Legends of Boxing
Condensed Instructions

"NOW ENTERING THE RING..."

Determine Fighter's Initial CTN Ratings
1. Identify the **CON** rating for each fighter (vs. P or T).
2. Use the **Matchup Chart** to cross reference the **RED** fighter's **CON** rating with the **BLUE** fighter's **CON** rating.
3. The result is the **RED** & **BLUE** **CTN** values to start the fight.
4. Write the values in the **CTN** column on the scoresheet for round one.

Determine the Initial Mode for Each Fighter
1. Start a fighter in their most common **Mode**, otherwise roll a d20 to determine their starting **Mode**.
2. After writing the **Mode** on the scoresheet (E, I, O, P), note any adjustments to the **CTN** and **DEF** values in the **Adv CTN** and **DEF** columns for round one.

"THERE'S THE BELL TO START THE ROUND..."

To resolve the action a segment, begin by rolling roll all 5 dice...

1. **Determine if a boxer has control (d20's)**
   Each fighter is trying to roll his **CTN** or better; if both fighters succeed, then one fighter must exceed his **CTN** by more than the other in order to take control. If it's a tie, it's the same as no control for either fighter.

2a. **If a fighter has control, perform opponent DEF check (d6) then use percentile dice (d10's) to determine result**
   If d6 is less than or equal to defending fighters **DEF** rating use "**-**" column of the controlling fighter's **Mode Card**; otherwise, use "**+**".

2b. **If neither fighter has control, use percentile dice to determine result from Split Results Table**

See below for special results, and keep an eye on possible fight stoppages due to TKO points, Cut Points, or Foul Points. Record results on scoresheet, and repeat the process for each segment until the end of the round.

"HE COUNTERS!!"

C The defender gets a counterattack in the same segment; roll the percentile dice on the "**+**" column of the opponents **Mode Card**. Do not make a defense check.

"OH!!! WHAT A PUNCH!"

In addition to the 1 or 2 point punch, there is a cut chance. Using the **WIL and CUT Checks Chart**, roll against the defenders **CUT** rating. If the check fails (lower than the target number), then roll the percentile dice on the **Cut Chart**. Update the **Cut Points** section of the scoresheet for the cut fighter.

K# If the attacker's current **POW** rating is less than the K number, then score it as a 2-point punch, otherwise there is a chance of a knockdown; roll the percentile dice on the **Knockdown Checks vs CHN Rating Chart** using the defenders current **CHN** rating. Possible results are a 2/3/4-pt punch or a knockdown (6-pt punch).

After a **3-pt punch**, the attacker rolls on his current Mode card in the following segment. Also roll for the opposing fighters defense.

After a **4-pt punch**, the attacker rolls (modified by his FIN rating) on the **Finisher Chart** in the following segment.

ADVANCED Conditional CTN Adjustment after a 4-pt punch.
Increase **CTN** +1 and decrease **CHN** -1 for the remainder of the current round. **CTN**s should not be modified above 15 or below 6.

Note that the effects of any 3 or 4-point punches caused by a Finisher roll are carried over to following segments, unless a knockdown occurs.

"DOWN GOES FRAZIER!!"
If there is a knockdown, then the downed fighter must pass a **WIL** check using the **WIL and CUT Checks Chart** in order to beat the count and regain his feet.

After a **KD or 6-pt punch**, the **defender's** CHN and WIL are both reduced by one for the remainder of the fight, and the **attacker** gets an automatic roll (modified by his **FIN** rating) on the **Finisher Chart** in the following **two** segments.

ADVANCED Conditional CTN Adjustment after a Knockdown.
Increase **CTN** +1 and decrease opponent's **CTN** -1, effective until the next round. **CTN**s should not be modified above 15 or below 6.

"THE REF MAY STOP THIS SOON..."

Normal TKO: When **TKO Points** recorded against a fighter are equal to or greater than his **TKO** rating, the fight is stopped when the following conditions are **both** true:
1. The fighter lost the previous round by 4 or more points.
2. The fighter is trailing by 6 or more points in the current round.

Single Round TKO: The fight is stopped when a fighter suffers **TKO Points** equal to half of his **TKO** rating (rounded up).

TKO on Cuts: The fight is stopped when a fighter accrues 5 **Cut Points** in one of the three categories or 9 **Cut Points** overall.

"AND THIS ONE WILL END BY A KNOCKOUT!"

To determine the time of stoppage after a KO or TKO
1. Take the time of the current segment.
2. Roll a d20 and add that many seconds; for KO's, add an additional 10 seconds for the count.
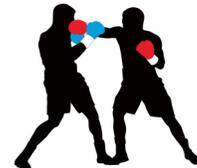
"THE BOXERS RETURN TO THEIR CORNERS..."

TKO Points & Ratings Adjustments
1. Convert each fighters Punch Points (adding Foul Points to Punch Points if fouls occured) into **TKO Points** using the **TKO Points Table** and update the scoresheet.
2. Adjust each fighters **END** rating according to the cost on the **Mode Card** plus **TKO Points** scored against and update score sheet for the next round.

   Once **END** reaches 0, apply modifiers per the **Fatigue Chart**.
   NOTE: Ratings cannot be modified below 1.

Scoring
Score each round using the **Scoring Chart**, making deductions for fouls as needed. Foul point accumulation rules:

   5 Foul Points: Deduct 1 point from the fighter's score for the round in which he accumulated 5 Foul Points.
   8 Foul Points: Another 1 point deduction, same as above.
   10 Foul Points: Fighter disqualified.

Mode Changes
1. If a fighter lost the round (total points), or if a fighter used **Elusive** or **Pressure** mode (whether he won or lost the round), check for a **Mode** change for the next round.
2. If a fighter needs to go all-out in the final round, select the fighters most aggressive **Mode** (P, I, O, E).
3. If using the **Mode Card** advanced rules, note any temporary adjustments to the fighter's **DEF** or **CTN** ratings on the scoresheet for the next round. **CTN**s should not be modified above 15 or below 6.