

ERA IV-VIII TIME SAVING QUICK PLAY MODE OF THE GAME
(Use the Quick Play Scorecards)

ROUNDS WON CHART

		TR+ POP Difference																			
		0 Diff					(1-2) Diff					(3-5) Diff					(6-8) Diff				
Rounds		4	8	10	12	15	4	8	10	12	15	4	8	10	12	15	4	8	10	12	15
R O L L 2 d6	2	1	3	4	5	6	1	3	4	5	6	1	3	4	5	7	2	3	4	5	7
	3	1	3	4	5	6	1	3	4	5	7	1	3	4	5	7	2	4	5	6	7
	4	2	4	5	5	7	2	4	5	5	7	2	4	5	6	7	2	4	5	6	8
	5	2	4	5	6	7	2	4	5	6	7	2	4	5	6	7	2	4	5	6	8
	6	2	4	5	6	7	2	4	5	6	8	2	4	5	6	8	2	5	6	7	8
	7	2	4	5	6	8	3	4	5	6	8	2	5	6	7	8	3	5	6	7	9
	8	3	4	5	6	8	3	5	6	7	8	2	5	6	7	9	3	5	6	7	9
	9	3	5	6	7	8	3	5	6	7	9	3	5	6	7	9	3	6	7	8	9
	10	3	5	6	7	9	3	5	6	7	9	3	6	7	8	9	3	6	7	8	10
	11	3	5	6	7	9	3	6	7	8	9	3	6	7	8	10	3	6	7	8	10
	12	3	6	7	8	9	3	6	7	8	10	3	6	7	8	10	4	7	8	9	10

		(9-11) Diff					(12-15) Diff					(16-19) Diff					(20-25) Diff				
Rounds		4	8	10	12	15	4	8	10	12	15	4	8	10	12	15	4	8	10	12	15
R O L L 2 d6	2	2	4	5	6	7	2	4	5	6	8	2	4	5	6	8	2	4	5	6	8
	3	2	4	5	6	8	2	4	5	6	8	2	5	6	6	8	2	5	6	7	9
	4	2	4	5	6	8	2	5	6	7	9	2	5	6	7	8	3	5	6	7	9
	5	2	5	6	7	8	2	5	6	7	9	3	5	6	7	9	3	6	7	8	10
	6	2	5	6	7	9	3	5	6	7	9	3	6	7	8	10	3	6	7	8	10
	7	3	5	6	7	9	3	6	7	8	10	3	6	7	8	10	3	6	7	8	11
	8	3	6	7	8	9	3	6	7	8	10	3	6	7	8	10	4	7	8	9	11
	9	3	6	7	8	10	3	6	7	8	10	4	7	8	9	11	4	7	8	9	11
	10	3	6	7	8	10	4	7	8	9	11	4	7	8	9	11	4	7	8	9	12
	11	4	7	8	9	10	4	7	8	9	11	4	7	8	9	11	4	8	9	10	12
	12	4	7	8	9	11	4	7	8	9	11	4	8	9	10	12	4	8	9	10	12

SD Loss = Split Decision Loss

SD = Split Decision Win

DRAW = Tie Bout

UD = Unanimous Decision Win

- 1 Roll on the Lifestyles and Pre-Fight Training to see if it affects how the Fighters enter the bout and make adjustments to Fighter's TR rating
- 2 Next you need to find the adjusted KO rating for both Fighters. Add the PP of one Fighter to the CHIN rating of his/her opponent and divide by 2 (round up if the total includes a half number). Do this with the second Fighter also. These numbers are the ADJUSTED KO numbers that you will use to start the Quick Play game. (IE: Fighter A has a PP rating of "6" and his opponent has a CHIN Rating of "2". Add "6" + "2" = "8". Divide by 2 = "4" . "4" is Fighter A's ADJUSTED KO rating). Do the same for Fighter B.
- 3 Roll 2 d6 for the Fighter with the highest ADJUSTED KO Rating first. If the roll total is equal or less than the Adjusted Rating the Fighter gets a KO!
 If the first Fighter does not get a KO, Roll 2 d6 for the second Fighter. If the roll total is equal to or less than the ADJUSTED KO rating It's a KO!
 If a KO results, go to the Time and Round KO Charts
- 4 If neither Fighter gets a KO, you need to roll to see who wins the fight by decision. For each Fighter add their TR and POP ratings together (TR+POP). (IE: Fighter A has TR of "6" and a POP of "5". His total is "11". If Fighter B has a TR of "8" and POP of "8" his total is 16. Fighter B has a "5" difference. With a "5" difference and let's say the bout was scheduled for 10 rounds, you will find the column (3-5) Diff and under round 8 and roll 2 d6 to see how many Rounds Fighter B won. If there is a "0" difference, Roll for the RED corner.