

The Mafia Era Chart

Roll 3 d6. The first Die tells which top column to use (1-6).

The other 2 d6 tell you which event took place in that column (2-12)

	1. <u>Fighter</u>	2. <u>Judges</u>	3. <u>Ring Doctor</u>	4. <u>Manager d</u>	5. <u>Trainer d</u>	6. <u>Referee</u>
2	Fighter is Muscle for the Mob. He is arrested before the fight. Jailed 5 years	One Judge is bribed to score a fight a draw regardless of outcome. 1	Ring Doctor stops a fight eventhough Fighter can continue. a	Manager refuses Mob. His Fighter not allowed to fight in Larger Building/Fields	Trainer Surprises Fighter by throwing in the towel ending the fight. f	Referee stops the fight when the Fighter could have continued. f
3	Fighter agrees to throw the fight. He is promised a future title shot	One Judge is bribed to score a fight for Red Corner regardless of outcome. 1	Ring Doctor allows fight to continue when it should have ended. b	Manager asks his Fighter to take a dive. Fighter agrees Gets Title Shot later	Trainer intentionally gives Fighter false advice causing Fighter to get knocked out. f	Referee gives a fast or slow count to help Fighter who rolled the Mafia Event g
4	Fighter refuses to work with the mob. He is not allowed to have a Title Bout	Two Judges are bribed to score a fight a draw regardless of outcome. 2	Ring Doctor slips sedative in Fighter's water bottle. Fighter gets KO'd! a	Manager asks his Fighter to take a dive. Fighter refuses. Fighter gets No Title Shot	Trainer puts substance on Fighter's gloves. Opponent gets KO'd	Referee stops the fight and gives the win to the Fighter that Rolled Mafia Event
5	Both Fighters agree to have 3 bouts. They will split the first two then really fight 3rd *	One Judge is bribed to score a fight for Blue Corner regardless of outcome. 1	Ring Doctor says a Fighter failed his physical to keep him out of a fight. a	The Mob tells Manager to get Fighter to let the fight go the distance. Agreed. c	Trainer does not allow a cut to be closed properly. Fight is called	Referee gives a fast or slow count to help Fighter who rolled the Mafia Event g
6	When Fighter's Manager goes missing. The Fighter is out 6 months	Judge refuses mob. He is removed from fight and replaced. Use Event # 11 below	Ring Doctor stops a fight eventhough Fighter can continue. a	The Mob tells Manager to get Fighter to let the fight go the distance. NO! e	Trainer refuses to throw fight. His Fighter is attacked and inured for 6 months.	Referee is told by Mob to make fight go the distance no matter what h
7	Fighter fakes an injury to get out of a fight that the mob doesn't want him in.	Both Judges are Mobbed up. Roll 2 d6. If EVEN Red Corner gets their win. If ODD Blue wins	Ring Doctor allows fight to continue when it should have ended. b	Manager asks his Fighter to take a dive. Fighter refuses Fighter gets No Title Shot	Trainer intentionally gives Fighter false advice causing Fighter to get knocked out. f	Referee stops the fight when the Fighter could have continued. f
8	Both Fighters agree to fight for a draw so they can make more money on a rematch.**	Two Judges are bribed to score a fight a draw regardless of outcome. 2	Ring Doctor and Fighter arrested for selling drugs to Fighters. Out 1 year a	Manager refuses Mob. He goes missing. Fight is cancelled! Fighter out 6 Mon.	Trainer contacts Opponent and tells him how to beat his Fighter. It works!	Referee gives a fast or slow count to help Fighter who rolled the Mafia Event g
9	Fighter agrees to carry a weaker Fighter extra rounds Promised future title shot***	One Judge is bribed to score a fight for Red Corner regardless of outcome. 1	Ring Doctor slips sedative in Fighter's water bottle. Fighter gets KO'd! a	Manager asks his Fighter to take a dive. Fighter agrees Gets Title Shot later	Trainer intentionally over trains Fighter. Fighter has to quit during fight.	Referee stops the fight and gives the win to the Fighter that Rolled Mafia Event
10	Fighter agrees to throw the fight. He is promised a future title shot	Judge refuses mob. He is removed from fight and replaced. Use Event # 2 above	Ring Doctor stops a fight eventhough Fighter can continue. a	The Mob tells Manager to get Fighter to let the fight go the distance. Agreed. c	Trainer puts something in Fighter's water, Fighter gets KO'd	Referee is told by Mob to make fight go the distance no matter what h
11	Fighter changes his mind about taking a dive. He has to go into hiding 1 year!	One Judge is bribed to score a fight for Blue Corner regardless of outcome. 1	Ring Doctor allows fight to continue when it should have ended. b	The Mob tells Manager to get Fighter to let the fight go the distance. NO! e	Trainer Surprises Fighter by throwing in the towel ending the fight.	Referee gives a fast or slow count to help Fighter who rolled the Mafia Event g
12	Fighter is Muscle for the Mob. He is Killed mysteriously!	One Judge is bribed to score a fight a draw regardless of outcome. 1	Ring Doctor stops a fight eventhough Fighter can continue. a	Manager refuses Mob. His Fighter not allowed to fight in Larger Building/Fields	Trainer intentionally gives Fighter false advice causing Fighter to get knocked out. f	Referee stops the fight when the Fighter could have continued. f

* You choose the results of the first two fights!

** Fight is scored a draw. No need to do this bout

***Do not use Killer Instinct. Knock Out, Knock Down Charts during first 8 rounds of fight

1 Use Regular Scoring for the other Judges Score

2 The fight is scored a Draw regardless of your score

a Roll 2 d6 If EVEN Red Corner wins If ODD Blue Corner wins

b If Cuts or Knock Downs require fight to end in the first 8 rounds, ignore!

c Fight goes the distance ignore any Knock Out opportunities. Score the fight normally.

d This is the Manager/trainer of the Fighter that rolled Mafia Event Chart

e If fight goes the distance ignore roll. If it doesn't, Fighter gets no future title shot

f Stop the fight the first time a Killer Instinct or Knock Down is checked regardless of which Fighter it affects.

g If the opponent is Knocked Down it becomes a Knock Out. If Fighter who Rolled Mafia Event gets Knocked Out, ignore and continue to next Round.

h Ignore any Knock Outs regardless of who gets Knocked Down