

ERA VI

EFFECTIVE PUNCHES LANDED CHART II

1960-1980

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

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

With this being the GOLDEN ERA, if a Fighter Rolls a "5", record the EPL as normal. After recording the proper score, ReRoll 2d6. If you Roll a "12", go to the GOLDEN ERA CHART and follow instructions!

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.