

| MMA  |                       |  |  |  |   |            |  |  |  | GAME PLAY CHART  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
|--|-----------------------|--|--|--|---|------------|--|--|--|--|------------|-----|-----------------------|-------|--|-------|-----------------------|---|--|---|--|--|-----|----------|-----|--------|-------|--------|-------|--------|---|--|--|--|--|-----|------------|-----|--------|-------|--------|-------|--------|
| <b>PREFIGHT</b>  |                       |  |  |  | 1. <u>PREPARE SCORECARD</u>   |            |  |  |  | <b>CONTROL</b>   |            |     |                       |       | 2. <u>WHO WINS CONTROL OF THE ROUND?</u>                           |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| A. Check LIFESTYLE and PRE-FIGHT TRAINING for Both Fighters.<br>B. Choose your other two Judges and Optional Referee choices.<br>C. Check each Fighter's EXPERIENCE Rating to find advantage.<br>D. STAMINA - Mark Scorecard. As the Fight progresses:<br><u>STAMINA RATINGS ADJUSTMENTS</u><br>9-10 = SR same for 5 Rounds<br>7-8 = Subtract 1 SR after Round 4.<br>5-6 = Subtract 1 SR after Round 3 then Subtract 1 every Round after.<br>3-4 = Subtract 1 SR after Round 2 then Subtract 1 every Round after.<br>1-2 = Subtract 1 SR after Round 1 then Subtract 1 every Round after.<br><br>If a Fighter should have a SR of less than "1" due to STAMINA affects, leave the SR at "1", but that Fighter cannot win CONTROL of any future Rounds of this Fight. |                       |  |  |  |   |            |  |  |  | A. Compare both Fighters CONTROL Rating. Whatever the difference, add that amount to Fighter with the Highest Control Rating. (IE: Fighter 1 is a "5", Fighter 2 is a "4". That means Fighter 1 has "1" added to the CONTROL Roll each Round).<br>B. Roll 2d6 for both Fighters. The Fighter with the highest total (Dice Roll + Difference in Rating) is the winner of CONTROL for that Round!<br>C. When playing out the Round, the Fighter that wins CONTROL of the Round maintains Control throughout the Round unless their Opponent REVERSES that Control.<br>D. If tied, NEITHER FIGHTER has CONTROL. Skip Step 3 and 4. Go to Step 5 (Roll on SSL Chart) for both Fighters. Since neither Fighter won CONTROL, when you get to the OFF 1-OFF 3 Phases, Roll for the Row Color for each Phase as normal and then Roll for BOTH FIGHTERS instead of the one that won Control. (IE: If the OFF Phase is Ground and Pound, Roll the 2 dice to determine the Offense and Roll for Points for the first Fighter THEN Do the same for the second Fighter!<br><b>ONLY ROLL FOR BOTH IN AN OFF PHASE IF NEITHER WINS CONTROL OF THAT ROUND!</b><br>- A Fighter's CON may adjust during the Fight. It is possible for a Fighter's CON to end up in a Negative (IE: -4). If so, that CON is subtracted from the roll. |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
|  |                       |  |  |  |   |            |  |  |  | <b>PACE</b>  |            |     |                       |       |  |       |                       |   |  | 3. <u>DETERMINE THE PACE OF THE ROUND</u> Then 4. <u>DETERMINE THE FIGHTER CONTROL ADJUSTMENT</u> |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| <b>PACE</b>  |                       |  |  |  | A. Roll 1d6 to determin the PACE of the Round   |            |  |  |  | B. Roll 1 d6 to determine the FIGHTER CONTROL ADJUSTMENT #   |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
|  |                       |  |  |  | A Roll of "1" means the pace of the Round will be "Plodding" #  |            |  |  |  | A Roll of "2-4" means the pace of the Round will be "Normal" #   |            |     |                       |       | A Roll of "5-6" means the pace of the Round will be "Aggressive" # |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| <b>ADJUSTMENT</b>  |                       |  |  |  | <table><tr><th>Die</th><th>Plodding ^</th></tr><tr><td>"1"</td><td>Minus 3 from Opponent</td></tr><tr><td>"2-4"</td><td>Minus 1 from Opponent</td></tr><tr><td>"5-6"</td><td>Minus 2 from Opponent</td></tr></table>  |            |  |  |  | Die  | Plodding ^ | "1" | Minus 3 from Opponent | "2-4" | Minus 1 from Opponent  | "5-6" | Minus 2 from Opponent | <table><tr><th>Die</th><th>Normal ^</th></tr><tr><td>"1"</td><td>Plus 3</td></tr><tr><td>"2-4"</td><td>Plus 1</td></tr><tr><td>"5-6"</td><td>Plus 2</td></tr></table> |  |   |  |  | Die | Normal ^ | "1" | Plus 3 | "2-4" | Plus 1 | "5-6" | Plus 2 | <table><tr><th>Die</th><th>Aggressive</th></tr><tr><td>"1"</td><td>Plus 6</td></tr><tr><td>"2-4"</td><td>Plus 4</td></tr><tr><td>"5-6"</td><td>Plus 5</td></tr></table> |  |  |  |  | Die | Aggressive | "1" | Plus 6 | "2-4" | Plus 4 | "5-6" | Plus 5 |
|  |                       |  |  |  | Die   | Plodding ^ |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| "1"  | Minus 3 from Opponent |  |  |  |   |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| "2-4"  | Minus 1 from Opponent |  |  |  |   |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| "5-6"  | Minus 2 from Opponent |  |  |  |   |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| Die  | Normal ^              |  |  |  |   |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| "1"  | Plus 3                |  |  |  |   |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| "2-4"  | Plus 1                |  |  |  |   |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| "5-6"  | Plus 2                |  |  |  |   |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| Die  | Aggressive            |  |  |  |   |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| "1"  | Plus 6                |  |  |  |   |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| "2-4"  | Plus 4                |  |  |  |   |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| "5-6"  | Plus 5                |  |  |  |   |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| # Add the Fighter Control Adjustment to the Significant Strikes Landed of the Fighter who won the Round (IE: If adjustment is "Plus 1" and the Strikes landed is "18", the adjusted Significant Strikes Landed is "19". If "Minus", Subtract from Opponents Significant Strikes Landed. Making the adjustment does not change the Row Color!   |                       |  |  |  |   |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| <b>SSL</b>   |                       |  |  |  | 5. <u>Roll On SIGNIFICANT STRIKES LANDED CHART (SSL)</u> (Score each Fighter's SSL on the Scorecard)  |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| Roll 4 d6 to determine Significant Strikes Landed total. Make any adjustments brought on by the FIGHTER CONTROL ADJUSTMENT<br>Subtract the lower Strikes Total from the highest. The difference will determine who begins as the Aggressor in Off 1.<br>If the two Fighters have the same SSL, use the Fighter who CONTROLLED the Round as the Aggressive Fighter.<br><br>The SIGNIFICANT STRIKES LANDED Chart contains valuable info. Not only will you know how many Significant Strikes occurred but will lead to other Charts  |                       |  |  |  |   |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| <b>OFFENSIVE 1 to 3</b>  |                       |  |  |  | Only the Fighter that has the most SIGNIFICANT STRIKES LANDED gets to Roll on the OFF 1 Portion of the Round!!  |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| The OFF 1 to 3 Portion of the Round will be decided on one of the four possible ways:  |                       |  |  |  |   |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| CLINCH and GRAPPLING   |                       |  |  |  | ROLL FOR FIGHTER'S STRONGEST OFFENSE  |            |  |  |  | GROUND and POUND   |            |     |                       |       | ROLL FOR EXTRA STRIKES LANDED                                      |       |                       |   |  | SUBMISSION CHART  |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |
| <b>SCORE</b>   |                       |  |  |  | 1. Total the Points separately on each Fighter's Scorecard by Adding their EXP + SSL + OFF 1 to 3 = Total Points for the Round<br>2. Once you have each Fighter's Points for the Round, use the JUDGES SCORING CHART to give the OFFICIAL Score for the Round |            |  |  |  |  |            |     |                       |       |  |       |                       |   |  |   |  |  |     |          |     |        |       |        |       |        |   |  |  |  |  |     |            |     |        |       |        |       |        |