

MMA TIME SAVING QUICK PLAY RESULTS CHART (Use the Quick Play Scorecards)

		DIFFERENCE							
		0	(1-3)	(4-6)	(7-9)	(10-14)	(15 +)		
R O L L 2d6	2*							SD Loss = Split Decision Loss	* A Roll of 2, 4, 6, 8, 10,12 means that the Fight may have ended in a "Stoppage". It may remain a Decision (Dec) win. Roll 2d6 on the small chart below: 2 - Sub 6-Dec 10 - TKO 3 - KO 7-Dec 11 - KO 4 - TKO 8-Dec 12 - Sub 5-Dec 9 - Sub
	3								
	4*							DRAW	
	5								
	6*							SD = Split Decision Win	
	7								
	8*							UD = Unanimous Decision Win	
	9								
	10*								
	11								
	12*								

- 1 Roll on the L/S and Pre-Fight Training to see if it affects how the Fighters enter the bout and make adjustments to the Fighter's SR Rating.
- 2 Next you need to find each Fighter's ADJUSTED QUICK PLAY Rating. To get this ADJUSTED Rating, for each Fighter individually, add their CONTROL Rating (CON) + STRIKES Rating (SR) + their EXPERIENCE (EXP) + their KILLER INSTINCT Rating (KI). This Total is their ADJUSTED QUICK PLAY Rating.
- 3 Once you have each Fighter's ADJUSTED Rating, subtract the lowest number from the highest number. The DIFFERENCE is what you will use on the QUICK PLAY RESULTS Chart.
- 4 Decide how many Rounds you want the Fight to be (3, 4 or 5 Rounds). This is important if there is a "Stoppage".
- 5 Find the column that represents the Difference between the two Fighters ADJUSTED Rating (0 Diff, 1-3 Diff, 4-6 Diff, etc on up to 15 + Diff).
- 6 Roll 2d6 for the Fighter with the Highest ADJUSTED Rating. If there is no DIFFERENCE, Roll for the RED CORNER. The Color under the Difference Column and Round Column gives you the outcome of the Fight!

TIME CHART To Determine Exact Time a Stopped Fight Ends

Roll 3 d6. Use the first dice to determine what minute:

1 = before the 1st MIN. 2 = after the 1st MIN. 3 = after the 2nd MIN. 4 or 5 = after the 3rd MIN. 6 = after the 4th MIN.

If you are planning the Bout to be less than 5 Minutes, a Roll of "3, 4, 5 or 6" is 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 4.43

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

MMA What Round Did A TKO/KO/SUBMISSION Occur in the Quick Play Game?

If a Stoppage occurs in the Quick Play Game, you can find out which Round it occurred by Rolling 2d6.

Find the KILLER INSTINCT for the Fighter that won the Fight. Roll 2d6. Go to the appropriate column and find the Round number of the STOPPAGE.

Sample: Let's say the Fighter that won the Fight has a KI Rating of "5" and your Roll of the 2d6 is a "8". The STOPPAGE occurred in the 4th Round.

KILLER INSTINCT	2d6	2	3	4	5	6	7	8	9	10	11	12
	1	2	3	3	3	4*	4*	4*	4*	5*	5*	5*
	2	2	2	3	3	3	4*	4*	4*	5*	5*	5*
	3	2	2	3	3	3	4*	4*	4*	5*	5*	5*
	4	1	2	2	3	3	4*	4*	4*	4*	5*	5*
	5	1	1	2	2	3	4*	4*	4*	4*	5*	5*
	6	1	1	1	2	2	3	3	4*	4*	5*	5*
	7	1	1	1	2	2	3	3	4*	4*	4*	5*
	8	1	1	1	2	2	3	3	3	4*	4*	5*
	9	1	1	1	1	2	2	3	3	3	4*	5*
	10	1	1	1	1	2	2	2	3	3	4*	5*

*If you have decided to have the bout be less than 4 Rounds, just list the TKO/KO/Submission as happenening in the last Round of the Bout.

If you want the Rounds for the Fight to have been UNLIMITED to represent the early Eras of MMA, Roll 2d6 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.