

# Glory Days Boxing

Red Corner	1	2	3	4	5
	6	7	8	9	10
	11	12	13	14	15
	16	17	18	19	20
	21	22	23	24	25



Blue Corner	1	2	3	4	5
	6	7	8	9	10
	11	12	13	14	15
	16	17	18	19	20
	21	22	23	24	25



Timer



3:00	2:40	2:20	2:00	1:40	1:20	1:00	0:40	0:20
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Judges Chart	High score/Low score					
Punch Differential	10-9	9-10	10-10	10-8	10-7	Knockdown*
0 punches	1-5 (Red)	6-10 (Blue)	11-20			10-8 (10-8)
1-4 punches	1-11	12-17	18-20			10-8 (10-8)
5-8 punches	1-15	16-20	-			10-8 (10-8)
9-12 punches	1-19	20	-			10-8 (10-9)
13-19 punches	1-18	-	-	19-20	-	10-8 (10-9)
20+ punches	1-8	-	-	9-18	19-20	10-7 (10-9)

\*Knockdown Column = High score (low score) for fighter with most Knockdowns (if a tie use regular chart)

Stoppage time roll 1D6			
Segment	1	2	3
1-2	0:10	0:23	0:41
3-4	0:15	0:28	0:49
5-6	0:19	0:34	0:56
	4	5	6
1-2	1:04	1:24	1:44
3-4	1:11	1:32	1:51
5-6	1:17	1:38	1:58
	7	8	9
1-2	2:03	2:23	2:42
3-4	2:09	2:29	2:49
5-6	2:16	2:35	2:56

Cut/Swelling	*1st Time	*2nd Time	*3rd Time	*4th Time	Abbreviation
Swell Left eye	N/A	N/A	1-3	1-6	SLE
Swell Right eye	N/A	N/A	1-3	1-6	SRE
Cut Left eye	N/A	1-3	1-9	1-15	CLE
Cut Right eye	N/A	1-3	1-9	1-15	CRE
Gash Left eye	1-4	1-10	1-17	TKO	GLE
Gash Right eye	1-4	1-10	1-17	TKO	GRE
Cut Left cheek	N/A	N/A	1-2	1-4	CLC
Cut Right cheek	N/A	N/A	1-2	1-4	CRC
Bloody nose	N/A	N/A	N/A	1	BN

\* Roll within range indicates fight stopped



Foul Chart	1st	2nd	3rd	4th
Low Blow	Warning	Warning	Point	DQ
Head Butt	Warning	Warning	Point	DQ
Holding	Warning	Warning	Point	DQ
Elbows	Warning	Warning	Point	DQ
Rabbit Pn	Warning	Warning	Point	DQ
Total Fouls	5	1 point	6	DQ

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## Event Chart

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

## Rare Event Chart\* Only 1 rare even of any type can occur in a fight

0	Both fighters land simultaneous blows, 4 punches each, check both chin ratings for KO*
1	Fighter suffered head injury prior to bout, knocked out by a light right cross out 1 year*
2-3	Fighter turns to complain to ref on break dropped with vicious hook, check KO rating*
4-6	Fighter losing round on punch totals gets frustrated and quits, TKO win for opponent*
7-9	Fighter breaks arm can't go on fight stopped ruled TKO win for opponent*
10-12	Fighter lands body blow, breaks opponents rib, -10 from opponents stamina*
13-15	Fighter scores 3 punches, breaks opponents Jaw, -1 to all opp RG ratings rest of fight*
16-20	Fighter scores 2 punches, thumbs opponent who can't block punches rest of fight*
22-26	Fighter scores 2 punches, breaks opponents nose, -6 from opponents stamina*
27-31	Fighter misses wildly, hurts shoulder, -1 from punches landed for the rest of the fight*
32-36	Fighter scores 3 punches, but hurts wrist -1 punches landed for the rest of the fight*
37-41	Fighter breaks hand, scores 3 punches, -1 from punches landed, power 1 for rest of fight*
42-45	Unintentional thumb to opp eye doctor stops fight NC 4 rd or less, go to cards if 5 rds or more*
46-47	Corner of fighter losing round throws in the towel TKO win for high fighter (clinch if tied)*
48-49	Referee is hit trying to break clinch must be replaced with new referee*
50-51	Mysterious bottle given to loser of this round, gains 15 stamina heading into next round*
52-58	Fighters go at, crowd erupts as both land 6 punches this segment power checks for both*
59	Fighter with highest power drops opponent, long count fighter up at 12 fight continues*
60-61	Roll 1D6 bottle hits red corner 1-2, blue corner 3-4 miss 5-6 if fighter hit ruled no contest*
62-66	Losing fighter fails neurological test after fight given 8 month medical suspension*
67	Ring collapses fight and rest of card cancelled*
68-70	Ring lights go out, fight delayed both fighters regain 10 stamina from delay*
71-74	Wild haymaker knocks opponent through the ropes, check KO rating +3*
75-77	Winning fighter gets cocky, hands down walks into a vicious hook check KO rating +1*
78-82	Fighter falls awkwardly, 1-10 fight stopped due to knee injury - no contest*
75-79	Fighter with highest foul rating rolls on foul chart loses a point for intentional foul*
80-84	Fighter rocks opponent with vicious flurry of blows, check opponents TKO rating*
85-87	Both fighters fall through ropes in clinch, check will for both TKO if 1 fails NC if both fail*
88-90	Wild brawl erupts between corners after current round - fight ruled No contest*
91-94	Fan storms the ring delay while security clears the ring, skip next segment no action*
95-96	Fighter is immediately disqualified for egregious foul (Roll on chart for foul type)*
97	At the end of the fight referee notices padding removed from winners glove DQ loss*
98	Fighter applied plaster to hand wraps pre fight, for rest of fight double opp cut rating*
99	Fighter frustrated in clinch bites opponents ear, immediately disqualified*

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