

SUPER QUICK RESULTS

2d6

Find the TR Rating of the Fighter in the Red corner (Red Number) and cross check to find the TR Rating of the Fighter in the Blue Corner (Blue Number). The Number in the corresponding box and lower must be rolled for the Fighter in the Red Corner to win the Fight. (IE: If Red Corner is a "12" TR and Blue Corner is a "6" TR, a roll of "2,3,4,5,6,7,8" means the Red Corner wins. If the Number rolled matches the Number in the box (IE: "9" in this example) there is a chance of a DRAW! If there is a chance for a Draw, roll the 2 d6 again. An Odd Number means the fight was a Draw. Even is a win for the Red Corner.

TR vs	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
14	12	12	12	11	11	11	10	10	9	9	8	8	7	7	6
13	12	12	11	11	11	10	10	9	9	8	8	7	7	6	6
12	12	11	11	11	10	10	9	9	8	8	7	7	6	6	6
11	11	11	11	10	10	9	9	8	8	7	7	6	6	6	5
10	11	11	10	10	9	9	8	8	7	7	6	6	6	5	5
9	11	10	10	9	9	8	8	7	7	6	6	6	5	5	5
8	10	10	9	9	8	8	7	7	6	6	6	5	5	5	4
7	10	9	9	8	8	7	7	6	6	6	5	5	5	4	4
6	9	9	8	8	7	7	6	6	6	5	5	5	4	4	4
5	9	8	8	7	7	6	6	6	5	5	5	4	4	4	3
4	8	8	7	7	6	6	6	5	5	5	4	4	4	3	3
3	8	7	7	6	6	6	5	5	5	4	4	4	3	3	3
2	7	7	6	6	6	5	5	5	4	4	4	3	3	3	2
1	7	6	6	6	5	5	5	4	4	4	3	3	3	2	2
0	6	6	6	5	5	5	4	4	4	3	3	3	2	2	X

Result of Fight. Check Power Punch Rating (PP) for Fighter that won and roll 2 d6

		2	3	4	5	6	7	8	9	10	11	12	
	9 to 10	KO	KO	TKO	SD	MD	MD	MD	TKO	TKO	KO	KO	
PP	7 to 8	KO	KO	TKO	SD	MD	MD	MD	SD	TKO	KO	KO	KO = Knock Out
	5 to 6	KO	KO	TKO	SD	MD	MD	MD	MD	SD	TKO	KO	TKO = Stoppage
	3 to 4	KO	TKO	SD	SD	MD	MD	MD	SD	TKO	KO	KO	MD = Majority Decision
	0 to 2	KO	TKO	SD	SD	MD	MD	MD	SD	SD	TKO	KO	SD = Split Decision

If you are playing a "Pre Judges" Era, Any win that is not a KO or TKO is a Referee's Decision