

MMA KILLER INSTINCT CHART Use the KILLER INSTINCT Rating of Fighter with highest SSL Use the CHIN Rating of the Fighter with the least.													
KILLER INSTINCT	CHIN	10	9	8	7	6	5	4	3	2	1		
	10	10-12 = KO	9-12 = KO	9-12 = KO	9-12 = KO	8-12 = KO	8-12 = KO	8-12 = KO	7-12 = KO	7-12 = KO	7-12 = KO		
	9	10-12 = KO	10-12 = KO	9-12 = KO	9-12 = KO	9-12 = KO	8-12 = KO	8-12 = KO	8-12 = KO	7-12 = KO	7-12 = KO		
	8	10-12 = KO	10-12 = KO	10-12 = KO	9-12 = KO	9-12 = KO	9-12 = KO	8-12 = KO	8-12 = KO	8-12 = KO	7-12 = KO		
	7	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO	9-12 = KO	9-12 = KO	9-12 = KO	8-12 = KO	8-12 = KO	8-12 = KO		
	6	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO	9-12 = KO	9-12 = KO	9-12 = KO	8-12 = KO	8-12 = KO		
	5	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO	9-12 = KO	9-12 = KO	9-12 = KO	8-12 = KO		
	4	12 = KO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO	9-12 = KO	9-12 = KO	9-12 = KO		
	3	12 = KO	12 = KO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO	9-12 = KO	9-12 = KO		
	2	12 = KO	12 = KO	12 = KO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO	9-12 = KO		
1	NO KO	12 = KO	12 = KO	12 = KO	11-12 = KO	11-12 = KO	11-12 = KO	10-12 = KO	10-12 = KO	10-12 = KO			
If the Fighter is not KO'd, the Fighter with the most SSL STAGGERS their Opponent. Go to the RECOVERY Chart to see how the Staggered Fighter is effected. + = If you chose to Roll for your Referee and that Referee is Rated "SLOW" in STOPPAGES, ignore the TKO result and continue to the next Round. The Fighter that survived cannot win CONTROL of any of the remaining Rounds of this Fight!													
MMA SUBMISSION CHART													
1. Roll 2d6 of different colors. The 1st Roll number tells you the area that the Submission is applied (Arm, Leg, Choke). 2nd Die tells you the Submission Move. 2. Roll 2d6 - Cross Check the Ratings of the Fighter applying the hold with the Defense of the Fighter that the hold is being applied. See if Roll falls in the Range.													
Roll of: 1 or 4 = ARM LOCKS				Roll of: 2 or 6 = LEG LOCKS				Roll of: 3 or 5 = CHOKE HOLDS					
1 - Hammer Lock		4 - Wrist Lock		1 - Ankle Lock		4 - Calf Slicer		1 - Guillotine		4 - Triangle			
2 - Kimura		5 - Reverse Arm		2 - Heel Lock		5 - Toe Hold		2 - Arm Triangle		5 - Arm In Guillotine			
3 - Arm Bar		6 - Omoplata		3 - Knee Bar		6 - Achilles Lock		3 - Rear Naked Choke		6 - Front Headlock			
SUBMISSIONS OFF RATING	SUBMISSION DEFENSE RATING										2d6	TAP = Fight Over!  NO TAP = Fighter Escapes still give the Fighter on Offense 5 Points!	
	10	9	8	7	6	5	4	3	2	1			
	10	10-12 = TAP	9-12 = TAP	9-12 = TAP	9-12 = TAP	8-12 = TAP	8-12 = TAP	8-12 = TAP	7-12 = TAP	7-12 = TAP			7-12 = TAP
	9	10-12 = TAP	10-12 = TAP	9-12 = TAP	9-12 = TAP	9-12 = TAP	8-12 = TAP	8-12 = TAP	8-12 = TAP	7-12 = TAP			7-12 = TAP
	8	10-12 = TAP	10-12 = TAP	10-12 = TAP	9-12 = TAP	9-12 = TAP	9-12 = TAP	8-12 = TAP	8-12 = TAP	8-12 = TAP			7-12 = TAP
	7	11-12 = TAP	10-12 = TAP	10-12 = TAP	10-12 = TAP	9-12 = TAP	9-12 = TAP	9-12 = TAP	8-12 = TAP	8-12 = TAP			8-12 = TAP
	6	11-12 = TAP	11-12 = TAP	10-12 = TAP	10-12 = TAP	10-12 = TAP	9-12 = TAP	9-12 = TAP	9-12 = TAP	8-12 = TAP			8-12 = TAP
	5	11-12 = TAP	11-12 = TAP	11-12 = TAP	10-12 = TAP	10-12 = TAP	10-12 = TAP	9-12 = TAP	9-12 = TAP	9-12 = TAP			8-12 = TAP
	4	12 = TAP	11-12 = TAP	11-12 = TAP	11-12 = TAP	10-12 = TAP	10-12 = TAP	10-12 = TAP	9-12 = TAP	9-12 = TAP			9-12 = TAP
	3	12 = TAP	12 = TAP	11-12 = TAP	11-12 = TAP	11-12 = TAP	10-12 = TAP	10-12 = TAP	10-12 = TAP	9-12 = TAP			9-12 = TAP
	2	12 = TAP	12 = TAP	12 = TAP	11-12 = TAP	11-12 = TAP	11-12 = TAP	10-12 = TAP	10-12 = TAP	10-12 = TAP			9-12 = TAP
	1	NO TAP	12 = TAP	12 = TAP	12 = TAP	11-12 = TAP	11-12 = TAP	11-12 = TAP	10-12 = TAP	10-12 = TAP			10-12 = TAP