

ERA II

What Round Did A KO Occur in the Quick Play Game?

If a KO occurs in the Quick Play Game, you can find out which Round it occurred by Rolling 1d6.

You will notice that each column has 5 numbers (IE: 8/10/15/20/25). These are the possible Rounds.

Choose the number of Rounds that you want the Quick Play Bout to be. Either 8/10/15/20/25

Find the Adjusted KO for the Fighter that won the fight. Roll 1d6. Go to the appropriate column and find the Round number that the KO took place.

Sample: Let's say the bout was scheduled for 15 Rounds. Let's say the Adjusted KO of the Fighter that won is "7". Let's say that our 1d6 Roll is "4". Under the 4th column, in the 3rd spot (15 Rounds) we are told that the KO occurred in the 4th Round of the 15 Round bout.

		1					2					3					4					5					6				
		8	10	15	20	25	8	10	15	20	25	8	10	15	20	25	8	10	15	20	25	8	10	15	20	25	8	10	15	20	25
Adjusted KO	1	3	5	7	10	15	4	6	8	11	16	5	7	9	12	17	6	8	10	13	18	7	9	11	14	19	8	10	12	15	20
	2	2	4	6	9	14	3	5	7	10	15	4	6	8	11	16	5	7	9	12	17	6	8	10	13	18	7	9	11	14	19
	3	1	3	5	8	13	2	4	6	9	14	3	5	7	10	15	4	6	8	11	16	5	7	9	12	17	6	8	10	13	18
	4	1	2	4	7	12	1	3	5	8	13	2	4	6	9	14	3	5	7	10	15	4	6	8	11	16	5	7	9	12	17
	5	1	1	3	6	11	1	2	4	7	12	1	3	5	8	13	2	4	6	9	14	3	5	7	10	15	4	6	8	11	16
	6	1	1	2	5	10	1	1	3	6	11	1	2	4	7	12	1	3	5	8	13	2	4	6	9	14	3	5	7	10	15
	7	1	1	1	4	9	1	1	2	5	10	1	1	3	6	11	1	2	4	7	12	1	3	5	8	13	2	4	6	9	14
	8	1	1	1	3	8	1	1	1	4	9	1	1	2	5	10	1	1	3	6	11	1	2	4	7	12	1	3	5	8	13
	9	1	1	1	2	7	1	1	1	3	8	1	1	1	4	9	1	1	2	5	10	1	1	3	6	11	1	2	4	7	12
	10+	1	1	1	1	6	1	1	1	2	7	1	1	1	3	8	1	1	1	4	9	1	1	2	5	10	1	1	3	6	11

If you want the Rounds for the fight to have been UNLIMITED to represent the early Eras of Boxing, Roll 2d6 and and read as 1 and 1 = 11, not 2 Sample: if the Roll is a 6 and a 4, that means that the KO took place in the 64th Round.

TIME CHART To Determine Exact Time a Stopped Fight Ends

Roll 3 d6. Use the first dice to determine what minute: 1 or 2 = before the first MIN. 3 or 4 = after the first MIN. 5 or 6 = after the second MIN.
Use the second two dice to determine the seconds. Read as 1 and 1 = 11 not 2 SAMPLE 1: A Roll of 6-4-6 would be 2.43

SAMPLE 2: A Roll of 1-2-1 would be 0.26

11 0.20	15 0.24	23 0.28	31 0.32	35 0.36	43 0.40	51 0.44	55 0.48	63 0.52
12 0.21	16 0.25	24 0.29	32 0.33	36 0.37	44 0.41	52 0.45	56 0.49	64 0.53
13 0.22	21 0.26	25 0.30	33 0.34	41 0.38	45 0.42	53 0.46	61 0.50	65 0.54
14 0.23	22 0.27	26 0.31	34 0.35	42 0.39	46 0.43	54 0.47	62 0.51	66 0.55