

ERA VII - ERA VIII EFFECTIVE PUNCHES LANDED CHART II

LW-JLW-FW-JFW																
TR	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
14	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56
13	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54
12	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52
11	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
10	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
9	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46
8	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
7	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42
6	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
5	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38
4	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
3	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
2	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
1	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
0	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28

BW-JBW-FLY-JFLY-SW

TR	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
14	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64
13	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62
12	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
11	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58
10	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56
9	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54
8	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52
7	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
6	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
5	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46
4	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
3	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42
2	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
1	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38
0	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36

In this ERA, if a Fighter Rolls a "5", there may be a chance that the Ring Doctor may step in and stop the fight!

If the Fighter that Rolled the "5" has been knocked down atleast three times in the fight, ReRoll 2d6. If you Roll either a "2" or "12", the Ring Doctor steps in and stops the fight!

A Roll of 6 triggers either a FOUL, CUT or INJURY. If triggered, Roll 2d6 using the FOULS, CUTS and INJURIES Chart.

Even if the CONTROL Roll effects total number of punches, still check FOUL, CUT or INJURY Chart if 6 is Rolled.