



Glory Days Boxing

Bringing the excitement of the ring to your tabletop

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Thank you for your purchase of Glory Days Boxing, a card and dice simulation of the sweet science. Though the mechanics of this game are designed to be as intuitive as possible, we suggest you read through these instructions prior to your first bout.

Contents

Your game should include the following:

- 5 Dice, two 1D6 (Red and Blue), two 1D10 (Black and White) and one 1D20 (Print version only)
- 100 All-time Heavyweight Boxer cards (Additional sets will be released in the future)
- Master game chart which includes all needed tables, scoring and timing
- Referee and Judge chart
- Sample Score sheet (Additional score sheets can be downloaded for free)

***Special Thanks:** Al Sarno Jr. - Testing and research, Matthew Lee - Quality Assurance

Game Overview

Glory Days Boxing brings the excitement of big time boxing to your tabletop, in a format we think you will find both accurate and easy to play. A 10 round fight can be run in around 40-45 minutes if it goes the distance and considerably less if a knockout occurs. The game operates off a unique "Ring General" system, which generally ensures that the fighter with the highest skill level dictates the action. However, as in real life, upsets, sudden knockouts and an array of uncommon and rare events can occur. Each boxer has a specific skill set designed to produce true to life performance. The majority of results for each segment of a round are obtained directly from the boxer's card, offering ease of play, while still providing the excitement of a live boxing match.

Fighter Ratings

Fighters in Glory Days Boxing are individually rated in the following categories:

- Ring Generalship – Ability to dictate the pace and offensive output of a fight when fighting on both the inside and outside.
- Power – Ability to knock an opponent down/out checked against a 1D20 for each offensive roll. The first number indicates the fighter's normal power rating; the second indicates the power rating if his opponent is hurt. Fresh rating is on the left side of this section, fatigued rating is on the right.
- Chin KD – Ability to avoid being knocked down (or stunned) if an opponent scores a potential knockdown. A result on the 1D20 is compared to this rating and the fighter is knocked down (1st number) or stunned (number in parenthesis) if number is equal to or less than his rating. Fresh rating is on the left side of this section, fatigued rating is on the right.
- Chin KO – Ability to avoid being knocked out if a knockdown occurs. A result on the 1D20 is compared to this rating and the fighter is knocked out if number is equal to or less than his rating. Fresh rating is on the left side of this section, fatigued rating is on the right.
- Will – The ability to avoid a TKO. This is checked if a fighter takes 3 or more punches while hurt. Fresh rating is on the left side of this section, fatigued rating is on the right.
- Cut – The ability to avoid being cut, if a roll of 19 or 20 occurs, when the opponent rolls their offensive action. A roll on a 1D20 equal to or less than this rating indicates the fighter has suffered a cut or swelling, as determined by the fighter specific cut/swelling section. (explained later)
- Foul – The fighter's propensity to commit a foul if a potential foul occurs during an offensive action. A roll on a 1D20 equal to or less than this rating results in a foul, which is then determined on the fighter specific foul chart (explained later)
- Stamina – A fighters endurance over a 10 round fight (first number) or a 12/15 round fight. (second number) This is reduced throughout the fight when an opponent lands punches and affects power, chin and will.

Fighter Card

Rocky Marciano - HW		49-0-0 (43)	
1	Inside **	Power	7/11 5/9
2	Inside **	Chin KD	2 (5) 3 (6)
3	Inside **	Chin KO	1 2
4	Outside *	Will	3 4
5	Outside -	Cut	8 Stamina
6	Inside ***	Foul	6 90/110
Iceman : One shot power +1 to opps Chin KO rating			
Inside		Cut/Swelling chance 19-20	
0-7	Pummels the head and body 5 PL	0-5	
8-20	Jackhammer combinatons 4 PL	6-14	
21-43	Lead Hook and a combination 3 PL	15-32	
44-57	Hook and a Cross connect 2 PL	33-42	
58-82	Misses check opponents counter	43-90	
83-94	Clinch - No punches land in segment	91-94	
95-98	Foul - 1 Punch lands check Foul chart	95-98	
99	Check Event Chart	99	
Defense		Cut/Swelling	
1-2	-1	1-4	Swelling left eye
3-4	+2	5-8	Swelling right eye
Counter		Cut left eye	
1-4	Hook-2	11-12	Cut right eye
5-6	Cross-2	13-14	Gash left eye
Fouls		15-16	
1-6	Low Blow	17	Cut left cheek
7-14	Head Butt	18	Cut right cheek
15	Holding	19-20	Bloody Nose
16-18	Elbows		
19-20	Rabbit Punch		

1-Ring General Ratings: Indicated by stars, this determines which fighter has the offensive action, or if the fighters go toe to toe and exchange punches.

2-Offensive actions: Indicates a description of the punches landed and the number of punches that land in that segment. This area also indicates missed punches, clinches, fouls and rare events. The cut opportunities are also indicated in this section in red and occur on a 1D20 roll of 19 or 20. (Explained later)

3-Defensive adjustments: Potential (based on 1D20 roll) to increase or decrease the number of punches an opponent lands when the fighter only has a defensive action during the action segment. This is only checked when an opponent lands punches and there is not a knockdown, cut or foul check.

4-Counter punches: Potential to counter a missed punch by the opponent when the fighter has a defensive action only during the action segment. This is only checked when an opponent misses a punch, roll 1D20.

5-Fouls: Indicates fighter specific foul results if a foul occurs during the current action segment

6-Fighter Ratings: (Explained on the previous page) Determines a fighter's proficiency at creating knockdown opportunities, avoiding knockdowns, TKO's, cuts and fouls, as well as adjustments based on being fatigued. Initial stamina for a 10 or 12/15 round fight is also indicated here.

7-Fighter Traits: Adjusts a fighters (or opponents) ratings or scoring in accordance with the text. When both fighters have a trait the adjustments are applied simultaneously. (Example: The trait on Rocky Marciano's card increases his opponents chin rating by 1.

8-Cut/Swelling: Indicates fighter specific cut/swelling types and area affected when a cut opportunity occurs. This is adjusted based on the specific fighter's propensity to cut.

Game Set up

You will start by selecting two fighters to face off and designating one to the red corner and one to the blue corner. The fighters name, endurance and any adjustments due to traits (own or opponents) is documented. A chip for each fighters scoring and timing is placed on the main game board. (Timing can also be tracked on the score sheet.) A referee and judges are selected (optional) and their information entered on the score sheet along with any scoring/foul/stoppage adjustments. Determine which of the 1D10 you will use for multiples of 10 and which on for multiples of 1. (Recommend using black for X10 and white for X1)

Game Basics

Muhammad Ali - HW				56-5-0 (37)				Jack Dempsey - HW				54-6-9 (44)					
1	Outside	***	Power	4/5	2/4	1	Inside	***	Power	5/9	4/7	2	Inside	**	Chin KD	2 (5)	4 (7)
2	Inside	*	Chin KD	1 (5)	2 (6)	3	Outside	-	Chin KO	2	3	3	Outside	-	Chin KO	2	3
3	Outside	**	Chin KO	1	2	4	Inside	**	Will	3	5	4	Inside	**	Will	3	5
4	Outside	**	Will	3	4	5	Outside	**	Cut	4	Stamina	5	Outside	**	Cut	4	Stamina
5	Outside	*	Cut	4	Stamina	6	Inside	*	Foul	5	90/110	6	Inside	*	Foul	5	90/110
6	Inside	**	Foul	3	90/110												
Roll with it: Slips punches well -1 from opps power								Closer : Great finisher +1 to opps will rating (+2 if tired)									
Inside				Cut/Swelling chance 19-20				Inside				Cut/Swelling chance 19-20					
0-3	Masterful Boxing working levels 5 PL							0-7	0-7	Blistering two handed assault 5 PL							0-3
4-17	Dances and pumps in the Jab 4 PL							8-23	8-22	Pressures with rights and lefts 4 PL							4-17
18-35	Sharp three punch combo 3 PL							24-45	23-47	Wicked three punch combo 3 PL							18-36
36-45	Crisp Jab-Cross combo connects 2 PL							46-61	48-62	Bores in behind a short Cross 2 PL							37-46
46-82	Misses check opponents counter							62-90	63-82	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
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
Defense				Cut/Swelling				Defense				Cut/Swelling					
1-3	-1			1-4	Swelling left eye		1-4	-1			1-4	Swelling left eye					
4-7	-2			5-8	Swelling right eye		5	+1			5-7	Swelling right eye					
Counter				Cut left eye				Counter				Cut left eye					
1-3	Hook-2			9-10	Cut right eye		1-4	Hook-2			8-10	Cut left eye					
4-7	Cross-2			11-12	Cut right eye		5-6	Cross-2			11-12	Cut right eye					
Fouls				Cut right eye				Fouls				Cut right eye					
1-5	Low Blow			13	Gash left eye		1-7	Low Blow			13-14	Gash left eye					
6-8	Head Butt			14	Gash right eye		8-13	Head Butt			15	Gash right eye					
9-16	Holding			15-16	Cut left cheek		14	Holding			16-17	Cut left cheek					
17-18	Elbows			17-18	Cut right cheek		15-18	Elbows			18-19	Cut right cheek					
19-20	Rabbit Punch			19-20	Bloody Nose		19-20	Rabbit Punch			20	Bloody Nose					

Traits

We will use the cards of Muhammad Ali and Jack Dempsey to review basics and game play. As you can see, both fighters have traits that effect the others ratings. For this fight, Muhammad Ali's will rating will be 4 if fresh or 6 if fatigued. The 'Closer' trait captures Dempsey's superb killer instinct and ability to finish a hurt opponent. However, due to the 'Roll with it' trait, Ali will make it harder for Dempsey to land that big blow by reducing Dempsey's power to 4/8 (Fresh) and 3/6 (Fatigued).

Timing

Rounds are broken down into 9 segments of 20 seconds each and each segment contains either an offensive action by one fighter and a defensive action or check by the other. Or simultaneous offensive actions by both fighters if there is a toe to toe exchange, with the fighter that has momentum (explained later) rolling their offensive action first in the exchange. After the 9th segment of a round is resolved, the round is over.

At the conclusion of a round, the fighter's stamina is reduced by the number of punches landed by his opponent, adjustments to rating are addressed as needed and the judges scoring is determined. (Explained later)

Fight Sequence

At the start of each round segment, the red and blue 1D6 are rolled. Then, ring general ratings with fighting distance are compared. The fighter with the most stars next to the number on their 1D6 controls the action, gains momentum and initiates an offensive action rolling the 2D10 and blue or red 1D20. The opponent has a defensive action this segment and will roll their red or blue 1D20 after the offensive action is resolved. If the stars on the 1D6 ring general check are equal, both fighters have an offensive action and roll the 2D10 and their 1D20, with the offensive action of the fighter with momentum resolving first.

Examples:

Segment 1 - Muhammad Ali is in the red corner and Jack Dempsey in the blue corner. Both the red and blue 1D6 are rolled and come up red 1 and blue 6. Ali has Outside *** and Dempsey Inside *. Ali takes control of the action, gains momentum and has an offensive action, while Dempsey will have a defensive action. The offensive result will come from the outside as Ali is dictating the action.

The 2D10 and 1D20 are rolled for Ali and come up 29 (Black 2, white 9) with a 14 on the red die. Reference the outside section on Ali's card, 29 falls in the range of "Sharp 3 punch combo 3 PL." This means Ali lands 3 punches. Dempsey then rolls the 1D20 and it comes up 2 which is under Def -1 on the bottom of Dempsey's card, meaning Dempsey blocks 1 of the punches. End result, Ali lands 2 punches, the score pawn is moved to 2 on Ali's side and the timer moves to the next segment in the round.

Segment 2 - Ali rolls a red 6 and Dempsey rolls a blue 4 on their 1D6. Both results show Inside **, so the fighters will both have an offensive action and exchange punches. Ali will go first since he came into the segment with momentum. (This scenario will be the only time momentum comes into play, but it is important if one or both fighters score a potential knockdown)

Ali rolls 43 on the 2D10 and 9 on the red 1D20, under the inside section this results in "Crisp Jab/Cross combo connects 2 PL. Dempsey then rolls 26 on the 2D10 and 6 on the blue 1D20 and checking this number in the inside section it shows "Scores wicked 3 punch comb 3 PL". Dempsey outlands Ali 3 punches to 2, the scoring tab is moved, Dempsey gains momentum since he landed more during the segment and the timer moves to the next segment.

Segment 3 – Both fighters roll their 1D6, Ali rolls a 5 and Dempsey rolls a 2, Dempsey takes control on the inside with **, while Ali's result was * on the outside. Action will be conducted on the inside since Dempsey now has control. Dempsey rolls 68 on his 2D10 rolls and an 18 on the blue 1D20, the result is a miss and Ali has a chance to counter for his defensive action. Ali rolls a 9 on the red 1D20, checks the range of Hook-2 and Cross-2 on the counter section of his card. He needed a 7 or less to land counter punches, so both fighters miss and the timer moves to the next segment with no scoring. Dempsey maintains momentum heading into the segment as nobody landed punches. The process then repeats with the 1D6 roll for control and momentum for the new segment.

Knockdowns, Knockouts and Stunned

When a fighter rolls within his power rating on his 1D20 roll during an offensive action, he has the chance to knock his opponent down, or stun them, if he lands punches and his opponent fails their chin check.

Examples:

1-Dempsey wins segment control after the 1D6 rolls are complete. He rolls a 39 on the inside and a 3 on his 1D20, which is equal to or less than his adjusted power rating of 4. (5 minus 1 for Ali's trait explained earlier) Ali now rolls his 1D20 roll and must pass a chin check instead of a defensive check. Ali's Chin KD rating is 1(5) when he is fresh, so a roll of 1 means Ali hits the canvas and a roll of 2-5 means he is stunned. He rolls an 11 on the red 1D20 so he is safe and absorbs the punches with no ill effect. The segments punches landed (3) are scored for Dempsey and you move to the next Segment.

2-In the next segment Dempsey enters with momentum and both fighters roll ** on their 1D6 rolls, so both will take an offensive action with Dempsey going first and the action taking place on the inside which was rolled on Dempsey's check. Dempsey rolls 72 on his 2D10 roll and 2 on the blue 1D20. It could have been another knockdown chance but Dempsey's roll of 72 is a miss! Ali rolls 14 on the 2D10 roll and 4 on the red 1D20. Ali lands 4 punches and has a chance for a knockdown as 4 equals his power rating. Dempsey must roll the 1D20 again for a chin check and he rolls a 2 which is equal to Dempsey's Chin KD rating of 2 (5) Dempsey is down!!!! Now he must make a Chin KO check to regain his feet or this fight is over!! Dempsey's Chin KO rating is 2 and he rolls a 14 on the blue 1D20, Dempsey has regained his feet but will be hurt for the next segment since he went down and Ali will get an uncontested offensive action as Dempsey looks to hang on.

3-Ali gets an uncontested action as Dempsey is hurt. He rolls a 4 on the 1d6 so the action is on the outside. Because Dempsey is hurt, Ali's power is now the digit after the slash (5) on his power rating as his killer instinct kicks in and he presses to finish Dempsey. This adjustment applies only to this segment unless Dempsey is hurt again. Ali rolls an 84 on the 2D10 and a 5 on the red 1D20. If he had landed another punch Dempsey would have had to make another knockdown save, but since he missed, Dempsey recovers and Ali's Power rating reverts back to its regular 'fresh' value of 4 for the next segment.

Optional Rules – Multiple Knockdowns same round: If a fighter suffers a 2nd or 3rd knockdown in the same round use the Chin KO rating under the fatigued section of the fighter card to simulate the fact that the fighter is already groggy from the previous knockdown(s) increasing the odds he will not beat the count.

9 Count – If a 9 is rolled for the count on a knockdown the fighter is badly hurt and his opponent gets 2 unopposed segments vs 1

TKO (Will check)

We will demonstrate a TKO check using example 3 from the previous section. If a fighter lands 3 or more punches during a segment when his opponent is hurt (stunned) the opponent must then make a will check to avoid a TKO stoppage.

3A-Ali gets an uncontested action as Dempsey is hurt. He rolls a 4 on the 1d6 so the action is on the outside. Because Dempsey is hurt Ali's power is now the digit after the slash (5) on his power rating. Again, this adjustment applies only to this segment unless Dempsey is hurt again. This time Ali rolls a 12 on the 2D10 and a 7 on the red 1D20. Since Dempsey is hurt and Ali landed 3 punches or more, Jack must now make a will check to avoid a TKO loss. Jack rolls a 5 on his 1D20 will check and survives to fight on. (If Dempsey had rolled a 3 or less, the referee would have stopped the fight). If another possible knockdown occurs while a fighter is hurt you would first resolve the knockdown check and then make a will check if he did not go down again.

3B- Dempsey is hurt and Ali is looking to move in for the kill! Ali gets an uncontested offensive action as the referee is taking a close look at Dempsey. Ali rolls inside on the 1D6, 38 on the 2D10 rolls and 11 on the red 1D20. No knockdown chance this segment and 38 results in only 2 punches being landed. There is no will check since Ali landed less than 3 punches, Dempsey regains his senses and the fighters move to the next segment with Ali retaining momentum.

Reminder - TKO's can occur in the following scenarios:

- Fighter is hurt from a knockdown or being stunned in the last segment and absorbs 3 or more punches while in this state. The hurt fighter must then make a will check in order to continue. (If a knockdown chance occurs when a fighter is hurt he must make both a chin check and a will check).
- If a fighters scores more than 25 punches landed during a round the fight is stopped automatically due to an accumulation of punishment. (**Optional Rule** – Instead of an automatic stoppage a fighter can make a will check if his opponent lands more than 25 punches in a round. If using this rule double the value of the fighters current will rating.
- A TKO can also occur due to excessive cuts/swelling as indicated in the next section

Cuts and Swelling

A cut or swelling can occur whenever a 19 or 20 is rolled on the 1D20 during a fighter's offensive action if punches land. Each fighter is rated for their susceptibility to cuts/swelling and if a potential cut/swelling occurs, they will roll the 1D20 against their cut rating, instead of a defense check to determine if a cut occurs. If the 1D20 roll is equal to or less than the fighters cut rating, they will then roll the 1D20 again and refer to their fighter specific cut/swelling chart.

Example

Muhammad Ali wins the ring general check and the action will take place on the outside. Ali rolls 14 on the 2D10 and 19 on the 1D20. 4 punches land and a possible cut or swelling has occurred. Dempsey rolls his defensive 1D20 and instead of checking for punches blocked, the roll is compared to his cut rating which is 4. The 1D20 roll is a 3 and Dempsey has suffered a cut or swelling. Roll the 1D20 again and reference Dempsey's Cut/Swelling section on his card. The roll is 9 and Dempsey has suffered a cut over his left eye!! Mark CLE in the injury section on the score sheet and proceed to the next segment.

Stoppages due to cuts swelling

Cuts and swelling can potentially result in a TKO stoppage depending on the severity and the number of times they reoccur. On the main game board the Cut/Swelling table indicates when you would check for a stoppage and the range on the 1D20 that would result in a stoppage. If both fighters have an offensive action and both inflict a potential cut/swelling, resolve both offensive actions for punches landed, and then check for a cut/swelling on each fighter. The fighter with momentum in the segment would resolve their cut/swelling check second as their punches would be considered the first to land.

Example

In the example above in which Dempsey suffers a cut over his left eye, if this was the first time that cut had occurred there would be no danger of stoppage. However, if that was the third time Dempsey had suffered a CLE (Cut over left eye) result, the fight is in danger of being stopped. Roll the 1D20 again and reference the 'Cut Left Eye' row under the 3rd time column. A roll of 1-9 on the 1D20 would result in the fight being stopped! As the chart indicates, some injuries carry a higher chance of stoppage, which increases each time that specific injury reoccurs.

Optional Rule on Cuts: To increase the accuracy of your simulation, you may apply this extra step when a fighter who already has 1 or more cuts or facial swelling results suffers a subsequent cut/swelling chance. Prior to checking for a new injury, roll first to determine if any of the existing facial injuries has reoccurred.

- For existing cuts roll a 1D20 and if the result is 1-10 the existing cut has been reopened
- For existing swelling roll a 1D20 and if the result is 1-7 the swelling has worsened
- You would complete this process for any existing cuts or swelling until one of the following occurs
 - An existing cut has reopened or swelling has worsened, if this occurs document the cut/swelling on the score card and proceed to the next segment (You would not check any remaining cuts or swelling for a reoccurrence)
 - If none of the existing facial injuries reoccur, you would then check for a new cut/swelling result
- Hierarchy for checking existing cuts/swelling for reoccurrence are: Gash over eye, cut over eye, cut on cheek, bloody nose, swelling around eye.

Fouls

Each fighter in Glory Days Boxing is rated for their propensity to commit fouls. When a result of 95-98 occurs during the fighter's offensive action they will get credit for landing 1 punch, and would then reference the 1D20 roll against their foul rating. A roll equal to or less than their foul rating results in a foul and you would then check their fighter specific foul chart for the type of foul.

Example

Dempsey rolls a 96 on the inside and the 1D20 is 2, which is less than his foul rating of 5. Dempsey has committed a foul. Resolve Ali's defensive or offensive action, and then check for the foul on Dempsey's foul section of his card rolling the 1D20 again. A roll of 11 indicates a head butt and Dempsey receives a warning from the referee and the foul type is documented on the score sheet.

Excessive fouling can result in a point being deducted or a fighter being disqualified. With each foul incurred, refer to the Foul Chart on the main game board to determine if additional action is needed. If the foul above was Dempsey's 3rd head butt, a point would have been deducted. If it was his 4th head butt, he would be disqualified. In addition a fighter could lose a point or be disqualified for excessive fouling. If he has committed 5 total fouls or any kind, he would lose a point. On the 6th total foul of any kind he would be disqualified.

Clinching

On a result of 83-94 on the inside, or 91-94 on the outside, a clinch has occurred. When this happens the segment is over with no punches landed and you would move to the next segment. A clinch overrides any other result that may have occurred during that segment. During a toe-to-toe exchange, a clinch on either fighter's card would nullify any punches landed during that segment.

Examples

Ali wins the ring general check and is on offense, while Dempsey is on defense. The roll is on the outside and Ali rolls a 92. A clinch has occurred and the segment is over, no defensive roll is needed from Dempsey.

The fighters tie on their ring general check, so we will have a toe to toe exchange as both fighters get an offensive action which will be conducted on the inside since Dempsey has momentum and his 1D6 roll was on the inside. Dempsey goes first due to momentum and rolls 46 on the 2D10 roll and 2 on the 1D20 roll, Dempsey "Scores a wicked 3 punch combo 3 PL "and scores a potential knockdown. Before the knockdown is resolved Ali rolls his offensive action and rolls an 89 on the 2D10 roll. Since the action is on the inside, a clinch has occurred and this overrides Dempsey's possible knockdown. The segment is over, no punches landed as this is a simultaneous action and the clinch is determined to have tied Jack up before he could land the big shots.

- **Optional Rule** – For even more realism on a toe to toe exchange. If a clinch is rolled by the fighter that **does not** have momentum and the fighter with momentum scores, he will get credit for landing 1 punch. This simulates one shot getting in before a clinch is initiated. The clinch will still nullify knockdowns and cuts and if the fighter with momentum rolls the clinch there is no further action in the segment.

Stamina

Each fighter is rated for their stamina over a 10 and 12/15 round fight. The number before the slash is for stamina over 10 rounds and the number after is for stamina over 12 or 15 rounds. At the conclusion of each round the number of punches landed by the opponent is deducted from the fighter's stamina rating and the new number is written on the score sheet in the next round. When the total reaches 0 the fighter is considered fatigued beginning at the start of the next round.

Once a fighter is fatigued their ratings for Power, Chin KD, Chin KO and Will are adjusted and become the numbers on the right in the ratings section.

Example

Dempsey's endurance is reduced to 0 at the end of round 7. Entering the 8th round his new ratings would be as follows.

- Power 4/7
- Chin KD 4(7)
- Chin KO 3
- Will 5
- In addition, **subtract 1** from every punch landed total for the fatigued fighter for the remainder of the fight. This represents the reduced punching output brought on by fatigue.

These adjusted ratings remain in effect for the balance of the fight and cannot be restored. Traits are not affected by loss of stamina and any adjustments to a fighter's or their opponent's ratings remain in effect after the fighter becomes fatigued.

- **Optional Stamina rule** – For extra realism you may begin using a fighters fatigued rating at the point his stamina reaches 0 in a round, beginning with the next action segment.

Scoring

At the conclusion of each round the punch differential is calculated and a 1D20 is rolled for each judge score the round on the judge's chart on the main game board. The roll is referenced on the row in which the punch differential applies and scores are assigned accordingly.

Example

Ali lands 14 punches in the just concluded round and Dempsey lands 12 for a punch differential of 2. This means the round will be scored 10-9 for the high scorer (Ali) on a roll of 1-11, for the low scorer (Dempsey) on a roll of 12-17 and even on a roll of 18-20. A 1D20 is rolled for each judge and the round scored as follows according to the scoring table

- Judge 1 rolls a 9 they give it to Ali 10-9
- Judge 2 rolls a 15 they give it to Dempsey 10-9
- Judge 3 rolls a 19, they score it even 10-10

In the event of a knockdown, you will reference the scoring under the knockdown* column to get the results. The score on the left is used if the fighter landing the most punches scores the knockdown and the scoring in parenthesis is used if the fighter landing the least number of punches scores the knockdown.

If using real life judges or referees it is possible their individual bias will change the scoring ranges contained on the main chart, or a fighters rating. These changes should be indicated on the score sheet.

Example with a knockdown by fighter losing the round

Ali peppers Dempsey for most of the round and outlands him 17-8, an 11 point differential which would normally result in 10-9 round on everything but a roll of 20 for Ali. However, Dempsey caught Ali and dropped him near the end of the round. Despite losing the round on punches decisively, Dempsey would win the round 10-9 due to the knockdown.

Events and Rare Events

As in real life, uncommon or rare events can occur in Glory Days Boxing. Anytime a 99 is rolled by a fighter during their offensive action, all other happenings during that segment are ignored, the 2D10 are both rolled again and the Event Chart is referenced.

Events and rare events can result in injuries, exciting exchanges, flash knockdowns or general chaos!

Results from the first column of the event chart can occur multiple times in a fight, while results from the rare event chart are only allowed once per fight.

Example

Ali rolls a 99 indicating an event and immediately rolls the 2D10 again, resulting in a roll of 8 indicating a rare event. Roll the 2D10 again and refer to the rare event chart. A roll of 72 puts Dempsey through the ropes, déjà vu of the Firpo fight! Jack must now roll a KO chin check plus 3! If Dempsey survives any other rolls of 0-9 on the event chart would be ignored and treated as a clinch.

If Ali had rolled a 37, the result would have been an exciting toe to toe exchange which saw both fighters land 6 punches. This and any other event from column 1 could occur later in the in fight if a 99 is rolled again.

Optional Rule Last Round Close Fight – Any fight that enters the last round within 2 points on any of the judges' scorecards is considered too close to call. For added excitement and realism ignore all ring general checks for the final 3 segments (last minute) of the fight and have the fighters go toe to toe until the final bell!

Action Flow Chart

- Roll each fighter's 1D6 and compare star ratings in ring general section to determine who controls and actions.
 - High star rating has momentum and offensive action, low has a defensive action
 - Tied, both fighters have offensive action (toe to toe) fighter that ended last segment or round with momentum goes first. (If first segment of a fight, red corner has momentum)
- Roll 2D10 and 1D20 for offensive action (If tied after ring general check both fighters have an offensive action)
 - Check 1D20 for possible knockdown or cut
 - Total 2D10 for result between 0-99 and determine result (Punches landed, miss, clinch, foul or event)
 - Resolve clinch or event with no other actions
 - Resolve punches landed, missed or foul
 - Resolve defensive checks for block/counter, or chin/cut check if cut or knockdown chance
 - Resolve second offensive check if toe to toe, and then all knockdowns or cuts by momentum
 - Mark punches landed, knockdowns, injuries or fouls, determine ending momentum (fighter that landed most punches in segment) and move to the next segment.
 - Repeat for 9 segments each round
- Resolve scoring at end of round, update score sheet and reduce stamina totals by opponents punches landed
- Repeat

Reminders/FAQ

- On toe to toe exchanges fighter with momentum always resolves actions (knockdowns, cuts, fouls) first
- Clinches negate any other action during that segment, even cuts, knockdowns or fouls
- Power ratings: The number before the slash is used for knockdown chances in all scenarios except when the opponent is hurt. In that case the number after the slash, representing killer instinct is used.
- Chin KD ratings: Rolling equal to or less than the first number on a knockdown check means the fighter has been knocked down. Equal to or less than the number in parenthesis and more than the KD number means the fighter is stunned
- Hurt – If a fighter is knocked down or stunned in the previous segment, he is considered hurt during the current segment and his opponent has an unopposed offensive action at the location (inside or outside) determined by the 1D6 roll.
 - The hurt fighter cannot block or counter any offensive action. If the fighter is not stunned or knocked down again in that segment he returns to normal next segment
 - The hurt fighter must make a will check to avoid a TKO if 3 or more punches are landed while he is hurt
- A TKO check occurs whenever a fighter who is hurt in that segment absorbs 3 or more punches during the segment he is hurt in.
 - An automatic TKO is recorded if a fighter takes more than 25 punches during any round.
- Fatigued - 0 stamina to start the next round (or action segment if using advanced fatigue option) has the following effects
 - Use Power, Chin KD, Chin KO and Will ratings from the right side of rating section for the rest of the fight
 - All punches landed by that fighter are reduced by 1 for the rest of the fight