

ERA V			EFFECTIVE PUNCHES LANDED CHART											1946-1959			
HW, LHW, MW, JMW																	
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, JLW, FW, JFW, BW, JBW, FLY, JFLY																	
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	
With this being the MAFIA 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 MAFIA 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.																	