

HW, LHW, MW																
TR	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
14	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
13	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42
12	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
11	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38
10	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
9	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34
8	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32
7	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
6	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28
5	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26
4	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
3	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
2	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16

WW, LW, FW, FLY, BW																
TR	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
14	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
13	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
12	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46
11	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
10	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
9	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43
8	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42
7	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41
6	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40
5	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39
4	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38
3	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37
2	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36
1	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35
0	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34

In this Era, a Roll of 5 triggers a Police Appearance. Check the Game Play Chart - Outlaw Era Section

Everytime you roll a 5 check to see if the Police allow the Bout to continue or if they stop 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.