

MMA		RECOVERY CHART												ROLL 3d6			
If a Fighter has been staggered and survives, check his/her Recovery Rating to determine how that Fighter will be effected'.																	
Recovery Rating		3d6															
		3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
10	G	E	C	B	B	A	A	A	A	A	B	B	C	D	F	H	
9	G	E	C	B	B	A	A	A	A	A	B	C	C	D	F	H	
8	G	E	C	C	B	A	A	A	A	B	B	C	C	D	F	H	
7	G	E	C	C	B	A	A	A	A	B	B	C	E	D	F	H	
6	G	E	C	C	B	B	A	A	A	B	B	C	E	D	F	H	
5	G	E	C	C	B	B	A	A	A	B	B	C	E	D	F	H	
4	H	G	E	C	B	B	A	A	A	B	B	C	E	D	F	H	
3	H	G	E	C	B	B	A	A	A	B	B	C	E	D	F	H	
2	H	G	E	C	B	B	A	A	A	B	B	C	E	D	F	H	
1	H	G	E	C	B	B	A	A	A	B	B	C	E	D	F	H	
RESULTS																	
A = The Staggered Fighter recovers. Do not subtract any Strikes next Round. Score the Round 10-8 or "1" for the Fighter who Staggered their Opponent.																	
B = The Staggered Fighter recovers but struggles to regain his/her form. For the next two Rounds, reduce the Significant Strikes Landed total by 3. Score the Round 10-8 or "1" for Fighter who Staggered their Opponent.																	
C = The Staggered Fighter Does Not recover well. Subtract 5 Strikes from the next Round and Subtract 4 from the Staggered Fighter's CON Rating for the rest of the Fight!																	
D = The Staggered Fighter recieves a bad Cut over their Eye. Go to the FOULS, CUTS, INJURIES Chart and Roll on that Fighter's Rating.																	
E = The Staggered Fighter survives the Round but is unable to win CONTROL of any remaining Rounds!																	
F = The Staggered Fighter recovers and Staggers their Opponent in the same Round! That Fighter gains CONTROL on the Ground and Pound Chart. Score the Round 10-10 or as a "Tied Round". No Strikes are lost for the Fighter's in the next Round.																	
G = Regardless of the Point Difference, the Staggered Fighter takes a severe beating! The Referee steps in and stops the Fight. Score = TKO!																	
H = Regardless of the Point Difference, the Fighter takes a severe beating! The Fighter is not able to answer the bell for the next Round! Score = TKO for Doctor Stoppage!																	
MMA		REVERSAL and ESCAPE CHART												ROLL 2d6			
If either ESCAPE or REVERSAL is Rolled on the Clinch and Grappling or Ground and Pound Chart, find the Fighter's GR Escape or GR Reversal Rating and Roll 2d6!																	
GR ESCAPE or GR REVERSAL RATING	2d6	2	3	4	5	6	7	8	9	10	11	12	The Fighter NOT IN CONTROL Escapes/Reverses and they get: A = 8 Points B= 6 Points C = 4 Points D = 2 Points E = 1 Point  ALSO, the Fighter that Escapes or Reverses takes CONTROL of the next Offensive Phase!				
	10	D	C	B	A	A	A	A	A	B	C	D					
	9	D	C	B	A	A	A	A	A	B	C	D					
	8	D	C	B	A	A	A	A	A	B	C	D					
	7	D	C	B	A	A	A	A	A	B	C	D					
	6	D	C	B	B	A	A	A	B	B	C	D					
	5	D	C	B	B	A	A	A	B	B	C	D					
	4	E	D	C	B	A	A	A	B	C	D	E					
	3	E	D	C	B	A	A	A	B	C	D	E					
	2	E	D	C	B	A	A	A	B	C	D	E					
	1	E	D	C	B	A	A	A	B	C	D	E					
MMA		TAKE DOWN CHART												ROLL 2d6			
If TAKE DOWN ATTEMPT is Rolled on the Clinch and Grappling Chart, crosscheck the Offensive Fighter's TD Rating with the TD Def Rating and Roll 2d6. If the Number Rolled is the Number in the crosscheck or lower. There is a TAKEDOWN! Give the Offensive Fighter 4 Points for the TAKEDOWN AND Roll on the GROUND and POUND Chart for the Offensive Fighter!																	
DEFENSIVE FIGHTER'S TD DEF RATING																	
OFFENSIVE FIGHTER'S TD RATING		10	9	8	7	6	5	4	3	2	1	If a TAKEDOWN DOES NOT occur, do not give the Offensive Fighter any Points!  Instead, give the Defensive Fighter 2 Points and that Fighter takes CONTROL of the next OFF Phase!					
	10	6	7	7	7	8	8	8	9	9	9						
	9	6	6	7	7	7	8	8	8	9	9						
	8	6	6	6	7	7	7	8	8	8	9						
	7	5	6	6	6	7	7	7	8	8	8						
	6	5	5	6	6	6	7	7	7	8	8						
	5	5	5	5	6	6	6	7	7	7	8						
	4	4	5	5	5	6	6	6	7	7	7						
	3	4	4	5	5	5	6	6	6	7	7						
	2	4	4	4	5	5	5	6	6	6	7						
	1	3	4	4	4	5	5	5	6	6	6						