

BASIC GAME

KNOCK DOWN / KNOCK OUT CHART and KILLER INSTINCT CHART

You can roll on either the KD/KO Chart or the KI Chart

Use the PUNCHING POWER Rating (P.P.) of Fighter with highest Punch Total for the Round and use the CHIN Rating of the Fighter with the least. If no KD or KO, it is an OS.

P.P.	CHIN	0	1	2	3	4	5	6	7	8	9	10
0		12 = KD	12 = KD	12 = KD	11-12 = KD	11-12 = KD	10-12 = KD	10-12 = KD	9-12 = KD	8-12 = KD	7-12 = KD	6-12 = KD
1		12 = KD	12 = KD	12 = KD	12 = KD	11-12 = KD	10-11 = KD	9-11 = KD	8-10 = KD	7-10 = KD	6-10 = KD	5-10 = KD
							12 = TKO	12 = TKO	11-12 = KO	11-12 = KO	11-12 = KO	11-12 = KO
2		12 = KD	12 = KD	12 = KD	11-12 = KD	10-11 = KD	9-11 = KD	8-10 = KD	7-10 = KD	6-10 = KD	5-10 = KD	4-9 = KD
						12 = TKO	12 = TKO	11-12 = KO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO
3		12 = KD	12 = KD	11-12 = KD	10-11 = KD	9-11 = KD	8-10 = KD	7-10 = KD	6-10 = KD	5-10 = KD	4-9 = KD	3-10 = KD
					12 = TKO	12 = TKO	11-12 = KO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	11-12 = KO
4		12 = KD	11-12 = KD	10-11 = KD	9-11 = KD	8-10 = KD	7-10 = KD	6-10 = KD	5-10 = KD	4-9 = KD	3-10 = KD	2-10 = KD
				12 = TKO	12 = TKO	11-12 = KO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	11-12 = KO	11-12 = KO
5		11-12 = KD	10-11 = KD	9-11 = KD	8-10 = KD	7-10 = KD	6-10 = KD	5-10 = KD	4-9 = KD	3-10 = KD	2-10 = KD	2-9 = KD
			12 = TKO	12 = TKO	11-12 = KO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO
6		10-11 = KD	9-11 = KD	8-10 = KD	7-10 = KD	6-10 = KD	5-10 = KD	4-9 = KD	3-10 = KD	2-10 = KD	2-9 = KD	2-8 = KD
		12 = TKO	12 = TKO	11-12 = KO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	9-12 = KO
7		9-11 = KD	8-10 = KD	7-10 = KD	6-10 = KD	5-10 = KD	4-9 = KD	3-10 = KD	2-10 = KD	2-9 = KD	2-8 = KD	2-7 = KD
		12 = TKO	11-12 = TKO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	9-12 = KO	8-12 = KO
8		8-10 = KD	7-10 = KD	6-10 = KD	5-10 = KD	4-9 = KD	3-10 = KD	2-10 = KD	2-9 = KD	2-8 = KD	2-7 = KD	2-6 = KD
		11-12 = TKO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	9-12 = KO	8-12 = KO	7-12 = KO
9		7-10 = KD	6-10 = KD	5-10 = KD	4-9 = KD	3-10 = KD	2-10 = KD	2-9 = KD	2-8 = KD	2-7 = KD	2-6 = KD	2-5 = KD
		11-12 = TKO	11-12 = KO	11-12 = KO	10-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	9-12 = KO	8-12 = KO	7-12 = KO	6-12 = KO
10		6-10 = KD	5-10 = KD	4-9 = KD	3-10 = KD	2-10 = KD	2-9 = KD	2-8 = KD	2-7 = KD	2-6 = KD	2-5 = KD	2-4 = KD
		11-12 = TKO	11-12 = KO	10-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	9-12 = KO	8-12 = KO	7-12 = KO	6-12 = KO	5-12 = KO

OS = Out Scores The Opponent is not knocked Down but takes a serious beating. Deduct 4 EPL Points for the next Round.

KD = Knock Down The Fighter losing the Round was knocked down. Check the Fighter's RECOVERY rating and roll on the RECOVERY Chart.

TKO/KO = The Fight is Over! TKO = Referee Stoppage (Record as TKO after 1980, Ref Stoppage before 1980) KO = The Fighter is Knocked Out!

KILLER INSTINCT: A Fighter can choose to go all out to end the fight instead of rolling on the regular KD or KO Chart. This gives a greater chance for KO, but it will decrease the Fighter's CON and TR Rating by "3" for the next two Rounds if the Fighter fails to KO their Opponent! After the 2 Round "Penalty", the Fighter's Con and TR return to normal. If sent to KI Chart from the Scoring Chart and no KO occurs, there is a Knock Down. Check RECOVERY. No "Penalty"

KILLER INSTINCT RATING											
10 is the best, 1 is the worst											
Roll 2d6											
		1	2	3	4	5	6	7	8	9	10+
COVER UP 4 = best 0 = worst	4	NO KO	12 = TKO	12 = TKO	12 = TKO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO
	3		12 = TKO	12 = TKO	12 = TKO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	9-12 = KO
	2		12 = TKO	12 = TKO	11-12 = TKO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO	8-12 = KO
	1		12 = TKO	11-12 = TKO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO	9-12 = KO	7-12 = KO
	0		11-12 = TKO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO	9-12 = KO	8-12 = KO	7-12 = KO

TKO or KO = The Fight is Over! TKO = Referee Stoppage (Record as TKO after 1980, Ref Stoppage before 1980) KO = The Fighter is Knocked Out!