

Title Bout II Round-by-Round Scoring

POINTS SCORED TRACKING: Blue Corner

0	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	27	28	29	30

POINTS SCORED TRACKING: Red Corner

0	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	27	28	29	30



SCORING TABLE		
Point Difference	10-Point Must	Rounds
0	10-10	Even
1-6 CHECK	HS wins 10-9; LS wins 10-9	HS wins the round
7-15	HS wins the round 10-9	HS wins the round
16-18 CHECK	HS wins 10-8, LS, EVEN wins 10-9	HS wins the round
19-27	HS wins 10-8	HS wins Round
28 or Higher	HS wins 10-7	HS wins round

Title Bout II Knockdown & Knockout Tables

The Fighter's KD/KO Rating											
KD#	0	1	2	3	4	5	6	7	8	9	10
1	4	4	4	4	4	4	4	4	4	4	5
2	4	4	4	4	4	4	4	4	4	5	5
3	4	4	4	4	4	4	4	4	5	5	5
4	4	4	4	4	4	4	4	5	5	5	5
5	4	4	4	4	4	4	5	5	5	5	5
6	4	4	4	4	4	5	5	5	5	5	5H
7	4	4	4	4	5	5	5	5	5	5H	5H
8	4	4	4	5	5	5	5	5	5H	5H	5F
9	4	4	5	5	5	5	5	5H	5H	5F	5F
10	4	5	5	5	5	5	5H	5H	5F	5F	3
11	5	5	5	5	5	5H	5H	5F	5F	4	3
12	5	5	5	5	5H	5H	5F	5F	5	4	*
13	5	5	5	5H	5H	5F	5F	6	5	*	K
14	5	5	5H	5H	5F	5F	7	6	*	K	K
15	5	5H	5H	5F	5F	8	7	*	K	K	K
16	5	5H	5F	5F	9	8	*	K	K	K	K
17	5H	5F	5F	10	9	*	K	K	K	K	K
18	5H	5F	11	10	*	K	K	K	K	K	K
19	5F	12	11	*	K	K	K	K	K	K	K
20	SP	SP	*	K	K	K	K	K	K	K	K

Results of KD/KO Table Above

4	A clean shot that got his opponent's attention! Score 4 points
5	That punch buckled his knees: Score 5 points
5H	Rocked by that tremendous punch: Score 5 points. Automatic Control.
5F	A clean shot almost drops him! 5 points + Full KI
3-13	A ripping blow: KD or KO if opponent has a KP => # in cell. If no KO, score 5 points, +Full KI, +KD 2 added to KD1
K	Opponent drops to the canvas. He's down! If no KO, same effects as "3-13" plus +1 to both CFs of the boxer landing the punch. Score 5 points.

KNOCKDOWN RECOVERY TABLE		
KD Count	No Carry-Over	Carry Over
1	Flash	0
2	1-72	73-80
3	1-68	69-80
4	1-64	65-80
5	1-60	61-80
6	1-56	57-80
7	1-52	53-80
8	1-48	49-80
9	1-44	45-80

SPECIAL RESULTS OF KD/KO

The SP requires the use of another Boxing Action Card. On a RN of 1 the fighter suffers a KD but no chance of a KO. Score 6 points and add KD2 to KD1 for the rest of the round. Check for "carry over". If no KD occurs treat the punch as a 3-13.

The * is identical to the above except the RN chance is 1-4.

TECHNICAL KNOCKOUT TABLE	
One Round: 30 points scored against	Fight stopped: TKO
Two Rounds: 50 points scored against	Fight stopped: TKO
Three Rounds: 60 points scored against	Fight stopped: TKO

TIME OF STOPPAGE (Number = Time left in Round)									
1	2:50	11	2:08	22	1:27	32	0:54	43	0:18
2	2:46	12	2:04	23	1:24	33	0:50	44	0:21
3	2:42	13	2:00	24	1:21	34	0:49	45	0:18
4	2:38	14	1:56	25	1:18	35	0:45	46	0:15
5	2:34	15	1:52	26	1:14	36	0:42	47	0:11
6	2:30	16	1:48	27	1:10	37	0:38	48	0:08
7	2:26	17	1:44	28	1:06	38	0:34	49	0:04
8	2:22	18	1:42	29	1:03	39	0:30	50	0:00
9	2:18	19	1:38	30	1:00	40	0:27	That's it! He can't beat the count.	
10	2:14	20	1:34	31	0:56	41	0:24		
11	2:12	21	1:30	32	0:51	42	0:21		

NOTE: Stoppage means any type: KO, TKO, Injury, Disqualification

Title Bout II Foul Tables

Random Selection	Type of Referee	Modifier Applied to All Checks	Number of Points Tolerated Before the Referee issues a Penalty	Referee will Disqualify if a RN falls within the range:
1-12	Very Lenient	-3	Allows 5 Fouls. Penalty on the 6 th Foul.	78-80
13-20	Lenient	-2	Allows 4 Fouls. Penalty on the 5 th Foul.	75-80
21-65	Normal	0	Allows 3 Fouls. Penalty on the 4 th Foul.	72-80
66-80	Strict	+2	Allows 2 Fouls. Penalty on the 3 rd Foul.	70-80

FOUL TABLE						
A	B	C	D	E	RESULT	SPECIAL
1-66	1-64	1-62	1-60	1-62	The Referee CAUTIONS the fighters to "Keep it clean!" No warning.	After 3 Warnings, add +5 to the Result Check (EX: 60 becomes 64)
67-76	65-75	63-74	61-73	63-72	The Referee stops the action and issues a stern WARNING! (Track these)	
77-80	76-80	75-80	74-80	73-80	The Referee calls time and indicates to the judges TO DEDUCT A POINT	

ERA RULES
If the boxer who commits the foul has the Anger Trait, add +10 to the RN used.
If the fight takes place prior to 1945, subtract 10 from the RN being used.
If the fight takes place between 1946 and 1958, subtract 5 from the RN being used.

FOUL TYPE	
Determine Foul Type	
1-40	Low Blow (S) Rabbit Punch (B)
41-50	Head Butt (B and S)
51-60	Rabbit Punch (B) Rabbit Punch (S)
61-70	Using Elbow (B and S)
71-80	Hitting on Break (B and S)



Fighter's Reaction to Point Loss		
1-50	Shakes his head in disgust	No action
51-60	Complains that his opponent is head butting him!	No action
61-70	The fighter's corner screams at the referee	No action
71-75	Fighter and referee get into a brief but heated shouting match.	1-75 No action; 76-80 Ref takes away another POINT
76-80	Fighter moves toward the referee, but is restrained by his corner	1-78 No action; 79-80 Ref DISQUALIFIES the fighter!

NOTE: Both the Foul Type Table and the Fighter's Reaction Table are OPTIONAL! The Foul Type Table adds color to the game. The way a fighter reacts to losing a point, however, can have consequences from losing another point to being disqualified.

NOTE: On 71-75 and 76-80 a second Boxing Action Card must be selected for the decision to take away another point or to Disqualify the fighter.

Title Bout II Cuts and Swelling Tables

	TYPE AND LOCATION	DESCRIPTION	EFFECT ON RATINGS	ACC PTS
1-56	No cut or swelling occurs	None	None	0
57	MINOR cut on right cheek	Nuisance	None	1
58	MINOR cut on left cheek	Nuisance	None	1
59	Split Nostril	Nuisance	None	1
60	Torn Lip	Nuisance	None	1
61	MINOR cut high on the forehead	Nuisance	None	1
62	MAJOR cut high on the forehead	Impairs vision	-1 CF from punch	2
63	MAJOR cut high on the forehead	Impairs vision	-1 CF unintentional butt	2
64	Cut inside the mouth	Swallows blood	-1 END per round	1
65	MINOR swelling under LEFT EYE	Vision blurring	+1 to Cut Rating	1
66	MINOR swelling under RIGHT EYE	Vision blurring	+1 to Cut Rating	1
67	MINOR cut under LEFT EYE	Minor annoyance	None	1
68	MINOR cut under RIGHT EYE	Minor annoyance	None	1
69	MAJOR swelling under LEFT EYE	Badly restricts vision	+2 DEF; -2 PL	2
70	MAJOR swelling under RIGHT EYE	Badly restricts vision	+2 DEF; -2 PL	2
71	MAJOR cut under LEFT EYE	Creates bad impression	+1 to OPPONENT'S CF	2
72	MAJOR cut under RIGHT EYE	Creates bad impression	+1 to OPPONENT'S CF	2
73	MINOR swelling over RIGHT EYE	Partially reduces vision	+2 to DEF	3
74	MINOR swelling over LEFT EYE	Partially reduces vision	+2 to DEF	3
75	MINOR cut over LEFT EYE	Trickles into eye	+2 DEF; -2 PL	3
76	MINOR cut over RIGHT EYE	Trickles into eye	+2 DEF; -2 PL	3
77	MAJOR swelling over LEFT EYE	Eye starts to close	-1 CF; +2 DEF; -2 PL	3
78	MAJOR swelling over RIGHT EYE	Eye starts to close	-1 CF; +2 DEF; -2 PL	3
79	MAJOR cut over RIGHT EYE	Vision greatly impaired	-1 CF; +2 DEF; -2 PL	4
80	MAJOR cut over LEFT EYE	Vision greatly impaired	-1 CF; +2 DEF; -2 PL	4
ACCUMULATED CUTS AND SWELLING POINTS				
10-15 Cut Points	Strict and Normal judges stop the bout and call for the Ringside Doctor			
16-20 Cut Points	Strict, Normal, & Lenient judges stop the bout and call for the Ringside Doctor			
21+ Cut Points	Both the Referee & all Ringside Doctors agree, and the bout is stopped. It's a loss by TKO			



Title Bout II Corner Men, Referees, and Doctors Tables

REFEREE TABLE					
Random	Referee Type	RN	Ref decides to:	RN	Ref decides to:
1-16	Strict	1-14	Summons Doctor	15-20	Allows the fight to continue
17-56	Normal	1-10	Summons Doctor	11-20	Allows the fight to continue
57-68	Lenient	1-7	Summons Doctor	8-20	Allows the fight to continue
69-80	Very Lenient	1-5	Summons Doctor	6-20	Allows the fight to continue



DOCTOR TABLE					
Random Choice	Doctor's Reputation	Allows Bout Continues	Allows One More Round	Stops the Bout	Note: "Allows one more round" means when the next round is over, it's stopped and scored at that point.
1-20	Cautious	1-8	9-13	14-20	
21-70	Balanced	1-11	12-16	17-20	
71-80	Permissive	1-15	16-18	19-20	

CORNER MEN TABLE							
Result of Corner Work	Points Deduction	Excellent	Very Good	Good	Average	Poor	Note: Points Deduction is subtracted from Accumulated Points. Seven accumulated Cuts and or Swelling points, a -3 Corner Work results in 4 Accumulated Points.
Major Reduction of Cuts and/or Swelling	-3	1-6	1-5	1-4	1-3	1-2	
Good Reduction of Cuts and/or Swelling	-2	7-26	6-23	5-20	4-17	3-14	
Average Reduction of Cuts and/or Swelling	-1	27-69	24-64	21-61	18-58	15-55	
No Reduction of Cuts and/or Swelling	0	70-79	65-78	62-77	59-76	56-75	
Corner WORSENS Cuts and/or Swelling	+1	80	79-80	78-80	77-80	76-80	

DEALING WITH UNINTENTIONAL AND INTENTIONAL HEAD BUTT (OR OTHER INJURY)	
UNINTENTIONAL HEADBUTT	INTENTIONAL HEADBUTT
If the fighter <i>cannot continue</i> :	If the fighter <i>cannot continue</i> :
1. No point deduction	The offending fighter is Disqualified; his opponent wins by DQ
2. Prior to the start of the 5 th Round: Technical Draw	If the bout <i>continues</i> and is LATER STOPPED due to the same butt, it's a Technical Decision for the winner as determined by the scorecards.
3. After the start of the 5 th Round: Technical Decision to the winner as determined by the scorecards.	If the bout continues and is LATER STOPPED, the fight goes to the scorecards. If the scorecards are even, the bout is a NO CONTEST
4. After the start of the 5 th Round: Score all rounds, even partials.	

Title Bout II Card Deck Holding Area

**FIGHTING OUT OF THE BLUE
CORNER**



DISCARD PILE

**FIGHTING OUT OF THE RED
CORNER**



BOXING ACTION CARDS

