

MMA THESE ARE THE JUDGES and REFEREE RATINGS. Roll for your Judges and Referee BEFORE you start the Fight							
JUDGES							OPEN WEIGHT *
Roll 3d6 and Total	Bias 1	Bias 2	Bias 3	Bias 4	Bias 5		
3	Judge A	Hometown	Champion	Wrestling	Martial Arts	Experience	LARGER
4	Judge B	Boxer/Kick	Experience	Champion	Wrestling	Hometown	SMALLER
5	Judge C			NO BIAS			LARGER
6	Judge D	Boxer/Kick	Hometown	Wrestling	Challenger	Experience	SMALLER
7	Judge E	Martial Arts	Champion	Hometown	Experience	Boxer/Kick	LARGER
8	Judge F			NO BIAS			SMALLER
9	Judge G	Experience	Hometown	Wrestling	Boxer/Kick	Challenger	LARGER
10	Judge H	Wrestling	Champion	Experience	Hometown	Martial Arts	SMALLER
11	Judge I			NO BIAS			LARGER
12	Judge J	Champion	Hometown	Martial Arts	Boxer/Kick	Experience	SMALLER
13	Judge K	Boxer/Kick	Champion	Martial Arts	Experience	Hometown	LARGER
14	Judge L			NO BIAS			SMALLER
15	Judge M	Wrestling	Martial Arts	Hometown	Challenger	Experience	LARGER
16	Judge N	Martial Arts	Experience	Champion	Hometown	Wrestling	SMALLER
17	Judge O			NO BIAS			LARGER
18	Judge P	Wrestling	Champion	Hometown	Boxer/Kick	Experience	SMALLER
<p>Judge favors a "Boxer or Kick Boxer". This Judge will lean toward the Fighter that has this Style as their Background. If neither Fighter favors this style go to the next bias!</p> <p>Judge favors a "Martial Arts" Fighter. This Judge will lean toward the Fighter that has this Style as their Background. If neither Fighter favors this style go to the next bias!</p> <p>Judge favors a "Wrestler" style Fighter. This Judge will lean toward the Fighter that has this Style as their Background. If neither fighter favors this style go to the next bias!</p> <p>Judge favors the Fighter that has the most "Experience".</p> <p>A "Hometown" Fighter is a Fighter that is from the Country that the Fight is fought in. If BOTH or NEITHER are, go to the next bias.</p> <p>A "Champion" is the Fighter that holds at least one of the various MMA Titles. If BOTH or NEITHER do, go to the next bias. Some have a Bias toward the "Challenger" of a Title Shot!</p> <p>"NO BIAS" means that the Judge will score the Fight exactly as the Round Scoring Chart suggests This is the same way that you, as Judge 1, will score the Round.</p> <p>OPENWEIGHT BIAS: Even during OPENWEIGHT Fights, a Judge will lean toward their other Bias before "Size", but if the Judge does not have a Bias that lines up with the Fight, THEN they will lean toward their OPENWEIGHT "Size" bias. Check all other bias first before using OPENWEIGHT!</p>							

REFEREES (OPTIONAL)				
Roll 3d6 and Total	STOPPAGES	FOULS	FIGHT INSIDE?	
3	Referee A	Fast	Liberal	No
4	Referee B	Normal	Normal	Yes
5	Referee C	Slow	Conservative	No
6	Referee D	Normal	Normal	No
7	Referee E	Slow	Conservative	Yes
8	Referee F	Normal	Normal	No
9	Referee G	Fast	Normal	No
10	Referee H	Normal	Liberal	Yes
11	Referee I	Slow	Normal	No
12	Referee J	Normal	Conservative	No
13	Referee K	Normal	Normal	Yes
14	Referee L	Fast	Liberal	No
15	Referee M	Slow	Normal	No
16	Referee N	Normal	Conservative	Yes
17	Referee O	Normal	Normal	No
18	Referee P	Fast	Liberal	Yes
<p>STOPPAGES</p> <p>SLOW: Allows Fight to go a little further than they probably should. Deduct 2 from the Killer Instinct Roll.</p> <p>NORMAL: Stops Fight when suggested by Chart. Read Roll as normal.</p> <p>FAST: Stops Fight faster than normal. Add 2 to the Killer Instinct Roll If the extra 2 causes KO record as TKO.</p> <p>FOULS</p> <p>CONSERVATIVE: Lets Fighters Fight, Lenient on Fouls. Reduce FOULS Roll by 2</p> <p>NORMAL: Calls Fouls when seen. Read Roll as normal.</p> <p>LIBERAL: Calls Fouls even when they may be Accidental. Add 2 to FOUL Roll.</p> <p>FIGHT INSIDE?</p> <p>YES: Allows Fighters to battle inside. Doesn't break them up every time they clinch. This means that there will be less Fighting from a distance. So, lower each Fighter's SR Rating by "1". Also increase each Fighter's CL GRAP, CL ELBOWS and CL KNEES by "1".</p> <p>NO: Keeps Fighters apart. Do not adjust any Fighter's Ratings.</p>				