: -1 from opp PL on all toe to toe exchanges					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-4	Pummels the head and body 5 PL				0-3	0-4	Stiff jab starts a 5 punch combination 5 PL				0-5	0-2	Series of jabs and crosses score 5 PL				0-2
5-20	Rapid fire combinations land 4 PL				4-19	5-17	Circling the ring sniping away 4 PL				6-25	3-17	Scores with several shapr blows 4 PL				3-21
21-35	Sharp three punch combo 3 PL				20-34	18-35	Combo lands behind the jab 3 PL				26-42	18-32	Jab, cross and a hook score 3 PL				22-39
36-50	Punishing hook follows a cross 2 PL				35-47	36-47	Solid jab-cross combo connects 2 PL				43-54	33-45	A quick 1-2 finds the mark 2 PI				40-54
51-82	Misses check opponents counter				48-90	48-82	Misses check opponents counter				55-90	46-82	Misses check opponents counter				55-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-2	+1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling			Defense	1-5	-1	Cut/Swelling		
	3-4	+2	1-5	Swelling left eye			5	+1	1-5	Swelling left eye			6	-2	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye	
	3-4	Cross-2	10-12	Cut left eye			3-5	Cross-2	11-12	Cut left eye			3-5	Cross-2	10-11	Cut left eye	
Fouls			13-14	Cut right eye		Fouls			13	Cut right eye		Fouls			12	Cut right eye	
1-4	Low Blow		15	Gash left eye		1-6	Low Blow		14	Gash left eye		1-2	Low Blow		13	Gash left eye	
5-11	Head Butt		16	Gash right eye		7-10	Head Butt		15	Gash right eye		3-4	Head Butt		14	Cut right cheek	
12-17	Holding		17	Cut left cheek		11-16	Holding		16	Cut left cheek		5-12	Holding		15	Cut left cheek	
18-19	Elbows		18	Cut right cheek		17-18	Elbows		17	Cut right cheek		13-16	Elbows		16	Cut right cheek	
20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose		17-20	Rabbit Punch		17-20	Bloody Nose	
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Mayerlin Rivas SBW (W) 16-4-2 (10)						Ana Arrazola SW/JFLY (W) 28-14-3 (14)						Anne Sophie Da Costa SW (W) 28-6 (11)					
1	Inside	**	Power	4/5	2/4	1	Inside	**	Power	2/4	1/3	1	Inside	**	Power	2/4	1/3
2	Outside	*	Chin KD	2(3)	3(4)	2	Outside	~	Chin KD	1(3)	2(4)	2	Outside	*	Chin KD	2(3)	3(4)
3	Outside	~	Chin KO	1	3	3	Outside	*	Chin KO	1	2	3	Outside	~	Chin KO	1	2
4	Inside	**	Will	1	2	4	Inside	*	Will	2	4	4	Inside	~	Will	1	3
5	Outside	~	Cut	4	Stamina	5	Outside	~	Cut	3	Stamina	5	Outside	*	Cut	4	Stamina
6	Inside	~	Foul	4	70	6	Inside	*	Foul	6	80	6	Inside	*	Foul	5	70
Blitzkreig: Fast starter +1 power for first two rounds						Mauler: Subtract 5 from opp stamina to start fight						Slug it out: +1 to both fighters PL on toe to toe exchange					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-2	Lets the hands go from inside 5 PL				0-1	0-2	Blistering two fisted assault 5 PL				0-1	0-2	Wails away with both hands 5 PL				X
3-17	scores with several wild blows 4 PL				2-13	3-14	Wild cross finishes the flurry 4 PL				2-13	3-13	Big shots to the head and body 4 PL				0-12
18-30	Charges in behind the lead cross 3 PL				14-27	15-29	Working the head and body 3 PL				14-28	14-28	Wicked three punch combo 3 PL				13-27
31-46	Digs the hook to the body 2 PL				28-43	30-44	Hook and a cross connect 2 PL				29-40	29-42	Wild hook follows an uppercut 2 PL				28-38
47-82	Misses check opponents counter				44-90	45-82	Misses check opponents counter				41-90	43-82	Misses check opponents counter				39-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1	-1	Cut/Swelling			Defense	1-3	+1	Cut/Swelling			Defense	1-4	+1	Cut/Swelling		
	2-5	+1	1-5	Swelling left eye			4	+2	1-4	Swelling left eye			5	+2	1-4	Swelling left eye	
Counter	1-3	Hook-2	6-10	Swelling right eye		Counter	1-3	Hook-2	5-9	Swelling right eye		Counter	1-2	Hook-2	5-9	Swelling right eye	
	4-5	Cross-2	11-12	Cut left eye			4	Cross-2	10-11	Cut left eye			3-4	Cross-2	10-11	Cut left eye	
Fouls			13-14	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-4	Low Blow		15	Gash left eye		1-4	Low Blow		14	Gash left eye		1-3	Low Blow		14	Gash left eye	
5-10	Head Butt		16	Gash right eye		5-9	Head Butt		15	Gash right eye		4-9	Head Butt		15	Gash right eye	
11-13	Holding		17	Cut left cheek		10-14	Holding		16	Cut left cheek		10-14	Holding		16	Cut left cheek	
14-17	Elbows		18	Cut right cheek		15-17	Elbows		17	Cut right cheek		15-18	Elbows		17	Cut right cheek	
18-20	Rabbit Punch		19-20	Bloody Nose		18-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose	
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Leona Brown SBW (W) 13-17 (5)						Carina Moreno SW/JFLY (W) 25-7 (6)						Ayaka Miyao Atom/SW (W) 23-9-2 (6)					
1	Inside	**	Power	1/4	1/2	1	Inside	**	Power	1/3	1/2	1	Inside	*	Power	1/3	1/2
2	Outside	~	Chin KD	1(2)	2(3)	2	Outside	~	Chin KD	1(3)	2(4)	2	Outside	**	Chin KD	3(5)	4(6)
3	Outside	~	Chin KO	1	2	3	Outside	**	Chin KO	1	2	3	Outside	*	Chin KO	3	5
4	Inside	*	Will	2	4	4	Inside	*	Will	1	2	4	Inside	~	Will	3	6
5	Outside	*	Cut	4	Stamina	5	Outside	*	Cut	3	Stamina	5	Outside	**	Cut	5	Stamina
6	Inside	~	Foul	12	70	6	Inside	~	Foul	4	80	6	Inside	~	Foul	2	80
Mauler: Subtract 10 from Opp Stamina to start fight						Roll with it: Slips punches well -1 from opp power						Sprinter: Neither fighter lands on an outside toe to toe					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-2	Lets the hands go from inside 5 PL				X	0-4	Fires a vicious salvo of punches 5 PL				0-3	X	Stiff jab starts a 5 punch combo 5 PL				0-3
3-15	Double hook after a combo 4 PL				0-12	5-20	Lands heavy rights and lefts 4 PL				4-19	0-12	Dances in and out firing away 4 PL				4-19
16-30	Lead hook and a combo 3 PL				13-27	21-32	Walks in behind a short cross				20-32	13-26	Double jab and a blazing cross 3 PL				20-34
31-42	Bores in behind a short cross 2 PL				28-39	33-48	a quick 1-2 finds the mark				33-48	27-41	A quick 1-2 finds the mark 2 PL				35-49
43-82	Misses check opponents counter				40-90	49-82	Misses check opponents counter				49-90	42-82	Misses check opponents counter				50-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-4	+1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling		
	5-6	+2	1-5	Swelling left eye			5	+1	1-5	Swelling left eye			5	+1	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-3	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye	
	3-4	Cross-2	10-11	Cut left eye			4-5	Cross-2	10-11	Cut left eye			3-4	Cross-2	11-12	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			13-14	Cut right eye	
1-5	Low Blow		14	Gash left eye		1-5	Low Blow		14	Gash left eye		1-4	Low Blow		15	Gash left eye	
6-10	Head Butt		15	Gash right eye		6-9	Head Butt		15	Gash right eye		5-9	Head Butt		16	Gash right eye	
11-13	Holding		16	Cut left cheek		10-14	Holding		16	Cut left cheek		10-13	Holding		17	Cut left cheek	
14-17	Elbows		17	Cut right cheek		15-18	Elbows		17	Cut right cheek		14-17	Elbows		18	Cut right cheek	
18-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		19-20	Bloody Nose	
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Yokasta Valle SW (W) 21-2 (9)						Dina Thorslund SBW (W) 15-0 (6)						Segolene Lefebvre SBW (W) 13-0 (1)					
1	Inside	**	Power	3/4	2/3	1	Inside	**	Power	2/4	1/2	1	Inside	~	Power	1/2	1/2
2	Outside	*	Chin KD	2(3)	3(4)	2	Outside	~	Chin KD	1(2)	2(4)	2	Outside	**	Chin KD	1(2)	2(4)
3	Outside	*	Chin KO	1	2	3	Outside	**	Chin KO	1	2	3	Outside	**	Chin KO	1	3
4	Inside	*	Will	1	3	4	Inside	~	Will	1	2	4	Inside	*	Will	2	3
5	Outside	~	Cut	4	Stamina	5	Outside	*	Cut	6	Stamina	5	Outside	*	Cut	3	Stamina
6	Inside	~	Foul	5	80	6	Inside	**	Foul	3	80	6	Outside	~	Foul	2(3)	80
Slug it out: +1 to both fighters PL on toe to toe exchanges						Slug it out: +1 to both fighters PL on toe to toe exchanges						Reluctant: Reduce both PL by -1 on toe to toe exchanges					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-2	Series of jabs and crosses score 5 PL				0-1	0-4	Launches a smothering two fistted attack 5 PL				0-2	0-1	Blinding two fistted flurry 5 PL				0-2
4-15	Lands heavy rights and lefts 4 PL				2-12	5-22	Big shots to the head and body 4 PL				3-19	2-15	Dances in and out firing away 4 PL				3-21
16-32	Working the head and body 3 PL				13-28	23-36	Heavy blows find the mark 3 PL				20-32	16-33	Double jab and a blazing cross				22-38
33-44	Bores in behind a hard right 2 PL				29-40	37-50	Doubles up on the lead cross 2 PL				33-45	34-45	Rapid fire jabs connect 2 PL				39-51
45-82	Misses check opponents counter				41-90	51-82	Misses check opponents counter				46-90	46-82	Misses check opponents counter				52-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-3	+1	Cut/Swelling			Defense	1	-1	Cut/Swelling			Defense	1-5	-1	Cut/Swelling		
	4	+2	1-5	Swelling left eye			2-5	+1	1-5	Swelling left eye			x	-2	1-5	Swelling left eye	
Counter	1-4	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye	
	5	Cross-2	10-11	Cut left eye			3-4	Cross-2	10-11	Cut left eye			3-5	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-4	Low Blow		14	Gash left eye		1-3	Low Blow		14	Gash left eye		1-2	Low Blow		14	Gash left eye	
5-9	Head Butt		15	Gash right eye		4-9	Head Butt		15	Gash right eye		3-7	Head Butt		15	Gash right eye	
10-13	Holding		16	Cut left cheek		10-14	Holding		16	Cut left cheek		8-14	Holding		16	Cut left cheek	
14-17	Elbows		17	Cut right cheek		15-18	Elbows		17	Cut right cheek		15-18	Elbows		17	Cut right cheek	
18-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose	
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Yokasta Valle SW (W) 21-2 (9)						Tina Rupprecht SW (W) 10-0-1 (3)						Tina Rupprecht SW (W) 10-0-1 (3)					
1	Inside	**	Power	3/4	2/3	1	Inside	~	Power	2/3	1/2	1	Inside	~	Power	2/3	1/2
2	Outside	*	Chin KD	2(3)	3(4)	2	Outside	~	Chin KD	1(3)	2(5)	2	Outside	~	Chin KD	1(3)	2(5)
3	Outside	*	Chin KO	1	2	3	Outside	*	Chin KO	1	3	3	Outside	*	Chin KO	1	3
4	Inside	*	Will	1	3	4	Inside	**	Will	1	3	4	Inside	**	Will	1	3
5	Outside	~	Cut	4	Stamina	5	Outside	*	Cut	4	Stamina	5	Outside	*	Cut	4	Stamina
6	Inside	~	Foul	5	80	6	Inside	**	Foul	2	80	6	Inside	**	Foul	2	80
Slug it out: +1 to both fighters PL on toe to toe exchanges						Mauler: Subtract 5 from opp stamina to start fight						Mauler: Subtract 5 from opp stamina to start fight					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-2	Series of jabs and crosses score 5 PL				0-1	0-4	Launches a smothering attack 5 PL				0-1	0-4	Launches a smothering attack 5 PL				0-1
4-15	Lands heavy rights and lefts 4 PL				2-12	5-19	Uncorks the hands in tight 4 PL				2-17	5-19	Uncorks the hands in tight 4 PL				2-17
16-32	Working the head and body 3 PL				13-28	20-35	Hook and two crosses land 3 PL				18-31	20-35	Hook and two crosses land 3 PL				18-31
33-44	Bores in behind a hard right 2 PL				29-40	36-49	Hard hook follows a jab 2 PL				32-45	36-49	Hard hook follows a jab 2 PL				32-45
45-82	Misses check opponents counter				41-90	50-82	Misses check opponents counter				46-90	50-82	Misses check opponents counter				46-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-3	+1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling		
	4	+2	1-5	Swelling left eye			5	+1	1-5	Swelling left eye			5	+1	1-5	Swelling left eye	
Counter	1-4	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye	
	5	Cross-2	10-11	Cut left eye			3-5	Cross-2	10-11	Cut left eye			3-5	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-4	Low Blow		14	Gash left eye		1-4	Low Blow		14	Gash left eye		1-4	Low Blow		14	Gash left eye	
5-9	Head Butt		15	Gash right eye		5-9	Head Butt		15	Gash right eye		5-9	Head Butt		15	Gash right eye	
10-13	Holding		16	Cut left cheek		10-13	Holding		16	Cut left cheek		10-13	Holding		16	Cut left cheek	
14-17	Elbows		17	Cut right cheek		14-17	Elbows		17	Cut right cheek		14-17	Elbows		17	Cut right cheek	
18-20	Rabbit Punch		18-20	Bloody Nose		18-20	Rabbit Punch		18-20	Bloody Nose		18-20	Rabbit Punch		18-20	Bloody Nose	
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Mikaela Mayer SFW						Mavia Hamadouche SFW						Terri Harper SFW					
1	Inside	**	Power	3/5	2/4	1	Inside	***	Power	5/7	4/6	1	Inside	~	Power	4/6	3/5
2	Outside	**	Chin KD	1/3	3/5	2	Inside	*	Chin KD	1/3	3/5	2	Outside	***	Chin KD	2/5	3/7
3	Outside	*	Chin KO	1	2	3	Outside	~	Chin KO	1	2	3	Outside	*	Chin KO	2	2
4	Inside	**	Will	1	2	4	Inside	**	Will	1	2	4	Inside	*	Will	1	2
5	Outside	~	Cut	3	Stamina	5	Outside	~	Cut	5	Stamina	5	Outside	**	Cut	6	Stamina
6	Inside	*	Foul	5	70	6	Inside	**	Foul	5	80	6	Outside	*	Foul	5	70
Body Snatcher: inside punches can't be blocked						Closer: great finisher +1 to opps will rating (+3 if tired)						Sniper: outside punches can't be blocked					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-4	Flurry of blows from all angles 5 PL				0-2	0-6	Launches a smothering attack 5 PL				0-1	0-2	Stiff Jab starts a 5 punch combo 5 PL				0-5
5-21	Masterful boxing working levels 4 PL				3-18	7-23	Devastating combinations score 4 PL				2-13	3-15	Dances in-and-out firing away 4 PL				6-21
22-39	Works inside behind the jab 3 PL				19-35	24-37	A short Cross followed by Hooks 3 PL				14-26	16-28	Crisp Jab-Cross-Hook combo lands 3 PL				22-37
40-51	Snaps a Jab followed by a Cross 2 PL				36-50	38-55	Short, hard punches in close 2 PL				27-40	29-43	Rapid fire Jabs connect 2 PL				38-52
52-82	Misses check opponents counter				51-90	56-82	Misses check opponents counter				45-90	44-82	Misses check opponents counter				53-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1	-1	Cut/Swelling			Defense	1-5	+1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling		
	2-5	+1	1-5	Swelling left eye			6	+2	1-5	Swelling left eye			5	+1	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-3	Hook-2	6-9	Swelling right eye	
	3-6	Cross-2	10-11	Cut left eye			3-4	Cross-2	10-11	Cut left eye			4-6	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-3	Low Blow		14	Gash left eye		1-6	Low Blow		14	Gash left eye		1-5	Low Blow		14	Gash left eye	
4-9	Head Butt		15	Gash right eye		7-9	Head Butt		15	Gash right eye		6-9	Head Butt		15	Gash right eye	
10-16	Holding		16	Cut left cheek		10-16	Holding		16	Cut left cheek		10-16	Holding		16	Cut left cheek	
17-18	Elbows		17	Cut right cheek		17-18	Elbows		17	Cut right cheek		17-18	Elbows		17	Cut right cheek	
19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose	
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Ewa Brodnicka SFW						Hyun Mi Choi SFW						Eva Wahlstrom SFW					
1	Inside	*	Power	1/3	1/2	1	Inside	*	Power	3/6	2/4	1	Inside	**	Power	1/3	1/2
2	Outside	**	Chin KD	2/4	3/5	2	Outside	**	Chin KD	1/2	1/4	2	Outside	*	Chin KD	4/6	5/8
3	Outside	~	Chin KO	1	3	3	Outside	**	Chin KO	1	2	3	Outside	~	Chin KO	1	1
4	Inside	~	Will	1	2	4	Inside	*	Will	1	1	4	Inside	**	Will	1	1
5	Outside	~	Cut	6	Stamina	5	Outside	~	Cut	8	Stamina	5	Outside	~	Cut	8	Stamina
6	Outside	**	Foul	6	50	6	Inside	~	Foul	4	60	6	Inside	~	Foul	6	60
Reluctant: reduce both PL by -1 on toe-to-toe exchanges						Granite Chin: if KD occurs, re-roll 1D20, no KD on 1-12						Survivor: if hurt, roll 1D20 clinch on roll of 1-9					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0	Multiple shots to the head 5 PL				0-3	0-5	Flurry of blows from all angles 5 PL				0-3	0-2	Launches a smothering attack 5 PL				0-1
1-12	Dances in-and-out firing away 4 PL				4-15	6-19	Lets hands go from mid-range 4 PL				6-19	3-18	Uncorks the hands in tight 4 PL				2-15
13-25	Sharp three-punch combo lands 3 PL				16-30	20-36	Sharp three-punch combo lands 3 PL				20-34	19-33	Lead Hook and a combination 3 PL				16-33
26-38	A quick Jab-Cross finds the mark 2 PL				31-46	37-48	Hook land off the Jab 2 PL				35-45	34-46	Lunges in behind the jab 2 PL				34-44
39-82	Misses check opponents counter				47-90	49-82	Misses check opponents counter				46-90	46-82	Misses check opponents counter				46-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-5	-1	Cut/Swelling			Defense	1-4	+1	Cut/Swelling			Defense	1-5	-1	Cut/Swelling		
	6	-2	1-5	Swelling left eye			5	+2	1-5	Swelling left eye			6	-2	1-5	Swelling left eye	
Counter	1-3	Hook-2	6-9	Swelling right eye		Counter	1-4	Hook-2	6-9	Swelling right eye		Counter	1-4	Hook-2	6-9	Swelling right eye	
	4-6	Cross-2	10-11	Cut left eye			5-6	Cross-2	10-11	Cut left eye			5	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-3	Low Blow		14	Gash left eye		1-6	Low Blow		14	Gash left eye		1-6	Low Blow		14	Gash left eye	
4-6	Head Butt		15	Gash right eye		7-9	Head Butt		15	Gash right eye		7-9	Head Butt		15	Gash right eye	
7-16	Holding		16	Cut left cheek		10-16	Holding		16	Cut left cheek		10-16	Holding		16	Cut left cheek	
17-18	Elbows		17	Cut right cheek		17-18	Elbows		17	Cut right cheek		17-18	Elbows		17	Cut right cheek	
19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose	
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Christina Hammer MW						Savannah Marshall MW						Claressa Shields MW					
1	Inside	~	Power	3/5	2/4	1	Inside	**	Power	5/6	3/5	1	Inside	**	Power	2/5	2/4
2	Outside	**	Chin KD	2/4	3/5	2	Outside	**	Chin KD	2/4	3/5	2	Outside	***	Chin KD	1/3	2/4
3	Outside	**	Chin KO	1	3	3	Outside	**	Chin KO	2	3	3	Outside	**	Chin KO	1	2
4	Inside	~	Will	1	2	4	Inside	**	Will	2	3	4	Inside	**	Will	1	1
5	Outside	*	Cut	4	Stamina	5	Outside	~	Cut	4	Stamina	5	Outside	*	Cut	2	Stamina
6	Outside	**	Foul	4	70	6	Inside	~	Foul	5	70	6	Inside	~	Foul	6	70
Sprinter: neither fighter lands on outside toe-to-toe						Counter Point: add +1 PL to all counters landed						Sniper: outside punches can't be blocked					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
X	Crushing jabs followed by 2 crosses 5 PL				0-5	0-6	Flurry of blows from all angles 5 PL				0-4	0-2	Flurry of blows from all angles 5 PL				0-5
0-12	Lands heavy lefts and rights 4 PL				6-22	7-24	Looping cross closes the action 4 PL				5-21	3-21	Dances in and out firing away 4 PL				6-25
13-27	Scores with three quick blows 3 PL				23-36	25-37	Sharp 3-punch combo 3 PL				22-35	23-40	Rapid fire combinations land 3 PL				26-40
28-40	Moves in behind the jab 2 PL				37-50	38-53	Brisk jabs snaps the head back 2 PL				36-51	41-50	A quick 1-2 finds the mark 2 PL				41-54
41-82	Misses check opponents counter				51-90	54-82	Misses check opponents counter				52-90	51-82	Misses check opponents counter				55-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-4	-1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling		
	5	+1	1-5	Swelling left eye			5-6	+1	1-5	Swelling left eye			5-6	-2	1-5	Swelling left eye	
Counter	1-3	Jab-2	6-10	Swelling right eye		Counter	1-4	Hook-2	6-10	Swelling right eye		Counter	1-3	Hook-2	6-9	Swelling right eye	
	4-5	Cross-2	11-12	Cut left eye			5-7	Cross-2	11-12	Cut left eye			4-6	Cross-2	10-11	Cut left eye	
Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye		Fouls			12-13	Cut right eye	
1-2	Holding & Hitting		15	Gash left eye		1-2	Holding & Hitting		15	Gash left eye		1-2	Holding & Hitting		14	Gash left eye	
3-5	Head Butt		16	Gash right eye		3-7	Head Butt		16	Gash right eye		3-6	Head Butt		15	Gash right eye	
6-17	Holding		17	Cut left cheek		8-14	Holding		17	Cut left cheek		7-14	Holding		16	Cut left cheek	
18	Elbows		18	Cut right cheek		15-18	Elbows		18	Cut right cheek		15-18	Elbows		17	Cut right cheek	
19-20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose	
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Anabel Ortiz SW (W) 31-4 (4)						Jolene Blackshear SW/JFLY (W) 9-8 (4)						Etsuko Tada SW (W) 20-3-3 (7)					
1	Inside	**	Power	1/2	1/2	1	Inside	**	Power	3/5	2/3	1	Inside	**	Power	3/4	2/3
2	Outside	**	Chin KD	2(3)	3(4)	2	Outside	~	Chin KD	4(5)	5(6)	2	Outside	**	Chin KD	1(2)	2(3)
3	Outside	**	Chin KO	1	2	3	Outside	~	Chin KO	3	5	3	Outside	~	Chin KO	1	2
4	Inside	*	Will	2	4	4	Inside	*	Will	5	7	4	Inside	**	Will	1	2
5	Outside	~	Cut	4	Stamina	5	Outside	*	Cut	8	Stamina	5	Outside	~	Cut	4	Stamina
6	Inside	~	Foul	3	90	6	Inside	*	Foul	7	60	6	Inside	*	Foul	4	80
Defensive Wiz: additional -1 when punches are blocked						Slug it out: +1 to both fighters PL on toe to toe exchange						Roll with it: Slips punches well -1 from opp power					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-3	Blinding two fisted flurry 5 PL				0-2	0-3	Bangs away with both hands 5 PL				X	0-2	Flurry of blows from all angles 5 PL				0-2
4-20	Dances in and out firing away 4 PL				3-19	4-16	Wild cross finishes the flurry 4 PL				0-14	3-15	Quick shots to the head and body 4 PL				3-12
21-33	Double jab and a blazing cross 3 PL				20-35	17-34	Working the head and body				15-30	16-34	Double jab followed by blazing cross 3 PL				13-29
34-45	Rapid fire jabs connect 2 PL				36-47	35-45	Doubles up on the lead cross 2 PL				31-41	35-49	Snaps a jab followed by a cross 2 PL				30-43
46-82	Misses check opponents counter				48-90	46-82	Misses check opponents counter				42-90	47-82	Misses check opponents counter				44-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-5	-1	Cut/Swelling			Defense	1-4	+1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling		
	6	-2	1-5	Swelling left eye			5-6	+2	1-5	Swelling left eye			5	+1	1-4	Swelling left eye	
Counter	1-3	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	5-9	Swelling right eye	
	4-5	Cross-2	10-11	Cut left eye			3-4	Cross-2	10-11	Cut left eye			3-5	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-4	Low Blow		14	Gash left eye		1-3	Low Blow		14-15	Gash left eye		1-4	Low Blow		14	Gash left eye	
5-9	Head Butt		15	Gash right eye		4-8	Head Butt		16	Gash right eye		5-9	Head Butt		15	Gash right eye	
10-13	Holding		16	Cut left cheek		9-12	Holding		17	Cut left cheek		10-14	Holding		16	Cut left cheek	
14-16	Elbows		17	Cut right cheek		13-17	Elbows		18	Cut right cheek		15-17	Elbows		17	Cut right cheek	
17-20	Rabbit Punch		18-20	Bloody Nose		18-20	Rabbit Punch		19-20	Bloody Nose		18-20	Rabbit Punch		18-20	Bloody Nose	
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Ji Hyun Park Atom/SW (W) 24-3 (7)						Yesica Yolanda Bopp JFLY (W) 36-1 (19)						Holly Dunaway SW/JFLY (W) 23-11-1 (10)					
1	Inside	~	Power	2/4	1/2	1	Inside	**	Power	4/6	3/5	1	Inside	*	Power	2/4	1/3
2	Outside	~	Chin KD	2(3)	3(5)	2	Outside	***	Chin KD	1(2)	1(2)	2	Outside	**	Chin KD	3(5)	5(7)
3	Outside	*	Chin KO	1	2	3	Outside	*	Chin KO	1	1	3	Outside	~	Chin KO	3	5
4	Inside	*	Will	1	2	4	Inside	*	Will	1	1	4	Inside	~	Will	5	7
5	Outside	**	Cut	4	Stamina	5	Outside	**	Cut	3	Stamina	5	Outside	*	Cut	7	Stamina
6	Inside	**	Foul	3	90	6	Inside	~	Foul	3	95	6	Inside	~	Foul	6	80
Hug it out: If Opp scores 5 PL roll 1D20 clinch on 1-8						Sprinter: Neither fighter lands on outside toe to toe						Front Runner: If more RG stars than opp -2 from chin KD					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-3	Bangs away with both hands 5 PL				0-2	0-4	Lets the hands go from the outside 5PL				0-4	0-2	Unleashes a furious onslaught 5 PL				0-1
4-21	Combinations from angles 4 PL				3-23	5-23	Combinations from angles 4 PL				5-23	3-16	Wails away with both hands 4 PL				2-15
22-33	Circling the ring sniping away				24-34	24-40	Circling the ring sniping away 3 PL				24-43	17-29	Heavy blows find the mark 3 PL				16-28
34-45	Bores in behind the cross 2 PL				35-45	41-52	Snaps the jab followed by a cross 2 PL				44-54	30-44	Doubles up on the lead cross 2 PL				29-42
46-82	Misses check opponents counter				46-90	53-82	Misses check opponents counter				55-90	45-82	Misses check opponents counter				43-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-2	-1	Cut/Swelling			Defense	1-5	-1	Cut/Swelling			Defense	1	-1	Cut/Swelling		
	3-4	+1	1-5	Swelling left eye			X	+1	1-4	Swelling left eye			2-5	+1	1-5	Swelling left eye	
Counter	1-3	Hook-2	6-10	Swelling right eye		Counter	1-4	Hook-2	5-8	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye	
	4-6	Cross-2	11-12	Cut left eye			5-6	Cross-2	9-10	Cut left eye			3-5	Cross-2	11-12	Cut left eye	
Fouls			13-14	Cut right eye		Fouls			11-12	Cut right eye		Fouls			13-14	Cut right eye	
1-4	Low Blow		15	Gash left eye		1-4	Low Blow		13	Gash left eye		1-5	Low Blow		15-16	Gash left eye	
5-9	Head Butt		16	Gash right eye		5-8	Head Butt		14	Gash right eye		6-9	Head Butt		17	Gash right eye	
10-14	Holding		17	Cut left cheek		9-14	Holding		15	Cut left cheek		10-13	Holding		18	Cut left cheek	
15-17	Elbows		18	Cut right cheek		15-18	Elbows		16	Cut right cheek		14-18	Elbows		19	Cut right cheek	
18-20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		17-20	Bloody Nose		19-20	Rabbit Punch		20	Bloody Nose	
Glory Days Games ©						Glory Days Games ©						Glory Days Games ©					
Momo Koseki Atom (W) 24-2-1 (9)						Yuko Kuroki Atom/SW 18-6-2 (8)						Zongju Cai SW (W) 11-1 (1)					
1	Inside	~	Power	2/4	1/3	1	Inside	*	Power	3/4	2/3	1	Inside	~	Power	1/2	1/2
2	Outside	~	Chin KD	1/2	1/3	2	Outside	*	Chin KD	2/3	3/4	2	Outside	**	Chin KD	1(2)	2(3)
3	Outside	***	Chin KO	1	2	3	Outside	**	Chin KO	1	1	3	Outside	*	Chin KO	1	2
4	Inside	**	Will	1	1	4	Inside	~	Will	1	1	4	Outside	~	Will	1	2
5	Outside	**	Cut	3	Stamina	5	Outside	~	Cut	3	Stamina	5	Outside	**	Cut	3	Stamina
6	Inside	*	Foul	5	90	6	Inside	**	Foul	4	80	6	Inside	~	Foul	4	90
Old Master: -1 from Opp PL on all toe to toe exchanges						Hug it out: If Opp scores 5 PL, roll 1D20 clinch on 1-7						Reluctant: Reduce both PL by -1 on toe to toe exchange					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-3	Lets the hands go from the outside 5 PL				0-5	0-2	Bangs away with both hands 5 PL				0-2	X	Masterful boxing working levels 5 PL				0-4
4-15	Cross behind multiple jabs 4 PL				6-16	3-14	Uncorks the hands in tight 4 PL				3-15	0-12	Rapid fire combinations land 4 PL				5-18
16-28	Lead hook and a combination land 3 PL				17-33	15-29	Working the head and body 3 PL				16-32	13-27	Combo lands behind the jab				19-34
29-46	Digs the hook to the body 2 PL				34-51	30-45	Bores in behind a short cross 2 PL				33-47	28-40	Crisp jab-cross combo connects 2 PL				35-47
47-82	Misses check opponents counter				52-90	46-82	Misses check opponents counter				48-90	41-82	Misses check opponents counter				48-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-5	-1	Cut/Swelling			Defense	1-3	-1	Cut/Swelling			Defense	1-5	-1	Cut/Swelling		
	X	+1	1-5	Swelling left eye			3-4	+1	1-4	Swelling left eye			X	+1	1-5	Swelling left eye	
Counter	1-3	Hook-2	6-10	Swelling right eye		Counter	1	Hook-2	5-10	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye	
	4-6	Cross-2	10-11	Cut left eye			2-4	Cross-2	11-12	Cut left eye			3-5	Cross-2	11-12	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye	
1-4	Low Blow		14	Gash left eye		1-3	Low Blow		15	Gash left eye		1-2	Low Blow		15	Gash left eye	
5-9	Head Butt		15	Gash right eye		4-8	Head Butt		16	Gash right eye		3-7	Head Butt		16	Gash right eye	
10-13	Holding		16	Cut left cheek		9-14	Holding		17	Cut left cheek		8-15	Holding		17	Cut left cheek	
14-17	Elbows		17	Cut right cheek		15-17	Elbows		18	Cut right cheek		16-18	Elbows		18	Cut right cheek	
18-20	Rabbit Punch		18-20	Bloody Nose		18-20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		19-20	Bloody Nose	
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Gretchen Abaniel Atom/SW (W) 18-11 (6)						Brenda Flores Atom (W) 16-4-1 (4)						Louisa Hawton Atom (W) 10-2 (5)					
1	Inside	**	Power	2/3	1/2	1	Inside	*	Power	1/3	1/2	1	Inside	**	Power	4/5	2/4
2	Outside	~	Chin KD	3/4	4/6	2	Outside	**	Chin KD	2(4)	3(4)	2	Outside	~	Chin KD	2(3)	3(4)
3	Outside	~	Chin KO	2	4	3	Outside	*	Chin KO	1	2	3	Outside	~	Chin KO	1	3
4	Inside	*	Will	1	5	4	Inside	*	Will	1	2	4	Inside	~	Will	1	2
5	Outside	*	Cut	4	Stamina	5	Outside	~	Cut	4	Stamina	5	Outside	*	Cut	8	Stamina
6	Inside	~	Foul	6	60	6	Inside	~	Foul	4	80	6	Inside	**	Foul	6	70
Mauler: Subtract 5 from opp stamina to start fight						Slug it out: +1 to both fighters on toe to toe exchange						Slug it out: +1 to both fighters PL on toe to toe exchange					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-2	Multiple shots to the head 5 PL				X	0-2	Flails away with both hands 5 PL				0-2	0-4	Flails away with both hands 5 PL				0-1
3-13	Double hook after a combo 4 PL				0-10	3-15	Double hook after a combo 4 PL				3-12	5-16	Lands heavy rights and lefts 4 PL				2-11
14-26	Follows a 1-2 with an uppercut 3 PL				11-23	16-26	Working the head and body 3 PL				13-25	17-30	Works inside behind the jab 3 PL				12-27
27-42	Heavy blows find the mark 2 PL				33-38	27-44	Wild cross follows a jab 2 PL				26-43	31-45	Wild hook follows an uppercut 2 PL				28-44
43-82	Misses check opponents counter				39-90	45-82	Misses check opponents counter				44-90	46-82	Misses check opponents counter				45-90
83-90	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1	-1	Cut/Swelling			Defense	1	-1	Cut/Swelling			Defense	1-2	+1	Cut/Swelling		
	2-5	+1	1-5	Swelling left eye			2-5	+1	1-5	Swelling left eye			3-4	+2	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-4	Hook-2	6-10	Swelling right eye		Counter	1-3	Hook-2	6-9	Swelling right eye	
	3-4	Cross-2	10-11	Cut left eye			5	Cross-2	11-12	Cut left eye			4-5	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			13-14	Cut right eye		Fouls			12-13	Cut right eye	
1-3	Low Blow		14	Gash left eye		1-4	Low Blow		15	Gash left eye		1-3	Low Blow		14	Gash left eye	
4-8	Head Butt		15	Gash right eye		5-9	Head Butt		16	Gash right eye		4-7	Head Butt		15	Gash right eye	
9-13	Holding		16	Cut left cheek		10-14	Holding		17	Cut left cheek		8-12	Holding		16	Cut left cheek	
14-17	Elbows		17	Cut right cheek		15-17	Elbows		18	Cut right cheek		13-16	Elbows		17	Cut right cheek	
18-20	Rabbit Punch		18-20	Bloody Nose		18-20	Rabbit Punch		19-20	Bloody Nose		17-20	Rabbit Punch		18-20	Bloody Nose	
Glory Days Games ©						Glory Days Games ©						Glory Days Games ©					
Momo Koseki Atom (W) 24-2-1 (9)						Yuko Kuroki Atom/SW 18-6-2 (8)						Zongju Cai SW (W) 11-1 (1)					
1	Inside	~	Power	2/4	1/3	1	Inside	*	Power	3/4	2/3	1	Inside	~	Power	1/2	1/2
2	Outside	~	Chin KD	1/2	1/3	2	Outside	*	Chin KD	2/3	3/4	2	Outside	**	Chin KD	1(2)	2(3)
3	Outside	***	Chin KO	1	2	3	Outside	**	Chin KO	1	1	3	Outside	*	Chin KO	1	2
4	Inside	**	Will	1	1	4	Inside	~	Will	1	1	4	Outside	~	Will	1	2
5	Outside	**	Cut	3	Stamina	5	Outside	~	Cut	3	Stamina	5	Outside	**	Cut	3	Stamina
6	Inside	*	Foul	5	90	6	Inside	**	Foul	4	80	6	Inside	~	Foul	4	90
Old Master: -1 from Opp PL on all toe to toe exchanges						Hug it out: If Opp scores 5 PL, roll 1D20 clinch on 1-7						Reluctant: Reduce both PL by -1 on toe to toe exchange					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-3	Lets the hands go from the outside 5 PL				0-5	0-2	Bangs away with both hands 5 PL				0-2	X	Masterful boxing working levels 5 PL				0-4
4-15	Cross behind multiple jabs 4 PL				6-16	3-14	Uncorks the hands in tight 4 PL				3-15	0-12	Rapid fire combinations land 4 PL				5-18
16-28	Lead hook and a combination land 3 PL				17-33	15-29	Working the head and body 3 PL				16-32	13-27	Combo lands behind the jab				19-34
29-46	Digs the hook to the body 2 PL				34-51	30-45	Bores in behind a short cross 2 PL				33-47	28-40	Crisp jab-cross combo connects 2 PL				35-47
47-82	Misses check opponents counter				52-90	46-82	Misses check opponents counter				48-90	41-82	Misses check opponents counter				48-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-5	-1	Cut/Swelling			Defense	1-3	-1	Cut/Swelling			Defense	1-5	-1	Cut/Swelling		
	X	+1	1-5	Swelling left eye			3-4	+1	1-4	Swelling left eye			X	+1	1-5	Swelling left eye	
Counter	1-3	Hook-2	6-10	Swelling right eye		Counter	1	Hook-2	5-10	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye	
	4-6	Cross-2	10-11	Cut left eye			2-4	Cross-2	11-12	Cut left eye			3-5	Cross-2	11-12	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye	
1-4	Low Blow		14	Gash left eye		1-3	Low Blow		15	Gash left eye		1-2	Low Blow		15	Gash left eye	
5-9	Head Butt		15	Gash right eye		4-8	Head Butt		16	Gash right eye		3-7	Head Butt		16	Gash right eye	
10-13	Holding		16	Cut left cheek		9-14	Holding		17	Cut left cheek		8-15	Holding		17	Cut left cheek	
14-17	Elbows		17	Cut right cheek		15-17	Elbows		18	Cut right cheek		16-18	Elbows		18	Cut right cheek	
18-20	Rabbit Punch		18-20	Bloody Nose		18-20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		19-20	Bloody Nose	
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Natascha Jonas SFW						Katharina Thanderz SFW						Ji-Hye Woo SFW 15-2 (2)					
1	Inside	*	Power	4/6	2/4	1	Inside	**	Power	1/3	1/2	1	Inside	*	Power	1/4	1/3
2	Outside	*	Chin KD	4/7	6/8	2	Inside	*	Chin KD	2/6	5/8	2	Outside	**	Chin KD	1/4	2/5
3	Outside	**	Chin KO	3	5	3	Outside	*	Chin KO	2	4	3	Outside	*	Chin KO	1	2
4	Inside	**	Will	4	7	4	Inside	*	Will	5	8	4	Inside	*	Will	1	2
5	Outside	~	Cut	6	Stamina	5	Outside	~	Cut	6	Stamina	5	Outside	~	Cut	3	Stamina
6	Inside	~	Foul	4	60	6	Inside	~	Foul	5	60	6	Inside	~	Foul	2	60
Chin Check: Opp must have 3 or greater power to KD						Hug it out: If Opp scores 5 PL, roll 1D20 clinch on 1-6						Front Runner: If more RG stars than opp, -1 from chin KD					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-4	Pummels the head and body 5 PL				0-3	0-4	Flurry of blows from all angles 5 PL				0-2	0-2	Multiple shots to the head 5 PL				0-3
5-17	Lands a Jab, Cross and two Uppercuts 4 PL				4-17	5-14	Rapid fire combinations land 4 PL				3-10	3-15	Big shots to the head and body 4 PL				4-14
18-35	Pounds the body follow by an Uppercuts 3 PL				18-33	14-33	Jab followed by a Cross and an Uppercut 3 PL				11-31	16-34	Works inside behind the jab 3 PL				15-33
36-47	Bores in with a hard cross and a hook 2 PL				34-44	34-45	Slides in behind a Jab 2 PL				32-42	35-43	Crisp Jab-Cross combo connects 2 PL				34-43
48-82	Misses check opponents counter				45-90	44-82	Misses check opponents counter				43-90	44-82	Misses check opponents counter				43-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-2	-1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling		
	3-5	+1	1-5	Swelling left eye			5	-2	1-5	Swelling left eye			3-4	+1	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-3	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye	
	3-4	Cross-2	10-11	Cut left eye			4-6	Cross-2	10-11	Cut left eye			3-5	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-2	Low Blow		14	Gash left eye		1-4	Low Blow		14	Gash left eye		1-2	Low Blow		14	Gash left eye	
3-10	Head Butt		15	Gash right eye		5-10	Head Butt		15	Gash right eye		3-10	Head Butt		15	Gash right eye	
11-15	Holding		16	Cut left cheek		11-15	Holding		16	Cut left cheek		11-15	Holding		16	Cut left cheek	
16-18	Elbows		17	Cut right cheek		16-18	Elbows		17	Cut right cheek		16-18	Elbows		17	Cut right cheek	
19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose	
Glory Days Games ©						Glory Days Games ©						Glory Days Games ©					
Kina Malpartida SFW (15-3, 4 KOs)						Maureen Shea SFW (29-2-1, 13 KOs)						Edina Kiss SFW					
1	Inside	**	Power	2/5	1/4	1	Inside	*	Power	3/5	1/4	1	Inside	~	Power	1/3	1/2
2	Outside	**	Chin KD	5/6	6/8	2	Outside	*	Chin KD	5/7	6/8	2	Outside	*	Chin KD	5/8	7/9
3	Outside	*	Chin KO	2	5	3	Outside	*	Chin KO	2	5	3	Outside	~	Chin KO	4	6
4	Inside	~	Will	5	7	4	Inside	~	Will	6	8	4	Inside	*	Will	6	8
5	Outside	~	Cut	5	Stamina	5	Outside	~	Cut	7	Stamina	5	Outside	~	Cut	8	Stamina
6	Inside	~	Foul	5	60	6	Inside	~	Foul	8	50	6	Outside	~	Foul	3	50
Mauler: Subtract 10 from opp stamina to start fight						Slug it out: +1 to both fighter's PL on toe-to-toe exchange						Feather Fisted: -2 from opponents chin KD if KD chances occurs					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-2	Blistering two-handed attack 5 PL				0-3	0-4	Flurry of blows from all angles 5 PL				0-2	X	Series of Jabs and Crosses score 5 OL				0-1
3-15	Lands heavy power shots behind the jab 4 PL				4-19	5-15	Lands heavy rights and lefts 4 PL				3-12	0-12	Cross behind multiple jabs 4 PL				2-13
16-29	Lands a jab-cross-left uppercut combo 3 PL				20-34	16-30	Lead hook and a combination 3 PL				13-27	13-23	Follows a 1-2 with an uppercut				14-25
30-44	Lands a jab and am uppercut to the body 2 PL				35-45	31-44	Short, hard punches in close				28-41	23-34	A quick 1-2 finds the mark				26-37
42-82	Misses check opponents counter				46-90	45-82	Misses check opponents counter				42-90	35-82	Misses check opponents counter				38-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-2	-1	Cut/Swelling			Defense	1	-1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling		
	3-4	+1	1-5	Swelling left eye			2-5	+1	1-5	Swelling left eye			3-5	+1	1-5	Swelling left eye	
Counter	1-3	Hook-2	6-9	Swelling right eye		Counter	1-3	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye	
	4-5	Cross-2	10-11	Cut left eye			4-5	Cross-2	10-11	Cut left eye			3-4	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-4	Low Blow		14	Gash left eye		1	Low Blow		14	Gash left eye		1	Low Blow		14	Gash left eye	
4-9	Head Butt		15	Gash right eye		2-9	Head Butt		15	Gash right eye		2-7	Head Butt		15	Gash right eye	
10-16	Holding		16	Cut left cheek		10-17	Holding		16	Cut left cheek		8-16	Holding		16	Cut left cheek	
17-18	Elbows		17	Cut right cheek		18	Elbows		17	Cut right cheek		17-18	Elbows		17	Cut right cheek	
19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose	
Glory Days Games ©						Glory Days Games ©						Glory Days Games ©					

Katie Taylor LW						Delfine Persoon LW						Miriam Gutierrez LW					
1	Inside	**	Power	3/5	2/4	1	Inside	***	Power	4/6	3/5	1	Inside	**	Power	3/5	2/4
2	Outside	**	Chin KD	1/2	2/4	2	Outside	**	Chin KD	1/3	2/4	2	Outside	~	Chin KD	4/6	5/7
3	Outside	***	Chin KO	1	2	3	Outside	*	Chin KO	1	2	3	Outside	*	Chin KO	2	3
4	Inside	~	Will	1	2	4	Inside	**	Will	1	2	4	Inside	*	Will	2	3
5	Outside	*	Cut	3	Stamina	5	Outside	~	Cut	6	Stamina	5	Outside	~	Cut	5	Stamina
6	Inside	*	Foul	2	70	6	Inside	*	Foul	5	90	6	Inside	~	Foul	5	60
Counter point: add +1 to all counters that land						Slug it out: +1 to both fighter's PL on toe-to-toe exchange						Mauler: subtract 10 from opp stamina at start of fight					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
1-5	Flurry of blows from all angles 5 PL				1-5	0-6	Launches a smothering attack 5 PL				0-5	0-2	Pummels the head and body 5 PL				0
6-18	Withering blows in the pocket 4 PL				6-20	7-22	Jackhammer combinations land 4 PL				6-18	3-15	Hard cross caps the sequence 4 PL				1-12
19-32	Rips the jab and a double cross 3 PL				21-38	23-44	Charges in behind a lead cross 3 PL				19-35	16-32	Uncorks the hand in tight 3 PL				12-28
33-49	Lands lead right followed by a left hook 2 PL				39-54	45-54	Lead hook and an uppercut land 2 PL				36-47	33-44	Wild hook follows an uppercut 2 PL				29-40
50-82	Misses check opponents counter				55-90	55-82	Misses check opponents counter				48-90	45-82	Misses check opponents counter				41-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-4	-1	Cut/Swelling			Defense	1	-1	Cut/Swelling			Defense	1-3	+1	Cut/Swelling		
	5-6	+1	1-5	Swelling left eye			2-5	+1	1-5	Swelling left eye			4-5	+2	1-5	Swelling left eye	
Counter	1-4	Hook-2	6-10	Swelling right eye		Counter	1-3	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye	
	5-7	Cross-2	11-12	Cut left eye			4-6	Cross-2	11-12	Cut left eye			3-5	Cross-2	11-12	Cut left eye	
Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye	
1-4	Low Blow		15	Gash left eye		1-4	Low Blow		15	Gash left eye		1-4	Low Blow		15	Gash left eye	
5-9	Head Butt		16	Gash right eye		5-9	Head Butt		16	Gash right eye		5-9	Head Butt		16	Gash right eye	
10-18	Holding		17	Cut left cheek		10-15	Holding		17	Cut left cheek		10-15	Holding		17	Cut left cheek	
19	Elbows		18	Cut right cheek		16-18	Elbows		18	Cut right cheek		16-18	Elbows		18	Cut right cheek	
20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		19-20	Bloody Nose	
Glory Days Games ©						Glory Days Games ©						Glory Days Games ©					
Estelle Mossely (LW)						Melissa St Vil (LW)						Rose Volante (LW)					
1	Inside	*	Power	1/4	1/3	1	Inside	*	Power	1/3	1/2	1	Inside	*	Power	4/6	2/4
2	Outside	**	Chin KD	1/3	2/4	2	Outside	*	Chin KD	2	4	2	Outside	*	Chin KD	4/6	5/7
3	Outside	**	Chin KO	2	3	3	Outside	*	Chin KO	2	4	3	Outside	~	Chin KO	1	3
4	Inside	~	Will	3	5	4	Inside	~	Will	2	8	4	Inside	~	Will	1	6
5	Outside	*	Cut	5	Stamina	5	Outside	*	Cut	2	Stamina	5	Inside	*	Cut	5	Stamina
6	Outside	~	Foul	4	60	6	Inside	~	Foul	2	50	6	Inside	**	Foul	5	50
Reluctant: reduce both figher's PL by (-1) during toe-to-toe exchanges						Granite Chin: if KD occurs, re-roll 1D20, no KD on 1-6						Blitzkreig: fast starter +1 power for first 2 rounds					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-1	Series of jabs and crosses score 5 PL				0-2	0-1	Bangs away with both hands 5 PL				0-1	0-6	Pounds away with heavy power shots 5 PL				0-2
2-15	Circling the ring sniping away 4 PL				3-19	2-11	Looping cross closes the action 4 PL				2-14	7-19	Lands a hard flurry behind the Jab 4 PL				3-17
16-33	Combination lands behind the jab 3 PL				20-33	12-26	Fast combination behind the jab lands 3 PL				15-29	20-33	Hard Cross and crushing hooks 3 PL				18-30
34-44	Punshing cross follows the jab 2 PL				34-48	27-39	Rapid fire jabs land 2 PL				30-41	34-43	Lands two hard uppercuts				31-41
45-82	Misses check opponents counter				49-90	40-82	Misses check opponents counter				42-90	44-82	Misses check opponents counter				42-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-4	-1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling			Defense	1-3	+1	Cut/Swelling		
	5	+1	1-4	Swelling left eye			3-5	+1	1-5	Swelling left eye			4-5	+2	1-5	Swelling left eye	
Counter	1-2	Hook-2	5-9	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye	
	3-5	Cross-2	10-11	Cut left eye			3-4	Cross-2	11-12	Cut left eye			3-4	Cross-2	11-12	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye	
1	Low Blow		14-15	Gash left eye		1-4	Low Blow		15	Gash left eye		1-4	Low Blow		15	Gash left eye	
2-5	Head Butt		16-17	Gash right eye		5-8	Head Butt		16	Gash right eye		5-8	Head Butt		16	Gash right eye	
6-15	Holding		18	Cut left cheek		9-15	Holding		17	Cut left cheek		9-15	Holding		17	Cut left cheek	
16-18	Elbows		19	Cut right cheek		16-18	Elbows		18	Cut right cheek		16-18	Elbows		18	Cut right cheek	
19-20	Rabbit Punch		20	Bloody Nose		19-20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		19-20	Bloody Nose	
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Laila Ali (SMW) 24-0 (21)						Ann Wolfe (SMW) 24-1 (16)						Tori Nelson MW					
1	Inside	~	Power	5/7	3/5	1	Inside	***	Power	7/11	4/8	1	Inside	*	Power	1/4	1/3
2	Outside	***	Chin KD	2/4	3/5	2	Inside	*	Chin KD	3/5	5/7	2	Outside	*	Chin KD	2	2
3	Outside	**	Chin KO	1	2	3	Outside	*	Chin KO	1	3	3	Outside	~	Chin KO	2	2
4	Inside	*	Will	1	1	4	Inside	**	Will	3	6	4	Inside	*	Will	1	2
5	Outside	**	Cut	2	Stamina	5	Outside	~	Cut	6	Stamina	5	Outside	~	Cut	2	Stamina
6	Outside	~	Foul	4	70	6	Inside	~	Foul	6	60	6	Inside	~	Foul	4	50
Reluctant: reduce both PL by -1 on toe-to-toe exchange						Mauler: subtract 10 from opponents stamina at start of fight						Counter point: add +1 to all counters that land					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-2	Blistering two-handed assualt 5 PL				0-5	0-5	Launches a smothering attack 5 PL				0-3	0-1	Stiff jab starts a 5 punch combo 5 PL				0-1
3-15	Stiff jab starts a four-punch combo 4 PL				6-20	6-23	Big shots to the head and body 4 PL				4-18	2-11	Sizzling Cross closes the action 4 PL				2-15
16-33	Dances in and out firing away 3 PL				21-38	24-38	Looping blows find the mark 3 PL				19-33	12-26	Bores in behind a looping cross 3 PL				16-28
34-45	Puninshing cross follows a jab 2 PL				39-52	39-53	Wild hook follows an uppercut 2 PL				34-45	27-37	Connects with a cross and a hook 2 PL				29-40
45-82	Misses check opponents counter				53-90	54-82	Misses check opponents counter				46-90	40-82	Misses check opponents counter				39-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
Check Event Chart						Check Event Chart						Check Event Chart					
Defense	1-4	-1	Cut/Swelling			Defense	1-4	+1	Cut/Swelling			Defense	1-3	-1	Cut/Swelling		
	5	-2	1-5	Swelling left eye			5	+2	1-5	Swelling left eye			4-5	+1	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye	
	3-5	Cross-2	11-12	Cut left eye			3-4	Cross-2	11-12	Cut left eye			3-6	Cross-2	11-12	Cut left eye	
Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye	
1	Low Blow		15	Gash left eye		1	Low Blow		15	Gash left eye		1-2	Holding & Hitting		15	Gash left eye	
2-5	Head Butt		16	Gash right eye		2-7	Head Butt		16	Gash right eye		3-6	Head Butt		16	Gash right eye	
6-16	Holding		17	Cut left cheek		8-11	Holding		17	Cut left cheek		7-11	Holding		17	Cut left cheek	
17	Elbows		18	Cut right cheek		12-17	Elbows		18	Cut right cheek		12-16	Elbows		18		
18-20	Rabbit Punch		19-20	Bloody Nose		18-20	Rabbit Punch		19-20	Bloody Nose		17-20	Rabbit Punch		19-20	Bloody Nose	
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Gretchen Abaniel Atom/SW (W) 18-11 (6)						Brenda Flores Atom (W) 16-4-1 (4)						Louisa Hawton Atom (W) 10-2 (5)					
1	Inside	**	Power	2/3	1/2	1	Inside	*	Power	1/3	1/2	1	Inside	**	Power	4/5	2/4
2	Outside	~	Chin KD	3/4	4/6	2	Outside	**	Chin KD	2(4)	3(4)	2	Outside	~	Chin KD	2(3)	3(4)
3	Outside	~	Chin KO	2	4	3	Outside	*	Chin KO	1	2	3	Outside	~	Chin KO	1	3
4	Inside	*	Will	1	5	4	Inside	*	Will	1	2	4	Inside	~	Will	1	2
5	Outside	*	Cut	4	Stamina	5	Outside	~	Cut	4	Stamina	5	Outside	*	Cut	8	Stamina
6	Inside	~	Foul	6	60	6	Inside	~	Foul	4	80	6	Inside	**	Foul	6	70
Mauler: Subtract 5 from opp stamina to start fight						Slug it out: +1 to both fighters on toe to toe exchange						Slug it out: +1 to both fighters PL on toe to toe exchange					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-2	Multiple shots to the head 5 PL				X	0-2	Flails away with both hands 5 PL				0-2	0-4	Flails away with both hands 5 PL				0-1
3-13	Double hook after a combo 4 PL				0-10	3-15	Double hook after a combo 4 PL				3-12	5-16	Lands heavy rights and lefts 4 PL				2-11
14-26	Follows a 1-2 with an upppercut 3 PL				11-23	16-26	Working the head and body 3 PL				13-25	17-30	Works inside behind the jab 3 PL				12-27
27-42	Heavy blows find the mark 2 PL				33-38	27-44	Wild cross follows a jab 2 PL				26-43	31-45	Wild hook follows an uppercut 2 PL				28-44
43-82	Misses check opponents counter				39-90	45-82	Misses check opponents counter				44-90	46-82	Misses check opponents counter				45-90
83-90	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1	-1	Cut/Swelling			Defense	1	-1	Cut/Swelling			Defense	1-2	+1	Cut/Swelling		
	2-5	+1	1-5	Swelling left eye			2-5	+1	1-5	Swelling left eye			3-4	+2	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-4	Hook-2	6-10	Swelling right eye		Counter	1-3	Hook-2	6-9	Swelling right eye	
	3-4	Cross-2	10-11	Cut left eye			5	Cross-2	11-12	Cut left eye			4-5	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			13-14	Cut right eye		Fouls			12-13	Cut right eye	
1-3	Low Blow		14	Gash left eye		1-4	Low Blow		15	Gash left eye		1-3	Low Blow		14	Gash left eye	
4-8	Head Butt		15	Gash right eye		5-9	Head Butt		16	Gash right eye		4-7	Head Butt		15	Gash right eye	
9-13	Holding		16	Cut left cheek		10-14	Holding		17	Cut left cheek		8-12	Holding		16	Cut left cheek	
14-17	Elbows		17	Cut right cheek		15-17	Elbows		18	Cut right cheek		13-16	Elbows		17	Cut right cheek	
18-20	Rabbit Punch		18-20	Bloody Nose		18-20	Rabbit Punch		19-20	Bloody Nose		17-20	Rabbit Punch		18-20	Bloody Nose	
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Kenia Enriquez JFLY (W) 23-1 (9)						Jessica Nery Plata JFLY (W) 25-2 (3)						Nadia Raoui FLY (W) 15-2-1 (3)					
1	Inside	**	Power	3/5	2/3	1	Inside	*	Power	1/3	1/2	1	Inside	*	Power	1/3	1/2
2	Outside	**	Chin KD	1(2)	2(3)	2	Outside	***	Chin KD	1(2)	2(3)	2	Outside	~	Chin KD	1(2)	2(3)
3	Outside	~	Chin KO	1/2	2/3	3	Outside	~	Chin KO	1	2	3	Outside	**	Chin KO	1	2
4	Inside	~	Will	1	2	4	Inside	~	Will	1	2	4	Inside	*	Will	1	2
5	Outside	**	Cut	3	Stamina	5	Outside	**	Cut	3	Stamina	5	Outside	**	Cut	3	Stamina
6	Inside	*	Foul	3	80	6	Inside	~	Foul	2	90	6	Inside	~	Foul	3	80
Sniper: Outside punches can't be blocked						Sniper: Outside punches can't be blocked						Sniper: Outside punches can't be blocked					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-4	Multiple shots to the head 5 PL				0-3	0-2	Multiple shots to the head 5 PL				0-3	0-1	Flurry of blows from all angles 5 PL				0-3
5-17	Double hook after a combo 4 PL				4-15	3-14	Looping cross closes the action 4 PL				4-18	2-15	Uncorks the hand in tight				4-19
18-32	Jab, cross, and a hook connect 3 PL				16-30	15-30	Sharp three punch combo 3 PL				19-34	16-30	Sharp three punch combo 3 PL				20-37
33-48	Short, hard punches in close 2 PL				31-47	31-44	Punishing cross follows a jab 2 PL				35-48	31-45	Moves in behind the jab 2 PL				38-51
49-82	Misses check opponents counter				48-90	45-82	Misses check opponents counter				47-90	46-82	Misses check opponents counter				52-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-2	-1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling			Defense	1-3	-1	Cut/Swelling		
	3-4	+1	1-5	Swelling left eye			5	+1	1-5	Swelling left eye			4-5	+1	1-5	Swelling left eye	
Counter	1-3	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye	
	4-5	Cross-2	10-11	Cut left eye			3-4	Cross-2	10-11	Cut left eye			3-5	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-3	Low Blow		14	Gash left eye		1-4	Low Blow		14	Gash left eye		1-5	Low Blow		14	Gash left eye	
4-7	Head Butt		15	Gash right eye		5-11	Head Butt		15	Gash right eye		6-9	Head Butt		15	Gash right eye	
8-12	Holding		16	Cut left cheek		12-15	Holding		16	Cut left cheek		10-14	Holding		16	Cut left cheek	
13-17	Elbows		17	Cut right cheek		16-17	Elbows		17	Cut right cheek		15-17	Elbows		17	Cut right cheek	
18-20	Rabbit Punch		18-20	Bloody Nose		18-20	Rabbit Punch		18-20	Bloody Nose		18-20	Rabbit Punch		18-20	Bloody Nose	
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Elena Reid FLY/SFLY (W) 19-6-6 (5)						Sarah Goodson SW/JFLY (W) 28-17-1 (9)						Seniesa Estrada SW/JFLY (W) 20-0 (8)					
1	Inside	**	Power	1/2	1/2	1	Inside	*	Power	1/3	1/2	1	Inside	**	Power	4/6	3/3
2	Outside	~	Chin KD	2(3)	3(5)	2	Outside	~	Chin KD	4(5)	5(6)	2	Outside	**	Chin KD	1(2)	2(3)
3	Outside	*	Chin KO	2	4	3	Outside	~	Chin KO	3	6	3	Outside	~	Chin KO	1	2
4	Inside	**	Will	2	5	4	Inside	*	Will	3	8	4	Inside	*	Will	1	2
5	Outside	*	Cut	4	Stamina	5	Outside	*	Cut	7	Stamina	5	Outside	*	Cut	6	Stamina
6	Inside	~	Foul	5	80	6	Inside	~	Foul	10	60	6	Inside	***	Foul	5	80
Slug it out: +1 to both fighters PL on toe to toe exchange						Slug it out: +1 to both fighters PL on toe to toe exchange						Body Snatcher: inside punches can't be blocked					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-4	Swarms her opponent on the inside 5 PL				0-1	0-1	Blistering two-handed assault 5 PL				X	0-4	Fries a vicious salvo of punches 5 PL				0-4
5-20	Jackhammer combinations land 4 PL				2-14	2-11	Jackhammer combinations land 4 PL				0-10	5-20	Lands heavy rights and lefts 4 PL				5-19
21-34	Lead hook and a combination 3 PL				15-27	12-24	Hook and two crosses land 3 PL				11-23	21-37	Rips the jab and double cross 3 PL				20-34
35-50	Punishing cross follows a hook 2 PL				28-45	25-38	Bores in behind a short cross 2 PL				24-36	38-50	Bores in behind the cross 2 PL				35-47
51-82	Misses check opponents counter				46-90	39-82	Misses check opponents counter				37-90	51-82	Misses check opponents counter				48-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-2	-1	Cut/Swelling			Defense	1-4	+1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling		
	3-5	+1	1-5	Swelling left eye			5-7	+2	1-5	Swelling left eye			5-6	+1	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-4	Hook-2	4-9	Swelling right eye	
	3-4	Cross-2	10-11	Cut left eye			3-4	Cross-2	11-12	Cut left eye			5-6	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			13-14	Cut right eye		Fouls			12-13	Cut right eye	
1-5	Low Blow		14	Gash left eye		1-5	Low Blow		15	Gash left eye		1-4	Low Blow		14	Gash left eye	
6-9	Head Butt		15	Gash right eye		6-9	Head Butt		16	Gash right eye		5-9	Head Butt		15	Gash right eye	
10-13	Holding		16	Cut left cheek		10-14	Holding		17	Cut left cheek		10-13	Holding		16	Cut left cheek	
14-17	Elbows		17	Cut right cheek		15-17	Elbows		18	Cut right cheek		14-17	Elbows		17	Cut right cheek	
18-20	Rabbit Punch		18-20	Bloody Nose		18-20	Rabbit Punch		19-20	Bloody Nose		18-20	Rabbit Punch		18-20	Bloody Nose	
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Belinda Laracuent JWW 26-28-3 (9)						Kathy Collins JWW 14-2-4 (3)						Fernada Soledad Alegre JWW 22-2-1 (11)					
1	Outside	**	Power	1/3	1/2	1	Inside	**	Power	1/3	1/2	1	Inside	**	Power	3/5	2/4
2	Outside	~	Chin KD	1/3	2/4	2	Outside	*	Chin KD	1/3	2/4	2	Outside	*	Chin KD	1/3	2/6
3	Outside	~	Chin KO	1	2	3	Inside	*	Chin KO	1	2	3	Outside	~	Chin KO	1	2
4	Inside	~	Will	1	2	4	Inside	~	Will	2	3	4	Inside	~	Will	1	2
5	Outside	**	Cut	4	Stamina	5	Outside	~	Cut	5	Stamina	5	Inside	*	Cut	4	Stamina
6	Inside	*	Foul	8	60	6	Inside	*	Foul	8	60	6	Inside	*	Foul	6	70
Granite Chin: If KD occurs, re-roll 1D20 no KD on 1-10 roll						Granite Chin: If KD occurs, re-roll 1D20 no KD on 1-10 roll						Counter Point: Add +1 to all counters that land					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-2	Stiff Jab starts a five-punch combination 5 PL				0-2	0-4	Two-fisted attack initiated by a hard Jab 5 PL				0-2	0-4	Slids inside and lands hard power shots 5 PL				0-2
3-10	Dances in and out firing away 4 PL				3-10	5-12	Two Jabs followed by a Cross and a Hook 4 PL				3-10	5-20	Jab followed by power shots 4 PL				3-15
11-24	Follows a 1-2 with an Uppercut 3 PL				11-26	13-33	Cross followed by a double Left-Hook 3 PL				11-30	21-33	Hook followed by a Cross / Uppercut 3 PL				16-31
25-38	Snaps a Jab followed by a Hook 2 PL				27-41	34-45	Short, hard punches in close 2 PL				31-41	34-48	Bores inside behind a Jab and a Hook 2 PL				32-41
39-82	Misses check opponents counter				42-90	46-82	Misses check opponents counter				42-90	49-82	Misses check opponents counter				42-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-4	-1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling			Defense	1-3	-1	Cut/Swelling		
	5-6	-2	1-3	Swelling left eye			3-4	+1	1-2	Swelling left eye			4-5	+1	1-4	Swelling left eye	
Counter	1-3	Hook-2	4-6	Swelling right eye		Counter	1-4	Hook-2	3-4	Swelling right eye		Counter	1-5	Hook-2	5-8	Swelling right eye	
	4-5	Cross-2	7-8	Cut left eye			5	Cross-2	5-9	Cut left eye			6-7	Cross-2	9-10	Cut left eye	
Fouls			9-10	Cut right eye		Fouls			10	Cut right eye		Fouls			11-12	Cut right eye	
1-5	Holding/Hitting		11	Gash left eye		1-4	Holding/Hitting		11	Gash left eye		1-5	Hitting on the break		13	Gash left eye	
6-12	Head Butt		12	Gash right eye		5-12	Head Butt		12	Gash right eye		6-10	Head Butt		14	Gash right eye	
13-14	Holding		13	Cut left cheek		13-14	Holding		13	Cut left cheek		11-14	Holding		15	Cut left cheek	
15-18	Elbows		14	Cut right cheek		15-18	Elbows		14	Cut right cheek		15-18	Elbows		16	Cut right cheek	
19-20	Rabbit Punch		15-20	Bloody Nose		19-20	Rabbit Punch		15-20	Bloody Nose		19-20	Rabbit Punch		17-20	Bloody Nose	
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Monica Silvina Acosta JWW 19-2-2 (5)						Jessica McCaskill LW 9-2 (3)						Anahi Ester Sanchez LW 20-5 (12)					
1	Inside	**	Power	2/5	1/4	1	Inside	**	Power	2/5	1/4	1	Inside	**	Power	4/5	2/4
2	Inside	~	Chin KD	1/3	2/4	2	Outside	*	Chin KD	2/4	2/6	2	Outside	~	Chin KD	4/6	5/7
3	Outside	*	Chin KO	1	2	3	Inside	*	Chin KO	1	2	3	Outside	*	Chin KO	2	3
4	Inside	*	Will	1	2	4	Inside	~	Will	1	2	4	Inside	*	Will	2	3
5	Outside	~	Cut	4	Stamina	5	Outside	~	Cut	5	Stamina	5	Outside	~	Cut	8	Stamina
6	Inside	**	Foul	8	70	6	Inside	**	Foul	6	80	6	Inside	~	Foul	8	50
Mauler: Subtract 10 from Opp stamina at start of fight						Mauler: Subtract 10 from Opp stamina at start of fight						Blitzkreig: Fast Starter +1 power for first 2 rounds					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-4	Lands hard body shots with both hands 5 PL				0-1	0-4	Hard two-fisted flurry lands flush 5 PL				0-2	1-4	Blistering two-fisted attack 5 PL				1-2
5-20	Hard Cross-Hook-Cross after a stiff Jab 4 PL				2-15	5-17	Lands a hard combination behind a Jab 4 PL				3-12	5-15	Savage combination ends with a Hook 4 PL				3-12
21-35	Bores in behind a Jab and two Uppercuts 3 PL				16-28	18-35	Lead Cross followed by a Hook / Cross 3 PL				13-30	16-30	Cross and Hook following a hard Jab 3 PL				13-27
36-47	Lands two Uppercuts to the body 2 PL				29-40	36-50	Lead Jab followed by a crushing Cross 2 PL				31-42	31-43	Wild Hook followed by an Uppercut 2 PL				28-40
48-82	Misses check opponents counter				41-90	51-82	Misses check opponents counter				43-90	44-82	Misses check opponents counter				41-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-4	+1	Cut/Swelling			Defense	1-2	+1	Cut/Swelling			Defense	1-4	+1	Cut/Swelling		
	5	+2	1-4	Swelling left eye			3-4	+2	1-4	Swelling left eye			5	+2	1-4	Swelling left eye	
Counter	1-3	Hook-2	5-9	Swelling right eye		Counter	1-2	Hook-2	5-9	Swelling right eye		Counter	1-3	Hook-2	5-9	Swelling right eye	
	4-6	Uppercut-2	10-11	Cut left eye			3-4	Cross-2	10-11	Cut left eye			4	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-5	Holding/Hitting		14-15	Gash left eye		1-5	Hitting on the break		14-15	Gash left eye		1-5	Low Blow		14-15	Gash left eye	
6-8	Head Butt		16	Gash right eye		6-8	Head Butt		16	Gash right eye		6-8	Head Butt		16	Gash right eye	
9-14	Holding		17	Cut left cheek		9-14	Holding		17	Cut left cheek		9-14	Holding		17	Cut left cheek	
15-16	Elbows		18	Cut right cheek		15-16	Elbows		18	Cut right cheek		15-16	Elbows		18	Cut right cheek	
17-20	Rabbit Punch		19-20	Bloody Nose		17-20	Rabbit Punch		19-20	Bloody Nose		17-20	Rabbit Punch		19-20	Bloody Nose	
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Ronica Jeffrey SFW 17-1-1 (1)						Frida Wallberg SFW 11-1 (2)						Elhem Mekhaled SFW 14-0 (2)					
1	Inside	~	Power	1/2	1/2	1	Inside	**	Power	1/3	1/2	1	Inside	~	Power	1/3	1/2
2	Outside	**	Chin KD	2/5	3/6	2	Outside	**	Chin KD	1/3	4/6	2	Outside	~	Chin KD	2/4	4/6
3	Outside	~	Chin KO	2	3	3	Outside	***	Chin KO	2	6	3	Outside	**	Chin KO	2	3
4	Inside	*	Will	2	4	4	Inside	*	Will	2	4	4	Outside	~	Will	2	4
5	Outside	**	Cut	2	Stamina	5	Outside	*	Cut	4	Stamina	5	Outside	**	Cut	3	Stamina
6	Outside	~	Foul	4	50	6	Inside	~	Foul	5	70	6	Inside	*	Foul	3	60
Defensive Wiz: Additional -1 when punches are blocked						Counter Point: Add +1 to all counters that land						Front Runner: if more RG stars than opp, -1 to chin KD rating					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-3	Slides in with a blinding two-fisted attack 5 PL				0-2	0-3	Flurry of blows from all angles 5 PL				0-4	0-1	Multiple shots to the head 5 PL				0-2
4-15	Dances in and out firing combos 4 PL				3-15	4-14	Dances in and out firing waway 4 PL				5-22	2-12	Jackhammer combinations land 4 PL				3-17
16-33	Jab, Hook, and a Cross score 3 PL				16-33	14-30	Jab, Hook, and a Cross score 3 PL				23-35	13-26	Combo lands behind the Jab 3 PL				18-29
34-43	Brisk Jabs snap the head back 2 PL				34-44	31-45	Doubles up on the Cross 2 PL				36-50	27-40	Snaps a Jab followed by a Cross 2 PL				30-45
44-82	Misses check opponents counter				45-90	46-82	Misses check opponents counter				51-90	41-82	Misses check opponents counter				46-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-4	-1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling		
	5-6	-2	1-4	Swelling left eye			3-4	-2	1-4	Swelling left eye			3-4	+1	1-4	Swelling left eye	
Counter	1-2	Hook-2	5-8	Swelling right eye		Counter	1-3	Hook-2	5-8	Swelling right eye		Counter	1-2	Hook-2	5-8	Swelling right eye	
	3-4	Cross-2	9-10	Cut left eye			4-7	Cross-2	9-10	Cut left eye			3-5	Cross-2	9-10	Cut left eye	
Fouls			11-12	Cut right eye		Fouls			11-12	Cut right eye		Fouls			11-12	Cut right eye	
1	Low Blow		13	Gash left eye		1-2	Low Blow		13	Gash left eye		1	Low Blow		13	Gash left eye	
2-7	Head Butt		14	Gash right eye		3-10	Head Butt		14	Gash right eye		2-8	Head Butt		14	Gash right eye	
8-16	Holding		15-16	Cut left cheek		11-16	Holding		15-16	Cut left cheek		9-16	Holding		15-16	Cut left cheek	
17-18	Elbows		17-18	Cut right cheek		17-18	Elbows		17-18	Cut right cheek		17-18	Elbows		17-18	Cut right cheek	
19-20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		19-20	Bloody Nose	
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Diana Prazak SFW 13-3 (9)						Melissa Del Valle SFW 30-6-1 (12)						Laura Serrano SFW 17-5-3 (6)					
1	Inside	**	Power	5/7	3/5	1	Inside	**	Power	3/6	2/3	1	Inside	**	Power	3/6	2/4
2	Outside	*	Chin KD	3/5	5/7	2	Outside	**	Chin KD	3/6	4/7	2	Outside	**	Chin KD	3/5	4/6
3	Outside	~	Chin KO	2	3	3	Outside	*	Chin KO	1	2	3	Outside	~	Chin KO	1	2
4	Inside	**	Will	2	3	4	Inside	*	Will	1	2	4	Inside	*	Will	1	2
5	Inside	~	Cut	3	Stamina	5	Outside	~	Cut	4	Stamina	5	Outside	*	Cut	4	Stamina
6	Inside	*	Foul	6	60	6	Inside	~	Foul	7	70	6	Inside	*	Foul	6	70
Mauler: subtract 10 from the opp stamina at the start of the fight						Counter point: Add +1 to all counters that land						Old Master: -1 from opp PL on all toe-to-toe exchanges					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-5	Blistering two-fisted assault 5 PL				0-3	0-5	Stiff Jab starts a five-punch combo 5 PL				0-5	0-6	Wails away with both hands 5 PL				0-4
6-21	Lands heavy lefts and rights 4 PL				4-15	6-20	Dances in and out firing away 4 PL				6-19	7-21	Double Hook after a combo 4 PL				5-19
22-35	Charges in behind a lead Cross 3 PL				16-28	21-35	Circles in and lands a blistering combo 3 PL				20-34	22-35	Combo lands behind the Jab 3 PL				20-32
36-47	Bores in behind a right and an Uppercut 2 PL				29-40	36-48	Digs the hook to the body and a Cross 2 PL				35-46	36-49	Crisp Hook followed by an Uppercut 2 PL				33-47
48-82	Misses check opponents counter				41-90	49-82	Misses check opponents counter				47-90	50-82	Misses check opponents counter				48-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-3	+1	Cut/Swelling			Defense	1-3	-1	Cut/Swelling			Defense	1-3	-1	Cut/Swelling		
	4-6	+2	1-5	Swelling left eye			4-5	+1	1-5	Swelling left eye			4-5	-2	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-4	Hook-2	6-9	Swelling right eye		Counter	1-3	Hook-2	6-9	Swelling right eye	
	3-5	Cross-2	10-11	Cut left eye			5-7	Cross-2	10-11	Cut left eye			4-6	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-2	Low Blow		14	Gash left eye		1-4	Low Blow		14	Gash left eye		1-5	Low Blow		14	Gash left eye	
3-7	Head Butt		15	Gash right eye		5-11	Head Butt		15	Gash right eye		6-11	Head Butt		15	Gash right eye	
8-16	Holding		16	Cut left cheek		12-16	Holding		16	Cut left cheek		12-16	Holding		16	Cut left cheek	
17-18	Elbows		17	Cut right cheek		17-18	Elbows		17	Cut right cheek		17-18	Elbows		17	Cut right cheek	
19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose	
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Estelle Mossely (LW)						Melissa St Vil (LW)						Rose Volante (LW)					
1	Inside	*	Power	1/4	1/3	1	Inside	*	Power	1/3	1/2	1	Inside	*	Power	4/6	2/4
2	Outside	**	Chin KD	1/3	2/4	2	Outside	*	Chin KD	2	4	2	Outside	*	Chin KD	4/6	5/7
3	Outside	**	Chin KO	2	3	3	Outside	*	Chin KO	2	4	3	Outside	~	Chin KO	1	3
4	Inside	~	Will	3	5	4	Inside	~	Will	2	8	4	Inside	~	Will	1	6
5	Outside	*	Cut	5	Stamina	5	Outside	*	Cut	2	Stamina	5	Inside	*	Cut	5	Stamina
6	Outside	~	Foul	4	60	6	Inside	~	Foul	2	50	6	Inside	**	Foul	5	50
Reluctant: reduce both figher's PL by (-1) during toe-to-toe exchanges						Granite Chin: if KD occurs, re-roll 1D20, no KD on 1-6						Blitzkreig: fast starter +1 power for first 2 rounds					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-1	Series of jabs and crosses score 5 PL				0-2	0-1	Bangs away with both hands 5 PL				0-1	0-6	Pounds away with heavy power shots 5 PL				0-2
2-15	Circling the ring sniping away 4 PL				3-19	2-11	Looping cross closes the action 4 PL				2-14	7-19	Lands a hard flurry behind the Jab 4 PL				3-17
16-33	Combination lands behind the jab 3 PL				20-33	12-26	Fast combination behind the jab lands 3 PL				15-29	20-33	Hard Cross and crushing hooks 3 PL				18-30
34-44	Punshing cross follows the jab 2 PL				34-48	27-39	Rapid fire jabs land 2 PL				30-41	34-43	Lands two hard uppercuts				31-41
45-82	Misses check opponents counter				49-90	40-82	Misses check opponents counter				42-90	44-82	Misses check opponents counter				42-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-4	-1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling			Defense	1-3	+1	Cut/Swelling		
	5	+1	1-4	Swelling left eye			3-5	+1	1-5	Swelling left eye			4-5	+2	1-5	Swelling left eye	
Counter	1-2	Hook-2	5-9	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye	
	3-5	Cross-2	10-11	Cut left eye			3-4	Cross-2	11-12	Cut left eye			3-4	Cross-2	11-12	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye	
1	Low Blow		14-15	Gash left eye		1-4	Low Blow		15	Gash left eye		1-4	Low Blow		15	Gash left eye	
2-5	Head Butt		16-17	Gash right eye		5-8	Head Butt		16	Gash right eye		5-8	Head Butt		16	Gash right eye	
6-15	Holding		18	Cut left cheek		9-15	Holding		17	Cut left cheek		9-15	Holding		17	Cut left cheek	
16-18	Elbows		19	Cut right cheek		16-18	Elbows		18	Cut right cheek		16-18	Elbows		18	Cut right cheek	
19-20	Rabbit Punch		20	Bloody Nose		19-20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		19-20	Bloody Nose	
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Kenia Enriquez JFLY (W) 23-1 (9)						Jessica Nery Plata JFLY (W) 25-2 (3)						Nadia Raoui FLY (W) 15-2-1 (3)					
1	Inside	**	Power	3/5	2/3	1	Inside	*	Power	1/3	1/2	1	Inside	*	Power	1/3	1/2
2	Outside	**	Chin KD	1(2)	2(3)	2	Outside	***	Chin KD	1(2)	2(3)	2	Outside	~	Chin KD	1(2)	2(3)
3	Outside	~	Chin KO	1/2	2/3	3	Outside	~	Chin KO	1	2	3	Outside	**	Chin KO	1	2
4	Inside	~	Will	1	2	4	Inside	~	Will	1	2	4	Inside	*	Will	1	2
5	Outside	**	Cut	3	Stamina	5	Outside	**	Cut	3	Stamina	5	Outside	**	Cut	3	Stamina
6	Inside	*	Foul	3	80	6	Inside	~	Foul	2	90	6	Inside	~	Foul	3	80
Sniper: Outside punches can't be blocked						Sniper: Outside punches can't be blocked						Sniper: Outside punches can't be blocked					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-4	Multiple shots to the head 5 PL				0-3	0-2	Multiple shots to the head 5 PL				0-3	0-1	Flurry of blows from all angles 5 PL				0-3
5-17	Double hook after a combo 4 PL				4-15	3-14	Looping cross closes the action 4 PL				4-18	2-15	Uncorks the hand in tight				4-19
18-32	Jab, cross, and a hook connect 3 PL				16-30	15-30	Sharp three punch combo 3 PL				19-34	16-30	Sharp three punch combo 3 PL				20-37
33-48	Short, hard punches in close 2 PL				31-47	31-44	Punishing cross follows a jab 2 PL				35-48	31-45	Moves in behind the jab 2 PL				38-51
49-82	Misses check opponents counter				48-90	45-82	Misses check opponents counter				47-90	46-82	Misses check opponents counter				52-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-2	-1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling			Defense	1-3	-1	Cut/Swelling		
	3-4	+1	1-5	Swelling left eye			5	+1	1-5	Swelling left eye			4-5	+1	1-5	Swelling left eye	
Counter	1-3	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye	
	4-5	Cross-2	10-11	Cut left eye			3-4	Cross-2	10-11	Cut left eye			3-5	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-3	Low Blow		14	Gash left eye		1-4	Low Blow		14	Gash left eye		1-5	Low Blow		14	Gash left eye	
4-7	Head Butt		15	Gash right eye		5-11	Head Butt		15	Gash right eye		6-9	Head Butt		15	Gash right eye	
8-12	Holding		16	Cut left cheek		12-15	Holding		16	Cut left cheek		10-14	Holding		16	Cut left cheek	
13-17	Elbows		17	Cut right cheek		16-17	Elbows		17	Cut right cheek		15-17	Elbows		17	Cut right cheek	
18-20	Rabbit Punch		18-20	Bloody Nose		18-20	Rabbit Punch		18-20	Bloody Nose		18-20	Rabbit Punch		18-20	Bloody Nose	
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Lucia Rijker JWW 17-0 (14)						Holly Holm JWW 33-2-3 (9)						Sumya Anani JWW 25-3-1 (10)					
1	Inside	**	Power	5/7	3/5	1	Outside	***	Power	2/5	1/4	1	Inside	***	Power	4/5	2/4
2	Outside	~	Chin KD	1/2	1/3	2	Outside	**	Chin KD	1/3	3/6	2	Outside	**	Chin KD	2/4	4/8
3	Inside	**	Chin KO	1	1	3	Outside	**	Chin KO	1	4	3	Inside	**	Chin KO	1	4
4	Outside	*	Will	1	1	4	Inside	~	Will	2	6	4	Outside	*	Will	3	6
5	Outside	**	Cut	2	Stamina	5	Outside	*	Cut	7	Stamina	5	Inside	~	Cut	4	Stamina
6	Inside	**	Foul	4	80	6	Inside	*	Foul	2	80	6	Outside	~	Foul	6	70
Counter Point: add +1 to all landed counters						Sprinter: neither fighter lands on outside toe-to-toe						Mauler: subtract 10 from opp stamina to start fight					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-6	Jab followed by a furious onslaught 5 PL				0-3	0-2	Furious onslaught of lefts and rights 5 PL				0-5	1-4	Bangs away with both hands 5 PL				1-2
7-24	Hooks and Uppercuts following a Jab 4 PL				4-21	3-15	Circles in and lands hard power shots 4 PL				6-24	5-21	Hooks and Uppercuts following a Cross 4 PL				3-19
25-41	Jab, Hook, and an Uppercut lands 3 PL				22-39	16-33	Jab, Cross, and Hook combination 3 PL				25-38	22-39	Heavy Cross and Hook behind a Jab 3 PL				20-37
42-54	Bores in behind a Jab and a Cross 2 PL				40-50	34-46	Leaps in with a Jab and a Cross 2 PL				39-54	40-47	Bores inside behind the Jab and Cross 2 PL				38-47
55-82	Misses check opponents counter				51-90	47-82	Misses check opponents counter				55-90	48-82	Misses check opponents counter				48-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-4	-1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling		
	5	+1	1-5	Swelling left eye			5	-2	1-5	Swelling left eye			3-4	+1	1-5	Swelling left eye	
Counter	1-5	Hook-2	6-10	Swelling right eye		Counter	1-3	Hook-2	6-10	Swelling right eye		Counter	1-3	Hook-2	6-10	Swelling right eye	
	6-7	Cross-2	11-12	Cut left eye			4-6	Cross-2	11-12	Cut left eye			4-6	Cross-2	11-12	Cut left eye	
Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye	
1-6	Holding & Hitting		15	Gash left eye		1-6	Excessive Clinching		15	Gash left eye		1-5	Holdng & Hitting		15	Gash left eye	
7-13	Head Butt		16	Gash right eye		7-10	Head Butt		16	Gash right eye		6-14	Head Butt		16	Gash right eye	
14-16	Holding		17	Cut left cheek		11-16	Holding		17	Cut left cheek		15-16	Holding		17	Cut left cheek	
17-19	Elbows		18	Cut right cheek		17-19	Elbows		18	Cut right cheek		17-19	Elbows		18	Cut right cheek	
20	Holding & Hitting		19-20	Bloody Nose		20	Rabbit Punch		19-20	Bloody Nose		20	Rabbit Punch		19-20	Bloody Nose	
Glory Days Games ©						Glory Days Games ©						Glory Days Games ©					
Christy Martin JWW 49-7-3 (31)						Mia St. John JWW 49-14-2 (19)						Jane Couch JWW 28-11 (9)					
1	Inside	**	Power	4/6	3/5	1	Inside	*	Power	2/4	1/3	1	Inside	*	Power	3/5	2/3
2	Outside	**	Chin KD	1/2	1/3	2	Outside	*	Chin KD	3/5	5/9	2	Outside	*	Chin KD	3/5	6/10
3	Outside	*	Chin KO	1	1	3	Outside	~	Chin KO	4	5	3	Outside	*	Chin KO	4	6
4	Inside	~	Will	1	1	4	Inside	~	Will	6	8	4	Inside	~	Will	6	8
5	Outside	~	Cut	7	Stamina	5	Outside	**	Cut	6	Stamina	5	Outside	~	Cut	7	Stamina
6	Inside	*	Foul	3	80	6	Inside	~	Foul	3	50	6	Inside	*	Foul	6	50
Slug it out: +1 to both fighters PL on toe-to-toe exchange						Hug it out: when hurt, roll 1D20 becomes clinch on 1-8						Slug it out: +1 to both fighters on toe-to-toe exchange					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-5	Bangs away with both hands 5 PL				0-4	0-2	Stiff Jab starts a five-punch combination 5 PL				0-3	0-2	A series of Jabs and Crosses scores 5 PL				0-1
6-20	Big shots to the head and body 4 PL				5-19	3-15	Dances in and out firing away 4 PL				4-18	3-15	Wild Cross finishes the flurry 4 PL				2-12
21-38	Charges in behind a lead Hook 3 PL				20-36	16-28	Peppers the Jab, and then a crisp Cross 3 PL				19-31	16-28	Follows a 1-2 with an Uppercut 3 PL				13-27
38-53	Lands a Jab followed by a hard Cross 2 PL				37-51	29-40	Lands a lead Cross followed by a Hook 2 PL				32-44	29-42	Wild Hook follows an Uppercut 2 PL				28-40
54-82	Misses check opponents counter				50-90	41-82	Misses check opponents counter				45-90	43-82	Misses check opponents counter				41-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-3	+1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling			Defense	1-5	+1	Cut/Swelling		
	4-5	+2	1-2	Swelling left eye			3-4	+1	1-4	Swelling left eye			6-7	+2	1-2	Swelling left eye	
Counter	1-2	Hook-2	3-4	Swelling right eye		Counter	1-3	Hook-2	5-9	Swelling right eye		Counter	1-2	Hook-2	3-4	Swelling right eye	
	3-6	Cross-2	5	Cut left eye			4-5	Cross-2	10	Cut left eye			3-4	Cross-2	5-6	Cut left eye	
Fouls			6	Cut right eye		Fouls			11	Cut right eye		Fouls			7-8	Cut right eye	
1-6	Holding & Hitting		7	Gash left eye		1-3	Excessive Clinching		12	Gash left eye		1-3	Holdng & Hitting		9-10	Gash left eye	
7-12	Head Butt		8	Gash right eye		4-9	Head Butt		13	Gash right eye		4-9	Head Butt		11-12	Gash right eye	
13-14	Holding		9	Cut left cheek		10-18	Holding		14	Cut left cheek		10-18	Holding		13-14	Cut left cheek	
15-17	Elbows		10	Cut right cheek		19	Elbows		15	Cut right cheek		19	Elbows		15-16	Cut right cheek	
18-20	Rabbit Punch		11-20	Bloody Nose		20	Rabbit Punch		16-20	Bloody Nose		20	Rabbit Punch		17-20	Bloody Nose	
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Elin Cederroos SMW						Alicia Napoleon-Espinosa SMW						Franchon Crews-Dezurn SMW					
1	Inside	*	Power	4/6	2/5	1	Inside	*	Power	4/5	2/4	1	Inside	*	Power	3/5	2/4
2	Outside	*	Chin KD	2/3	3/4	2	Outside	*	Chin KD	4/7	5/9	2	Outside	**	Chin KD	1/3	2/4
3	Outside	~	Chin KO	2	3	3	Outside	~	Chin KO	2	4	3	Outside	~	Chin KO	1	3
4	Inside	~	Will	1	2	4	Inside	*	Will	1	2	4	Inside	*	Will	1	2
5	Outside	**	Cut	6	Stamina	5	Outside	~	Cut	8	Stamina	5	Outside	*	Cut	5	Stamina
6	Inside	**	Foul	2	70	6	Inside	*	Foul	5	60	6	Inside	~	Foul	9	60
Counter point: Add +1 to all counters that land						Front Runner: If more RG stars than Opp, -2 from Chin KD						Chin Check: Opp must have 3 or more power to KD					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-4	Stiff jab starts a 5 punch combination 5 PL				0-2	0-4	Bangs away with both hands 5 PL				0-2	0-3	Blistering two-fisted assault 5 PL				0-3
5-18	Circling the ring sniping away 4 PL				3-20	5-17	Double hook after a combo 4 PL				3-16	4-17	Lands heavy lefts and rights 4 PL				4-17
19-33	Ends a 3-punch combo with a hard hook 3 PL				21-37	18-32	Working the head and body 3 PL				17-33	18-34	Charges in behind a crushing right cross 3 PL				18-35
34-46	Punishing cross follows a jab 2 PL				38-49	33-46	Lands a crushing cross after the jab 2 PL				34-45	34-45	Snaps the jab followed by a hard cross 2 PL				36-46
47-82	Misses check opponents counter				50-90	47-82	Misses check opponents counter				46-90	46-82	Misses check opponents counter				47-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-3	-1	Cut/Swelling			Defense	1	-1	Cut/Swelling			Defense	1-2	+1	Cut/Swelling		
	4-5	+1	1-5	Swelling left eye			2-5	+1	1-4	Swelling left eye			3-4	+2	1-4	Swelling left eye	
Counter	1-4	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	5-8	Swelling right eye		Counter	1-2	Jab-2	5-8	Swelling right eye	
	5	Cross-2	11	Cut left eye			3-4	Cross-2	9-10	Cut left eye			3-4	Cross-2	9-10	Cut left eye	
Fouls			12	Cut right eye		Fouls			11-12	Cut right eye		Fouls			11-12	Cut right eye	
1-3	Hitting on the break		13	Gash left eye		1-4	Hitting on the break		13-14	Gash left eye		1-5	Holding behind the head		13	Gash left eye	
4-6	Head Butt		14	Gash right eye		5-6	Head Butt		15	Gash right eye		6-7	Head Butt		14	Gash right eye	
7-14	Holding		15	Cut left cheek		7-14	Holding		16	Cut left cheek		8-15	Holding		15	Cut left cheek	
15-17	Elbows		16	Cut right cheek		15-16	Elbows		17	Cut right cheek		16	Elbows		16	Cut right cheek	
18-20	Rabbit Punch		17-20	Bloody Nose		17-20	Rabbit Punch		18-20	Bloody Nose		17-20	Rabbit Punch		17-20	Bloody Nose	
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Maricela Cornejo MW/SMW						Alejandra Jimenez SMW						Nikki Adler SMW 16-2 (9)					
1	Inside	*	Power	2/4	1/3	1	Inside	**	Power	3/5	2/4	1	Inside	*	Power	3/6	2/5
2	Outside	*	Chin KD	1/3	2/4	2	Inside	~	Chin KD	2/4	5-Mar	2	Outside	*	Chin KD	2/5	4/6
3	Outside	~	Chin KO	1	2	3	Outside	~	Chin KO	2	3	3	Outside	**	Chin KO	2	5
4	Inside	~	Will	1	2	4	Inside	**	Will	1	2	4	Inside	~	Will	4	6
5	Outside	*	Cut	4	Stamina	5	Outside	*	Cut	4	Stamina	5	Outside	~	Cut	4	Stamina
6	Inside	~	Foul	2	60	6	Inside	~	Foul	8	60	6	Inside	~	Foul	4	70
Reluctant: Reduce both PL by -1 on toe-to-toe exchnage						Slug It Out: +1 to both fighters on toe-to-toe exchange						Front Runner: If more RG stars than opp, -1 from chin KD					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0	Stiff jab starts a 5-punch combo 5 PL				0-1	0-4	Launches a smothering attack 5 PL				0-1	0-2	Bangs away with both hands 5 PL				0-4
1-12	Sizzling cross closes the action 4 PL				2-15	5-20	Big shots to the head and body 4 PL				2-17	3-12	Wild cross finishes the flurry 4 PL				5-18
13-26	Works inside behind the jab 3 PL				16-30	21-38	Looping blows find the mark 3 PL				18-30	13-27	Two jabs and a cross land 3 PL				19-32
27-39	Connects with a cross and a hook 2 PL				31-43	39-46	Wild hook follows an uppercut 2 PL				31-42	28-40	Sticks and moves behind the jab 2 PL				33-44
40-82	Misses check opponents counter				44-90	47-82	Misses check opponents counter				43-90	41-82	Misses check opponents counter				45-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-2	-1	Cut/Swelling			Defense	1-3	+1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling		
	3-5	+1	1-5	Swelling left eye			4-5	+2	1-5	Swelling left eye			3-5	+1	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye	
	3-4	Cross-2	11-12	Cut left eye			3-4	Cross-2	11	Cut left eye			3-6	Cross-2	11	Cut left eye	
Fouls			13-14	Cut right eye		Fouls			12	Cut right eye		Fouls			12	Cut right eye	
1-6	Hitting on the break		15	Gash left eye		1-4	Low Blow		13	Gash left eye		1-3	Hitting on the break		13	Gash left eye	
7-8	Head Butt		16	Gash right eye		5-9	Head Butt		14	Gash right eye		4-5	Head Butt		14	Gash right eye	
9-16	Holding		17	Cut left cheek		10-15	Holding		15-16	Cut left cheek		6-16	Holding		15	Cut left cheek	
17-18	Elbows		18	Cut right cheek		16-19	Elbows		17-18	Cut right cheek		17	Elbows		16	Cut right cheek	
19-20	Rabbit Punch		19-20	Bloody Nose		20	Rabbit Punch		19-20	Bloody Nose		18-20	Rabbit Punch		17-20	Bloody Nose	
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Diana Prazak SFW 13-3 (9)						Melissa Del Valle SFW 30-6-1 (12)						Laura Serrano SFW 17-5-3 (6)					
1	Inside	**	Power	5/7	3/5	1	Inside	**	Power	3/6	2/3	1	Inside	**	Power	3/6	2/4
2	Outside	*	Chin KD	3/5	5/7	2	Outside	**	Chin KD	3/6	4/7	2	Outside	**	Chin KD	3/5	4/6
3	Outside	~	Chin KO	2	3	3	Outside	*	Chin KO	1	2	3	Outside	~	Chin KO	1	2
4	Inside	**	Will	2	3	4	Inside	*	Will	1	2	4	Inside	*	Will	1	2
5	Inside	~	Cut	3	Stamina	5	Outside	~	Cut	4	Stamina	5	Outside	*	Cut	4	Stamina
6	Inside	*	Foul	6	60	6	Inside	~	Foul	7	70	6	Inside	*	Foul	6	70
Mauler: subtract 10 from the opp stamina at the start of the fight						Counter point: Add +1 to all counters that land						Old Master: -1 from opp PL on all toe-to-toe exchanges					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-5	Blistering two-fisted assault 5 PL				0-3	0-5	Stiff Jab starts a five-punch combo 5 PL				0-5	0-6	Wails away with both hands 5 PL				0-4
6-21	Lands heavy lefts and rights 4 PL				4-15	6-20	Dances in and out firing away 4 PL				6-19	7-21	Double Hook after a combo 4 PL				5-19
22-35	Charges in behind a lead Cross 3 PL				16-28	21-35	Circles in and lands a blistering combo 3 PL				20-34	22-35	Combo lands behind the Jab 3 PL				20-32
36-47	Bores in behind a right and an Uppercut 2 PL				29-40	36-48	Digs the hook to the body and a Cross 2 PL				35-46	36-49	Crisp Hook followed by an Uppercut 2 PL				33-47
48-82	Misses check opponents counter				41-90	49-82	Misses check opponents counter				47-90	50-82	Misses check opponents counter				48-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-3	+1	Cut/Swelling			Defense	1-3	-1	Cut/Swelling			Defense	1-3	-1	Cut/Swelling		
	4-6	+2	1-5	Swelling left eye			4-5	+1	1-5	Swelling left eye			4-5	-2	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-4	Hook-2	6-9	Swelling right eye		Counter	1-3	Hook-2	6-9	Swelling right eye	
	3-5	Cross-2	10-11	Cut left eye			5-7	Cross-2	10-11	Cut left eye			4-6	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-2	Low Blow		14	Gash left eye		1-4	Low Blow		14	Gash left eye		1-5	Low Blow		14	Gash left eye	
3-7	Head Butt		15	Gash right eye		5-11	Head Butt		15	Gash right eye		6-11	Head Butt		15	Gash right eye	
8-16	Holding		16	Cut left cheek		12-16	Holding		16	Cut left cheek		12-16	Holding		16	Cut left cheek	
17-18	Elbows		17	Cut right cheek		17-18	Elbows		17	Cut right cheek		17-18	Elbows		17	Cut right cheek	
19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose	
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Elena Reid FLY/SFLY (W) 19-6-6 (5)						Sarah Goodson SW/JFLY (W) 28-17-1 (9)						Seniesa Estrada SW/JFLY (W) 20-0 (8)					
1	Inside	**	Power	1/2	1/2	1	Inside	*	Power	1/3	1/2	1	Inside	**	Power	4/6	3/3
2	Outside	~	Chin KD	2(3)	3(5)	2	Outside	~	Chin KD	4(5)	5(6)	2	Outside	**	Chin KD	1(2)	2(3)
3	Outside	*	Chin KO	2	4	3	Outside	~	Chin KO	3	6	3	Outside	~	Chin KO	1	2
4	Inside	**	Will	2	5	4	Inside	*	Will	3	8	4	Inside	*	Will	1	2
5	Outside	*	Cut	4	Stamina	5	Outside	*	Cut	7	Stamina	5	Outside	*	Cut	6	Stamina
6	Inside	~	Foul	5	80	6	Inside	~	Foul	10	60	6	Inside	***	Foul	5	80
Slug it out: +1 to both fighters PL on toe to toe exchange						Slug it out: +1 to both fighters PL on toe to toe exchange						Body Snatcher: inside punches can't be blocked					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-4	Swarms her opponent on the inside 5 PL				0-1	0-1	Blistering two-handed assault 5 PL				X	0-4	Fries a vicious salvo of punches 5 PL				0-4
5-20	Jackhammer combinations land 4 PL				2-14	2-11	Jackhammer combinations land 4 PL				0-10	5-20	Lands heavy rights and lefts 4 PL				5-19
21-34	Lead hook and a combination 3 PL				15-27	12-24	Hook and two crosses land 3 PL				11-23	21-37	Rips the jab and double cross 3 PL				20-34
35-50	Punishing cross follows a hook 2 PL				28-45	25-38	Bores in behind a short cross 2 PL				24-36	38-50	Bores in behind the cross 2 PL				35-47
51-82	Misses check opponents counter				46-90	39-82	Misses check opponents counter				37-90	51-82	Misses check opponents counter				48-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-2	-1	Cut/Swelling			Defense	1-4	+1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling		
	3-5	+1	1-5	Swelling left eye			5-7	+2	1-5	Swelling left eye			5-6	+1	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-4	Hook-2	4-9	Swelling right eye	
	3-4	Cross-2	10-11	Cut left eye			3-4	Cross-2	11-12	Cut left eye			5-6	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			13-14	Cut right eye		Fouls			12-13	Cut right eye	
1-5	Low Blow		14	Gash left eye		1-5	Low Blow		15	Gash left eye		1-4	Low Blow		14	Gash left eye	
6-9	Head Butt		15	Gash right eye		6-9	Head Butt		16	Gash right eye		5-9	Head Butt		15	Gash right eye	
10-13	Holding		16	Cut left cheek		10-14	Holding		17	Cut left cheek		10-13	Holding		16	Cut left cheek	
14-17	Elbows		17	Cut right cheek		15-17	Elbows		18	Cut right cheek		14-17	Elbows		17	Cut right cheek	
18-20	Rabbit Punch		18-20	Bloody Nose		18-20	Rabbit Punch		19-20	Bloody Nose		18-20	Rabbit Punch		18-20	Bloody Nose	
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Chantelle Cameron LW 13-0 (7)						Victoria Bustos LW 20-6 (0)						Erica Anabella Farias SLW 26-4 (10)					
1	Inside	**	Power	4/7	3/5	1	Inside	*	Power	1/2	1/2	1	Inside	**	Power	3/5	2/4
2	Outside	**	Chin KD	1/3	2/4	2	Outside	**	Chin KD	1	2	2	Outside	*	Chin KD	1/3	2/4
3	Outside	**	Chin KO	1	1	3	Outside	~	Chin KO	1	2	3	Outside	~	Chin KO	1	2
4	Inside	**	Will	1	2	4	Inside	~	Will	1	2	4	Inside	*	Will	1	2
5	Outside	*	Cut	3	Stamina	5	Outside	*	Cut	4	Stamina	5	Outside	**	Cut	3	Stamina
6	Inside	~	Foul	3	80	6	Inside	*	Foul	4	70	6	Inside	~	Foul	9	70
Roll with it: Slips punches well -1 from opp power						Iron Will: When fighter is hurt can't be knocked down						Hug it out: If Opp scores a 5 PL rol 1D20 clinch on 1-7					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-4	Stiff jab starts a 5 punch combo 5 PL				0-5	-	Bangs away with both hands 5 PL				0-1	0-3	Flurry of hard blows from all angles 5 PL				0-3
5-21	Moves in behind the jab firing away 4 PL				6-23	0-14	A lead hook begins a sizzling combo 4 PL				2-18	4-18	Uncorks the hands in tight 4 PL				4-19
21-33	Hard jab-croos-hook combo lands 3 PL				24-37	15-28	Lands a lead jab followed by a double hook				19-33	19-31	Wide hooks followed by a cross land 3 PL				20-35
34-50	Lead right cross followed by a left hook 2 PL				38-52	29-41	Lead hook followed by a right cross lands 2 PL				34-46	32-45	Jab and lands a hard right cross 2 PL				36-49
51-82	Misses check opponents counter				53-90	42-82	Misses check opponents counter				47-90	46-82	Misses check opponents counter				50-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-4	-1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling			Defense	1-2	+1	Cut/Swelling		
	5	-2	1-5	Swelling left eye			5	+1	1-5	Swelling left eye			3-4	+2	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye	
	3-6	Cross-2	11-12	Cut left eye			3-5	Cross-2	11-12	Cut left eye			3-5	Cross-2	10-11	Cut left eye	
Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye		Fouls			12-13	Cut right eye	
1-6	Holding & Hitting		15	Gash left eye		1-5	Holding & Hitting		15	Gash left eye		1-7	Holding & Hitting		13	Gash left eye	
7-9	Head Butt		16	Gash right eye		6-9	Head Butt		16	Gash right eye		8	Head Butt		14	Gash right eye	
10-15	Holding		17	Cut left cheek		10-15	Holding		17	Cut left cheek		9-16	Holding		15	Cut left cheek	
16-17	Elbows		18	Cut right cheek		16-17	Elbows		18	Cut right cheek		17	Elbows		16	Cut right cheek	
18-20	Rabbit Punch		19-20	Bloody Nose		18-20	Rabbit Punch		19-20	Bloody Nose		18-20	Rabbit Punch		17-20	Bloody Nose	
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Mary McGee SLW 27-3 (15)						Svetlana Kulakova SLW 13-0-1 (1)						Christina Linardatou SLW 13-2 (6)					
1	Inside	**	Power	4/6	3/5	1	Inside	~	Power	1/2	1/2	1	Inside	**	Power	3/5	2/4
2	Outside	*	Chin KD	2/4	3/5	2	Outside	**	Chin KD	3/5	4/6	2	Outside	~	Chin KD	2/4	3/5
3	Outside	*	Chin KO	1	2	3	Outside	*	Chin KO	2	3	3	Outside	~	Chin KO	2	3
4	Inside	*	Will	2	3	4	Inside	*	Will	2	4	4	Inside	**	Will	2	4
5	Outside	~	Cut	3	Stamina	5	Outside	~	Cut	6	Stamina	5	Outside	*	Cut	4	Stamina
6	Inside	~	Foul	4	70	6	Inside	~	Foul	3	70	6	Inside	~	Foul	4	70
Hail Mary: +1 to power if behind in the last two rounds of a fight						Front Runer: If more RG stars than opp -1 from chin KD						Blitzkreig: Fast starter +2 to power for first two rounds					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-3	Unleashes a furious onslaught 5 PL				0-2	X	Serise of jabs and crosses score 5 PL				0-3	0-4	Unleashes a furious onslaught 5 PL				0-2
4-16	Hard cross caps the sequence 4 PL				3-17	0-12	Cross behind multiple jabs 4 PL				4-15	5-20	Looping cross closes the action 4 PL				3-15
17-29	Sharp three punch combo 3 PL				18-30	13-27	Follows a 1-2 with an uppercut 3 PL				16-31	31-34	Charges in behind a lead cross 3 PL				16-31
30-41	Doubles up on the lead cross 2 PL				31-43	27-39	A quick 1-2 finds the mark 2 PL				32-45	35-47	Punishing cross follows a jab 2 PL				32-43
42-82	Misses check opponents counter				44-90	40-82	Misses check opponents counter				46-90	48-82	Misses check opponents counter				44-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-4	+1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling		
	5	+2	1-5	Swelling left eye			3-4	+1	1-5	Swelling left eye			3-4	+1	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye	
	3-5	Cross-2	11-12	Cut left eye			3-4	Cross-2	11-12	Cut left eye			3-4	Cross-2	11-12	Cut left eye	
Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye		Fouls			13-14	Cut right eye	
1-6	Holdng & Hitting		15	Gash left eye		1-5	Holding & Hitting		15	Gash left eye		1-6	Holding & Hitting		15	Gash left eye	
7-9	Head Butt		16	Gash right eye		6-10	Head Butt		16	Gash right eye		7-8	Head Butt		16	Gash right eye	
10-16	Holding		17	Cut left cheek		11-16	Holding		17	Cut left cheek		9-16	Holding		17	Cut left cheek	
17-18	Elbows		18	Cut right cheek		17-18	Elbows		18	Cut right cheek		17-18	Elbows		18	Cut right cheek	
19-20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		19-20	Bloody Nose		19-20	Rabbit Punch		19-20	Bloody Nose	
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Keisher McLeod - Fly (W)						8-3-0 (1)						Daniela Bermudez BW (W) 29-4-3 (10)						Yamileth Mercado SBW (W) 17-2 (5)					
1	Inside	*	Power	1/1	1/1	1	Inside	**	Power	3/4	2/3	1	Inside	**	Power	2/4	1/3						
2	Outside	**	Chin KD	2 (5)	4 (6)	2	Outside	*	Chin KD	2(3)	3(4)	2	Outside	~	Chin KD	2(3)	3(4)						
3	Outside	-	Chin KO	4	6	3	Outside	**	Chin KO	1	4	3	Outside	*	Chin KO	2	3						
4	Inside	*	Will	4	7	4	Inside	**	Will	1	3	4	Inside	**	Will	1	2						
5	Outside	**	Cut	4	Stamina	5	Outside	~	Cut	3	Stamina	5	Outside	*	Cut	4	Stamina						
6	Inside	-	Foul	2	70/90	6	Inside	*	Foul	3	80	6	Inside	~	Foul	4	80						
Sniper: Outside punches can't be blocked						Chin Check: Opp must have 3 or more power to KD						Mauler: Subtract 10 from opp stamina to start fight											
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside						
0-2	Stiff Jab starts a 5 punch combo 5 PL				0-1	0-4	Blistering two fisted assault 5 PL				0-3	0-3	Launches a furious attack 5 PL				0-2						
3-11	Dances in and out firing away 4 PL				2-13	5-19	Rapid fire combinations land 4 PL				4-18	5-18	Big shots to the head and body 4 PL				3-16						
12-27	Double Jab and a blazing Cross 3 PL				14-30	20-36	Jab, cross and a hook score 3 PL				19-31	19-35	Looping blows find the mark 3 PL				17-33						
28-42	A quick 1-2 finds the mark 2 PL				31-46	37-51	Punishing cross follows an uppercut 2 PL				32-46	36-49	Wild hook follows an uppercut 2 PL				34-46						
43-82	Misses check opponents counter				47-90	52-82	Misses check opponents counter				47-90	50-82	Misses check opponents counter				47-90						
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94						
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98						
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99						
Defense	1-3	-1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling								
	4	+1	1-5	Swelling left eye			3-5	+1	1-5	Swelling left eye			3-5	+1	1-5	Swelling left eye							
Counter	1-3	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-3	Hook-2	6-9	Swelling right eye							
	4-5	Cross-2	11-12	Cut left eye			3-4	Cross-2	10-11	Cut left eye			4-5	Cross-2	10-11	Cut left eye							
Fouls			13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye							
1-5	Low Blow		14	Gash left eye		1-6	Low Blow		14	Gash left eye		1-8	Low Blow		14	Gash left eye							
6-7	Head Butt		15	Gash right eye		7-9	Head Butt		15	Gash right eye		9-12	Head Butt		15	Gash right eye							
8-15	Holding		16	Cut left cheek		10-14	Holding		16	Cut left cheek		13-16	Holding		16	Cut left cheek							
16-18	Elbows		17	Cut right cheek		15-18	Elbows		17	Cut right cheek		17-18	Elbows		17	Cut right cheek							
19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose							
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Melissa McMorrow - Fly (W)						10-7-3 (1)						Dina Thorslund SBW (W) 15-0 (6)						Segolene Lefebvre SBW (W) 13-0 (1)					
1	Inside	-	Power	1/1	1/1	1	Inside	**	Power	2/4	1/2	1	Inside	~	Power	1/2	1/2						
2	Outside	*	Chin KD	3 (5)	4 (7)	2	Outside	~	Chin KD	1(2)	2(4)	2	Outside	**	Chin KD	1(2)	2(4)						
3	Inside	**	Chin KO	1	3	3	Outside	**	Chin KO	1	2	3	Outside	**	Chin KO	1	3						
4	Inside	*	Will	3	5	4	Inside	~	Will	1	2	4	Inside	*	Will	2	3						
5	Outside	-	Cut	5	Stamina	5	Outside	*	Cut	6	Stamina	5	Outside	*	Cut	3	Stamina						
6	Outside	*	Foul	5	70/90	6	Inside	**	Foul	3	80	6	Outside	~	Foul	2(3)	80						
No Traits:						Slug it out: +1 to both fighters PL on toe to toe exchanges						Reluctant: Reduce both PL by -1 on toe to toe exchanges											
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside						
0-3	Bangs away with both hands 5 PL				0-1	0-4	Launches a smothering two fisted attack 5 PL				0-2	0-1	Blinding two fisted flurry 5 PL				0-2						
4-13	Looping Cross closes the action 4 PL				2-12	5-22	Big shots to the head and body 4 PL				3-19	2-15	Dances in and out firing away 4 PL				3-21						
14-31	Working the head and body 3 PL				13-29	23-36	Heavy blows find the mark 3 PL				20-32	16-33	Double jab and a blazing cross				22-38						
32-49	Hook and a Cross connect 2 PL				30-44	37-50	Doubles up on the lead cross 2 PL				33-45	34-45	Rapid fire jabs connect 2 PL				39-51						
50-82	Misses check opponents counter				45-90	51-82	Misses check opponents counter				46-90	46-82	Misses check opponents counter				52-90						
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94						
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98						
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99						
Defense	1-3	-1	Cut/Swelling			Defense	1	-1	Cut/Swelling			Defense	1-5	-1	Cut/Swelling								
	4	+1	1-5	Swelling left eye			2-5	+1	1-5	Swelling left eye			x	-2	1-5	Swelling left eye							
Counter	1-3	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye							
	4-6	Cross-2	10-11	Cut left eye			3-4	Cross-2	10-11	Cut left eye			3-5	Cross-2	10-11	Cut left eye							
Fouls			12	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye							
1-7	Low Blow		13	Gash left eye		1-3	Low Blow		14	Gash left eye		1-2	Low Blow		14	Gash left eye							
8-10	Head Butt		14	Gash right eye		4-9	Head Butt		15	Gash right eye		3-7	Head Butt		15	Gash right eye							
11-14	Holding		15-16	Cut left cheek		10-14	Holding		16	Cut left cheek		8-14	Holding		16	Cut left cheek							
15-18	Elbows		17	Cut right cheek		15-18	Elbows		17	Cut right cheek		15-18	Elbows		17	Cut right cheek							
19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose		19-20	Rabbit Punch		18-20	Bloody Nose							
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Maricela Cornejo MW/SMW						Alejandra Jimenez SMW						Nikki Adler SMW 16-2 (9)					
1	Inside	*	Power	2/4	1/3	1	Inside	**	Power	3/5	2/4	1	Inside	*	Power	3/6	2/5
2	Outside	*	Chin KD	1/3	2/4	2	Inside	~	Chin KD	2/4	5-Mar	2	Outside	*	Chin KD	2/5	4/6
3	Outside	~	Chin KO	1	2	3	Outside	~	Chin KO	2	3	3	Outside	**	Chin KO	2	5
4	Inside	~	Will	1	2	4	Inside	**	Will	1	2	4	Inside	~	Will	4	6
5	Outside	*	Cut	4	Stamina	5	Outside	*	Cut	4	Stamina	5	Outside	~	Cut	4	Stamina
6	Inside	~	Foul	2	60	6	Inside	~	Foul	8	60	6	Inside	~	Foul	4	70
Reluctant: Reduce both PL by -1 on toe-to-toe exchnage						Slug It Out: +1 to both fighters on toe-to-toe exchange						Front Runner: If more RG stars than opp, -1 from chin KD					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0	Stiff jab starts a 5-punch combo 5 PL				0-1	0-4	Launches a smothering attack 5 PL				0-1	0-2	Bangs away with both hands 5 PL				0-4
1-12	Sizzling cross closes the action 4 PL				2-15	5-20	Big shots to the head and body 4 PL				2-17	3-12	Wild cross finishes the flurry 4 PL				5-18
13-26	Works inside behind the jab 3 PL				16-30	21-38	Looping blows find the mark 3 PL				18-30	13-27	Two jabs and a cross land 3 PL				19-32
27-39	Connects with a cross and a hook 2 PL				31-43	39-46	Wild hook follows an uppercut 2 PL				31-42	28-40	Sticks and moves behind the jab 2 PL				33-44
40-82	Misses check opponents counter				44-90	47-82	Misses check opponents counter				43-90	41-82	Misses check opponents counter				45-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-2	-1	Cut/Swelling			Defense	1-3	+1	Cut/Swelling			Defense	1-2	-1	Cut/Swelling		
	3-5	+1	1-5	Swelling left eye			4-5	+2	1-5	Swelling left eye			3-5	+1	1-5	Swelling left eye	
Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye		Counter	1-2	Hook-2	6-10	Swelling right eye	
	3-4	Cross-2	11-12	Cut left eye			3-4	Cross-2	11	Cut left eye			3-6	Cross-2	11	Cut left eye	
Fouls			13-14	Cut right eye		Fouls			12	Cut right eye		Fouls			12	Cut right eye	
1-6	Hitting on the break	15	Gash left eye			1-4	Low Blow	13	Gash left eye			1-3	Hitting on the break	13	Gash left eye		
7-8	Head Butt	16	Gash right eye			5-9	Head Butt	14	Gash right eye			4-5	Head Butt	14	Gash right eye		
9-16	Holding	17	Cut left cheek			10-15	Holding	15-16	Cut left cheek			6-16	Holding	15	Cut left cheek		
17-18	Elbows	18	Cut right cheek			16-19	Elbows	17-18	Cut right cheek			17	Elbows	16	Cut right cheek		
19-20	Rabbit Punch	19-20	Bloody Nose			20	Rabbit Punch	19-20	Bloody Nose			18-20	Rabbit Punch	17-20	Bloody Nose		
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Anabel Ortiz SW (W) 31-4 (4)						Jolene Blackshear SW/JFLY (W) 9-8 (4)						Etsuko Tada SW (W) 20-3-3 (7)					
1	Inside	**	Power	1/2	1/2	1	Inside	**	Power	3/5	2/3	1	Inside	**	Power	3/4	2/3
2	Outside	**	Chin KD	2(3)	3(4)	2	Outside	~	Chin KD	4(5)	5(6)	2	Outside	**	Chin KD	1(2)	2(3)
3	Outside	**	Chin KO	1	2	3	Outside	~	Chin KO	3	5	3	Outside	~	Chin KO	1	2
4	Inside	*	Will	2	4	4	Inside	*	Will	5	7	4	Inside	**	Will	1	2
5	Outside	~	Cut	4	Stamina	5	Outside	*	Cut	8	Stamina	5	Outside	~	Cut	4	Stamina
6	Inside	~	Foul	3	90	6	Inside	*	Foul	7	60	6	Inside	*	Foul	4	80
Defensive Wiz: additional -1 when punches are blocked						Slug it out: +1 to both fighters PL on toe to toe exchange						Roll with it: Slips punches well -1 from opp power					
Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside	Inside	Cut/Swelling chance 19-20				Outside
0-3	Blinding two fisted flurry 5 PL				0-2	0-3	Bangs away with both hands 5 PL				X	0-2	Flurry of blows from all angles 5 PL				0-2
4-20	Dances in and out firing away 4 PL				3-19	4-16	Wild cross finishes the flurry 4 PL				0-14	3-15	Quick shots to the head and body 4 PL				3-12
21-33	Double jab and a blazing cross 3 PL				20-35	17-34	Working the head and body				15-30	16-34	Double jab followed by blazing cross 3 PL				13-29
34-45	Rapid fire jabs connect 2 PL				36-47	35-45	Doubles up on the lead cross 2 PL				31-41	35-49	Snaps a jab followed by a cross 2 PL				30-43
46-82	Misses check opponents counter				48-90	46-82	Misses check opponents counter				42-90	47-82	Misses check opponents counter				44-90
83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94	83-94	Clinch - No punches land in segment				91-94
95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98	95-98	Foul - 1 Punch lands check Foul chart				95-98
99	Check Event Chart				99	99	Check Event Chart				99	99	Check Event Chart				99
Defense	1-5	-1	Cut/Swelling			Defense	1-4	+1	Cut/Swelling			Defense	1-4	-1	Cut/Swelling		
	6	-2	1-5	Swelling left eye			5-6	+2	1-5	Swelling left eye			5	+1	1-4	Swelling left eye	
Counter	1-3	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	6-9	Swelling right eye		Counter	1-2	Hook-2	5-9	Swelling right eye	
	4-5	Cross-2	10-11	Cut left eye			3-4	Cross-2	10-11	Cut left eye			3-5	Cross-2	10-11	Cut left eye	
Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye		Fouls			12-13	Cut right eye	
1-4	Low Blow	14	Gash left eye			1-3	Low Blow	14-15	Gash left eye			1-4	Low Blow	14	Gash left eye		
5-9	Head Butt	15	Gash right eye			4-8	Head Butt	16	Gash right eye			5-9	Head Butt	15	Gash right eye		
10-13	Holding	16	Cut left cheek			9-12	Holding	17	Cut left cheek			10-14	Holding	16	Cut left cheek		
14-16	Elbows	17	Cut right cheek			13-17	Elbows	18	Cut right cheek			15-17	Elbows	17	Cut right cheek		
17-20	Rabbit Punch	18-20	Bloody Nose			18-20	Rabbit Punch	19-20	Bloody Nose			18-20	Rabbit Punch	18-20	Bloody Nose		
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