

Glory Days Boxing Express Play Chart

The format of this will be bullet pointed and take you through playing Glory Days boxing in Express Play format. This format is a hybrid between quick play and regular mode, which improves upon the realism of quick play, to give you expedited results, which helps get through more bouts in career replays or larger universes. This method of play condenses rounds to 3 segments of 1 minute each, instead of the usual 9 of 20 seconds each. The basic concept is to fill in the segments not simulated using the 2D6 rolls for additional punches landed and 2 extra D20 to increase knockdown, cut and foul chances to a realistic level.

Basic Segment Order

- **Roll the 2D6, 2D10 as normal, as well as 3 20 sided dice (You will have to provide two of your own)**
 - Momentum, ring control and toe to toe are decided in the same fashion as the regular game, except that it applies for the entire minute.
 - After determining momentum, assign the rolls on the 2D6 to the fighters as additional punches landed for that segment, high roll going to fighter with momentum. This fills in punch totals for the “skipped segments” in that 1 minute period.
 - **Example 2D6 roll is 5 and 2**, assign 5 punches landed to the fighter with momentum and 2 punches landed to the fighter without momentum.
 - This fills in the skipped segments and you then resolve the remaining actions including punches landed, knockdowns, cuts, fouls etc in the next step
 - Resolve the 1 minute segment using the regular game play for the remaining actions in that 1 minute segment, following the steps below.
 - **One fighter has control.**
 - Determine punches landed based on 2D10 roll normally.
 - Fighter connects, credit punches and then check 3D20 rolls for additional actions in a sequential order based on die color (Example Red, White, Blue)
 - Knockdowns – Reference all 3 dice for possible chin check, you can have up to three per segment of all dice are within the fighters power range.
 - Using the same color sequence, roll the 3D20 again and match the same color dice for the chin check. The remaining D20s are used for defense check to add or reduce punches landed.
 - After all punches totals are adjusted, if a fighter is knocked down, you then resolve the KO normally.
 - Example: Fighter A lands 3 punches and rolls red, white and blue D20 results as 7, 3, 14 which results in a KD chance on the 3
 - Fighter B rolls a red, white and blue result of 2, 18, 15
 - The 2 reduces Fighter punches landed to 2, the roll of 18 passes the chin check and the roll of 15 has no effect. Fighter B is okay and you move to the next minute.
 - This same process is applied for any potential cut or foul checks, again in specific dice order.
 - If the fighter misses, you would use the first D20 roll to check for counter punches. **Note:** For sake of balance, you only check a single D20 for counter punches, not all 3 D20 rolls.
 - A clinch, ends the segment, but you would still apply the punches landed from the 2D6 result in the **highlighted step above.**
 - **Toe to Toe segment**
 - Determine punches landed based on 2D10 roll for fighter with momentum normally.
 - Apply punches and check the 3D20 for additional actions in a sequential order based on die color and make note of this. (In toe to toe, you resolve these results last)
 - Repeat the first two steps for fighter B, again noting any knockdown, foul or cut chances from the 3D20 rolls and apply punches landed
 - Next, resolve knockdown chances, cut chance or foul chances of both fighters in color order of dice, with the fighter with momentum going first.
 - Example, fighter A rolls 1, 15, 19 on the 3D20 and Fighter B rolls 11, 2, 5 on the 3D20

- The 3D20 rolls result in a chin check for fighter B on the first 1D20, a chin check for fighter A on the 2nd 1D10 and a cut check for Fighter B on the third 1D20
 - Roll 3D20 20 for fighter B response, he rolls 11, 1, 2. He survives the chin check on the first roll, takes away 1 punch on a defensive check on the second D20 and suffers a cut on the 3rd D20
 - Roll 3D20 for fighter A response, since fighter B was not knocked down. He rolls 20, 1, 9, the second roll of 1 fails his chin check and he is dropped. You then check for a KO and if he survives he will be stunned next segment and fighter B gets an unopposed action (You still roll 2D6 and assign 'extra' punches landed for both.
 - Also, fighter B suffered a cut, which you resolve next before moving on to the next segment.
- Note: A clinch in this segment negates all other actions in the segment, but you will still assign the 'extra' punches landed on the 2D6 roll per above.
 - Like the base rules there is no counter or defense checks in a toe to toe minute of action.

For further reference of the express play method there is also a video at the link below under the Bleacher Bums Gaming Youtube Channel

https://youtu.be/SSlIFSe_7-0