

Kevin Rooney		Hiring Cost 8
Trainer - Drill Sergeant		
Specialties	Power	Volume
Vulnerable	Chin	Stamina
Trainer Traits - Optional		
Automatic	Closer: +1 to opp will rating	
Chance 1-10	Roll with it:1 from opp power (fail +1)	
Training Camp		
1	+2 to fighters power	
Amazing Camp	+1 All punches landed by fighter	
2-3	+1 All punches landed by fighter	
Great camp	-	
4	+2 to fighters power	
Great camp	-	
5	All 2 PL results become 3 PL	
Good Camp		
6	+1 To fighters power	
Good Camp		
7-8	All 2 PL results become 3	
Erratic Camp	+1 to fighters chin KD rating	
9-10	+1 to fighters power	
Erratic Camp	+1 to all opponents punches landed	
11	+1 to fighters chin KD rating	
Bad Camp	+1 to all opponents punches landed	
12-20	No adjustments to base ratings	
Normal Camp		

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Emanuel Steward		Hiring Cost 14
Trainer - Crafty Tactician		
Specialties	Accuracy	Defense
Vulnerable	Stamina	Chin
Trainer Traits - Optional		
Automatic	Hail Mary +1 power last 2 if behind	
Chance 1-10	Slug it out +1 PL both toe to toe (Fail -1)	
Training Camp		
1	+2 All punches landed	
Amazing Camp	Reduce all opp 3 PL results to 2	
2-3	+2 PL his fighter only toe to toe	
Great camp		
4-6	Add 3 to counter punch range	
Great camp		
7-8	Reduce all opp 3 PL results to 2	
Good Camp		
9-10	+1 All punches landed	
Good Camp		
11	+1 All punches landed	
Erratic Camp	Can't block any punches	
12	Reduce all opp 3 PL results to 2	
Erratic Camp	+1 to fighters chin KD and KO rating	
13	+3 to fighters chin KO	
Bad Camp	-1 all punches landed by fighter	
14-20	No adjustments to base ratings	
Normal Camp		

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Teddy Atlas		Hiring Cost 14
Trainer - Tactical Drill Sergeant		
Specialties	Volume	Accuracy
Vulnerable	Stamina	Defense
Trainer Traits - Optional		
Automatic	Counter Point: +1 to counters landed	
Chance 1-10	Body Snatcher: (Fail -1 inside PL)	
Training Camp		
1	Add 5 to range of 2 PL result	
Amazing Camp	+2 All punches landed by fighter	
2-3	+2 All punches landed by fighter	
Great camp	-	
4-6	Add 6 to range of 2 PL result	
Great camp	-	
7-8	All 2 PL results become 3 PL	
Good Camp		
9-10	Add 3 to range of 2 PL result	
Good Camp		
11	+1 All punches landed by fighter	
Erratic Camp	+1 to all opponents punches landed	
12	Add 3 to range of 2 PL result	
Erratic Camp	Can't block or counter opponent	
13	-1 All punches landed by fighter	
Bad Camp	Can't block or counter opponent	
14-20	No adjustments to base ratings	
Normal Camp		

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Mickey Duff		Hiring Cost 12
Trainer - Balanced		
Specialties	Power	Accuracy
Vulnerable	Defense	Stamina
Trainer Traits - Optional		
Automatic	Hail Mary +1 power last 2 rounds if behind	
Chance 1-10	Closer +1/+3 opp will (Fail +1/+3 will fighter)	
Training Camp		
1	All 2 PL results become 3 PL	
Amazing Camp	+1 to opp chin KD and KO ratings	
2-3	Add 5 to range of 2 PL result	
Great camp		
4	+2 to fighters power	
Great camp		
5-7	All 2 PL results become 3 PL	
Good Camp		
8-9	+1 to fighters power	
Good Camp		
10-11	All 2 PL results become 3 PL	
Erratic Camp	+1 to all opp punches landed	
12	+1 to fighters power	
Erratic Camp	All fighters 2 PL results become a miss	
13	+1 to all opp punches landed	
Bad Camp	Reduce starting stamina by 10	
14-20	No adjustments to base ratings	
Normal Camp		

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Ray Arcel		Hiring Cost 12
Trainer - Tactical Craftsman		
Specialties	Defense	Accuracy
Vulnerable	Power	Volume
Trainer Traits - Optional		
Automatic	Old Master: -1 from Opp PL Toe to Toe	
Chance 1-10	Defensive Wiz (Fail +1 opp PL)	
Training Camp		
1	Add 6 to range of 2 PL result	
Amazing Camp	Reduce all opp 3 PL results to 2	
2-3	Add -2 when punches blocked	
Great camp	-	
4-5	+1 to all punches landed by fighter	
Great camp		
6-7	Add -1 when punches blocked	
Good Camp	-	
8-9	All 2 PL results become 3 PL	
Good Camp	-	
10-11	All 2 PL results become 3 PL	
Erratic Camp	+1 to opp punches landed	
12	+1 to all counter punches landed by fighter	
Erratic Camp	-1 from fighters power rating	
13	-1 All punches landed by fighter	
Bad Camp	-2 to opp chin KD rating (min 1)	
14-20	No adjustments to base ratings	
Normal Camp		

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Cus D'Amato		Hiring Cost 14
Trainer - Tactical Strategist		
Specialties	Accuracy	Defense
Vulnerable	Volume	Power
Trainer Traits - Optional		
Automatic	Body Snatcher inside PL can't be blocked	
Chance 1-10	+1 fighters PL toe to toe (Fail +1 opp T 2 T)	
Training Camp		
1	Add 6 to range of 2 PL result	
Amazing Camp	Any blocked punch result automatic -2	
2-3	+2 to all counter punches landed by fighter	
Great camp		
4-5	All 3 PL results become 4 PL	
Great camp		
6-8	+1 to all counter punches landed by fighter	
Good Camp		
9-10	Add 3 to range of 2 PL result	
Good Camp		
11	Add 4 to range of 2 PL result	
Erratic Camp	All of fighters 3 PL result become 2 PL	
12	-1 from all opponents punches landed	
Erratic Camp	-1 from fighters power rating	
13	+1 to all opp punches landed	
Bad Camp	-1 from fighters power rating	
14-20	No adjustments to base ratings	
Normal Camp		

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Angelo Dundee		Hiring Cost 14
Trainer - Balanced		
Specialties	Defense	Volume
Vulnerable	Accuracy	Power
Trainer Traits - Optional		
Automatic	Counter Point +1 all counters landed	
Chance 1-10	Old Master -1 Opp toe to toe (fail +1)	
Training Camp		
1-2	+1 All punches landed by fighter	
Amazing Camp	-2 from opponents punching power	
3	+2 All punches landed by fighter toe to toe	
Great camp		
4-5	Additional -2 to all blocked punches	
Great camp		
6-7	+1 All punches landed by fighter	
Good Camp		
8-9	-1 From Opponents punching power	
Good Camp		
10-11	+1 All punches landed by fighter	
Erratic Camp	+1 Opponents punching power	
12	Additional -1 to all blocked punches	
Erratic Camp	Opponent +1 PL on toe to toe	
13	-1 All punches landed by fighter	
Bad Camp	Can't block any punches	
14-20	No adjustments to base ratings	
Normal Camp		

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Panama Lewis		Hiring Cost 6
Trainer - Drill Sergeant		
Specialties	Power	Volume
Vulnerable	Stamina	Fouls
Trainer Traits - Optional		
Automatic	Dirty Tricks fouls reduce opp stamina by 5	
Chance 1-10	Slug it out +1 toe to toe (Fail -1 PL toe to toe)	
Training Camp		
1	+2 to fighters power rating	
Amazing Camp	+1 to all punches landed by fighter	
2	+1 to all punches landed by fighter	
Great camp		
3	+1 to fighters power rating	
Great camp		
4	+2 to opponents cut rating	
Good Camp		
5	All 2 PL results become 3 PL	
Good Camp		
6-8	+1 to fighters PL on toe to toe	
Erratic Camp	+2 to fighters foul rating	
9-10	+1 to fighters power rating	
Erratic Camp	Reduce starting stamina by 5	
11	Reduce starting stamina by 10	
Bad Camp	+5 to fighters foul rating	
12-20	No adjustments to base ratings	
Normal Camp		

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Eddie Futch		Hiring Cost 9
Trainer - Crafty Drill Sergeant		
Specialties	Chin	Volume
Vulnerable	Accuracy	Stamina
Trainer Traits - Optional		
Automatic	Roll with it -1 from opp power	
Chance 1-10	Slug it out +1 both toe to toe (Fail -1 both)	
Training Camp		
1	+2 All punches landed by fighter	
Amazing Camp	Opp must have 3 or more power to KD	
2	+2 All punches landed by fighter	
Great camp		
3-4	All 2 PL results become 3 PL	
Great camp		
5	Reduce Chin KD and Chin KO by 1	
Good Camp		
6-7	+1 All punches landed by fighter	
Good Camp		
8-9	+1 All punches landed by fighter	
Erratic Camp	Reduce starting stamina by 10	
10-11	Opp must have 3 or more power to KD	
Erratic Camp	All 3 PL results become 2 PL	
12	-1 all punches landed by fighter	
Bad Camp	Reduce starting stamina by 10	
13-20	No adjustments to base ratings	
Normal Camp		

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Lou Duva		Hiring Cost 14
Trainer - Balanced		
Specialties	Stamina	Power
Vulnerable	Defense	Chin
Trainer Traits - Optional		
Automatic	Mauler -5 from opp stamina	
Chance 1-10	Iceman +1 to power (Fail +1 opp power)	
Training Camp		
1	+2 to fighters power rating	
Amazing Camp	+10 to fighters stamina	
2-4	+10 to fighters stamina	
Great camp		
5	+2 to opponents Chin KO rating	
Great camp		
6-8	+5 to fighters stamina	
Good Camp		
9-10	+1 to fighters power rating	
Good Camp		
11	+1 to fighters power rating	
Erratic Camp	+2 to fighters Chin KO rating	
12	+5 to fighters stamina	
Erratic Camp	+1 to all opponents punches landed	
13	-10 from fighters stamina	
Bad Camp	+1 to fighters chin KD/KO ratings	
14-20	No adjustments to base ratings	
Normal Camp		

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Joe Goosen		Hiring Cost 12
Trainer - Craftsman		
Specialties	Defense	Chin
Vulnerable	Volume	Accuracy
Trainer Traits - Optional		
Automatic	Survivor if hurt clinch on 1D20 roll 1-10	
Chance 1-10	Old Master -1 opp toe to toe (Fail +1)	
Training Camp		
1	-1 from all opponents punches landed	
Amazing Camp	-2 from opponents power	
2-3	All opp 2 PL results become a miss	
Great camp		
4	+2 to all counter punches landed by fighter	
Great camp		
5-7	-1 from opponents power	
Good Camp		
8-9	+1 to all counter punches landed by fighter	
Good Camp		
10-11	+1 to all counter punches landed by fighter	
Erratic Camp	-1 from PL on toe to toe by fighter	
12	-1 from all opponents punches landed	
Erratic Camp	All fighters 2 PL results become a miss	
13	+1 to all opp punches landed	
Bad Camp	All fighters 2 PL results become a miss	
14-20	No adjustments to base ratings	
Normal Camp		

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Freddie Roach		Hiring Cost 12
Trainer - Crafty Drill Sergeant		
Specialties	Defense	Volume
Vulnerable	Accuracy	Chin
Trainer Traits - Optional		
Automatic	Defensive Wiz additional -1 on blocks	
Chance 1-10	Old Master -1 opp toe to toe (Fail +1)	
Training Camp		
1	+1 All punches landed by fighter	
Amazing Camp	Reduce all opp 3 PL results to 2	
2-3	+1 All punches landed by fighter toe to toe	
Great camp		
4	All opp 2 PL results become a miss	
Great camp		
5-7	All opp 2 PL results reduced to 1	
Good Camp		
8-9	+1 All punches landed by fighter	
Good Camp		
10	+1 All punches landed by fighter	
Erratic Camp	+2 to fighters chin KO rating	
11-12	Reduce all opp 3 PL results to 2	
Erratic Camp	All fighters 3 PL results become 2 PL	
13	+1 to fighters chin KD/KO ratings	
Bad Camp	All fighters 2 PL results become a miss	
14-20	No adjustments to base ratings	
Normal Camp		

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Eddie Aliano		Hiring Cost 14
Cutman		
Specialties	Cuts	Swelling
Vulnerable	None	
Cuts / Swelling		
1st Gash Eye	-2 from stoppage range	
2nd Gash Eye	-3 from stoppage range	
3rd Gash Eye	-5 from stoppage range	
2nd Cut Eye	-2 from stoppage range	
3rd Cut Eye	-4 from stoppage range	
4th Cut Eye	-6 from stoppage range	
3rd Swelling Eye	-2 from stoppage range	
4th Swelling Eye	-3 from stoppage range	
3rd Cut Cheek	Fight can't be stopped	
4Th Cut Cheek	-3 from stoppage range	

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Ace Marotta		Hiring Cost 14
Cutman		
Specialties	Cuts	Swelling
Vulnerable	None	
Cuts / Swelling		
1st Gash Eye	-2 from stoppage range	
2nd Gash Eye	-3 from stoppage range	
3rd Gash Eye	-4 from stoppage range	
2nd Cut Eye	-2 from stoppage range	
3rd Cut Eye	-3 from stoppage range	
4th Cut Eye	-5 from stoppage range	
3rd Swelling Eye	-2 from stoppage range	
4th Swelling Eye	-3 from stoppage range	
3rd Cut Cheek	-1 from stoppage range	
4Th Cut Cheek	-2 from stoppage range	

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Chuck Bodak		Hiring Cost 12
Cutman		
Specialties	Cuts	
Vulnerable	None	
Cuts / Swelling		
1st Gash Eye	-2 from stoppage range	
2nd Gash Eye	-3 from stoppage range	
3rd Gash Eye	-4 from stoppage range	
2nd Cut Eye	-2 from stoppage range	
3rd Cut Eye	-3 from stoppage range	
4th Cut Eye	-5 from stoppage range	
3rd Swelling Eye	No adjustment	
4th Swelling Eye	-1 from stoppage range	
3rd Cut Cheek	Fight can't be stopped	
4Th Cut Cheek	-2 from stoppage range	

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Percy Richardson		Hiring Cost 6
Cutman		
Specialties	None	
Vulnerable	None	
Cuts / Swelling		
1st Gash Eye	No adjustment	
2nd Gash Eye	-1 from stoppage range	
3rd Gash Eye	-3 from stoppage range	
2nd Cut Eye	No adjustment	
3rd Cut Eye	-1 from stoppage range	
4th Cut Eye	-3 from stoppage range	
3rd Swelling Eye	No adjustment	
4th Swelling Eye	No adjustment	
3rd Cut Cheek	No adjustment	
4Th Cut Cheek	-1 from stoppage range	

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Jacob 'Stitch' Duran		Hiring Cost 12
Cutman		
Specialties	Cuts	Swelling
Vulnerable	None	
Cuts / Swelling		
1st Gash Eye	-1 from stoppage range	
2nd Gash Eye	-2 from stoppage range	
3rd Gash Eye	-4 from stoppage range	
2nd Cut Eye	-1 from stoppage range	
3rd Cut Eye	-3 from stoppage range	
4th Cut Eye	-4 from stoppage range	
3rd Swelling Eye	-2 from stoppage range	
4th Swelling Eye	-3 from stoppage range	
3rd Cut Cheek	-1 from stoppage range	
4Th Cut Cheek	-2 from stoppage range	

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Johnny Tocco		Hiring Cost 8
Cutman		
Specialties	None	
Vulnerable	None	
Cuts / Swelling		
1st Gash Eye	-1 from stoppage range	
2nd Gash Eye	-2 from stoppage range	
3rd Gash Eye	-3 from stoppage range	
2nd Cut Eye	No adjustment	
3rd Cut Eye	-1 from stoppage range	
4th Cut Eye	-3 from stoppage range	
3rd Swelling Eye	No adjustment	
4th Swelling Eye	-1 from stoppage range	
3rd Cut Cheek	No adjustment	
4Th Cut Cheek	-2 from stoppage range	

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Cornermen Instructions

Traits (Optional)

The cornermen's traits section on the top of the card are optional. Use if you want to add additional flavor/influence to your game, keeping in mind that when used on top of the training camp rolls they may potentially create extreme results. That said, if you are looking for a true alternate reality experience and don't mind tracking additional information, they will definitely increase the possibility of some unexpected outcomes. If using the optional traits, the automatic trait is always applied to appropriate outcome on the fighters card, and all traits of this type are already in the game as regular fighter traits. The Chance trait, if you choose to gamble, will either help or hurt your fighter. A 1D20 roll of 1-10 gives your fighter the positive trait, while 11-20 would mean the fail result is applied to your fighter, or his opponent. Trainer traits stack on top of any traits the fighter already has.

Examples

Both Trainer and fighter have the old master trait. This would mean that toe to toe exchanges result in a -2 to opponent's punches landed result.

Trainer has the Body Snatcher Trait and fighter has the Sniper trait. This would mean neither inside or outside punches can be blocked by his opponent

Training Camp

Resolved by a single 1D20 roll pre-fight, then apply the appropriate result for the entirety of the fight, or as otherwise directed. The training camp result is stacked on any trait a fighter (or opponent) may have and adjusts the outcome of a segment accordingly

Example

Fighter A rolls a 4 for a great camp with Eddie Futch, so all 2 pt punch results become 3. He also has the Slug it out trait, as does his opponent and rolls a 2 PL result on a toe to toe exchange. His actual punches landed for that segment would now be 5. (+1 for camp, +1 for his slug it out trait and +1 for his opponent's slug it out trait).

Cutman

If using cutmen you would simply apply the indicated adjustment to any stoppage check for a cut and/or swelling to the range on the game chart, reducing the appropriate range for a stoppage accordingly

Hiring Cost

This is an option for down the road as additional elements are added to the game, but if you choose to use it now you may. To determine if you successfully hire a trainer and/or cutman roll a 1D20 and then add the fighter's total ring general stars to that roll. If the result is equal to or higher than the hire cost you have successfully hired the trainer/cutman

Example

Sonny Liston (9 total RG stars) wants to hire Lou Duva to train him. He must roll at least a 5 on the 1D20 to succeed. (9 RG + 5 = 14, equaling Duva's hire cost. If Liston chooses to hire Panama Brown, he does not need to roll a 1D20 as his 9 RG stars already exceed Brown's hiring cost of 6.