

All-Star Replay Vol. III, No. 4

The Fistic Scene

Role Playing with “Title Bout”: Part I

by Jim Trunzo

There can be no doubt that role playing games are certainly the rage these days. With just a roll of the old percentile dice, you can be walking down the streets of Tombstone, with your hand wrapped around a Colt Peacemaker, or you can be moving stealthily down some dark corridor with your sword drawn, thirsting for the blood of some vile Orcs. Nice, vicarious heroic adventures! But what if your tastes run more to hitting a homerun than to hitting an Ogre? Or facing a Major League pitcher instead of facing Doc Holliday? For every fantasy fanatic who dreams of combat and conquest, there is a sports nut who sees himself scoring the winning touchdown or hitting a 20 foot jump shot at the buzzer to pull the game out for his team. I'm sure that most of you reading this article have visualized landing a left hook right on the button and becoming heavyweight champion (or at least flyweight!) of the world. Well, if this sounds like you, the fantasize no longer... step into the ring with role playing TITLE BOUT!

As with any role playing game, the first step is to generate your character, in this case, the fighter whose persona you will assume. You may name this, as yet, faceless boxer anything you wish, but hey, don't be embarrassed, this is going to be you, right? So go on, use your name. Next, using percentile dice or a spinner or any method you choose that can provide you with from 1 to 100 numbers at random and obtain a result (sometimes two) from each of the areas found under CHARACTER GENERATION. These ratings will be the attributes with which you (or your boxer) will begin his career and hopefully, the ascent up the ratings ladder to a championship crown!

CHARACTER GENERATION

Determining a Fighter's Style

Obtain a random number and apply it to Table I to determine if your character's style will be that of a boxer, slugger, or a combination of both.

Control Factor

The control factor incorporates many aspects of a fighter's make-up. Probably, it can best be described as a fighter's overall ring generalship. To Table II, apply two separate random numbers to determine your character's control factors against, first, a boxer and second, a slugger (or puncher).

Hitting Power/Killer Instinct

The categories are, for the most part, self-explanatory. Hitting Power is that pure power that allows a fighter to take out his opponent with one or two good shots. Killer Instinct determines a fighter's ability to finish off an opponent once he has him hurt.

Apply 2 separate random numbers to Table III to arrive at your character's Hitting Power and Killer Instinct. SPECIAL: When determining Hitting Power, add 10 to your random number if your fighter's style is a Boxer. Subtract 10 from the random number if your fighter's style is a Puncher.

Knockdown Rating (1)/Knockout Rating

The knockdown rating 1 (KDR 1) dictates how well a fighter takes a solid shot. The lower the number, the harder it is to knock this fighter off his feet. The higher the number, the easier the fighter goes down. The Knockout number obviously indicates the fighter's susceptibility to being stopped, knocked out cold. Again, the lower the number the better the rating. Apply two numbers to the Table IV.

Knockdown Rating 2

This rating reflects a fighter's ability to recover from a knockdown that doesn't knock him out. Some fighters completely lose it once they've been knocked off their feet. Others shrug off the effects quickly. Apply one random number to the Table V.

Cutting Others/Getting Cut

This category reflects the fighter's susceptibility to cuts (CH) and his ability to cut an opponent. Some fighters punch with a twist which has the effect of breaking open an opponent's skin. Others don't. Likewise, some fighters, due to bone structure, etc., have a tendency to cut easily. Apply two random numbers to Table VI making sure to check the correct columns for the appropriate ratings. (check CO first and CH second).

Technical Knockout Rating

A tko is scored when a fighter takes too much punishment but is still standing. Therefore, a tko rating indicates how much punishment a fighter can take before being unable to defend himself. Apply a random number to Table VII.

Aggressiveness Rating

This attribute measures a fighter's willingness to force the action of the fight. It shows his desire to mix it up as opposed to coasting through the bout. Apply a random number to Table VIII below to determine your character's aggressiveness.

Endurance

Another category that is self-explanatory, endurance measures a fighter's lasting power. It incorporates a fighter's ability to pace himself over the course of a fight, and his stamina. In an abstract sense, it also takes into consideration how well a fighter trains for his fights, since training habits are reflected by a fighter's performance in the ring. To find your character's endurance rating, apply a random number to Table IX.

Defense

A good defensive fighter does more than just avoid punches. He maneuvers in such a way that he sets himself up for good counter-punching when the opportunity arises. He utilizes clinching ability to weather an opponent's offensive barrage. He uses the ring to his best advantage. To arrive at your character's defensive rating, apply a random number to Table X.

Punches Landed

The category of punches landed denotes the accuracy with which a fighter throws his punches. It also indicates that the punches land where they are supposed to land as opposed to a wild swinger who lands everywhere and anywhere. Apply a random number to Table XI to determine the fighter's accuracy range. (-10 from RN if fighter is a Boxer, +10 to RN if fighter is a Puncher.)

Punches Missed

This category is coupled with Punches Landed to establish the number range for punches missed. The wilder the puncher, the greater the chance of missing a punch. Conversely, the more accurate the puncher, the fewer the punches missed. To establish the punches missed range, use the following formula:

- a) find the last number of the punches landed range;
- b) the next number in sequence becomes the first number of the Punches Missed Range;
- c) make 60 the last number in the Punches Missed Range.

Example: If a fighter's accuracy range is 1-46, his punches missed range would be 47-60. If a fighter's accuracy range is 1-35, his punches missed range would be 36-60.

Clinching/Ring Movement

When a random number is applied to Table XII two numbers will be listed. The first number indicates the number to be added to the last number of the punches missed range. This will establish the clinching range of the fighter, clinching indicating the fighter's ability to tie up an opponent. The second number is then added to the last number of the newly established Clinching Range. This creates the Ring Movement Range, ring movement, of course, meaning the the ability to use movement to your offensive and defensive advantage. NOTE: When determining Clinching/Ring Movement, add 10 to your random number if your fighter's style is that of a boxer. Subtract 10 from the random number if your fighter's style is a Puncher.

Punches and Point Ranges

Table XIII will provide your character with the type of punches and their corresponding point ranges. While it will indicate which punches your fighter prefers to throw, more importantly, it will indicate how effectively a fighter scores with his punches. Table XIII consists of 5 separate tables, each with a random number range above it. The random number result which you obtain should be applied to the appropriate table and the information listed there, given to your character.

In Corners/On Ropes

This category indicates how well a fighter works off the ropes or when pinned in a corner. Apply a random number result to Table XIV to determine the rating.

Foul Rating

This category establishes the foul rating of a fighter. Fouls may be caused by dirty tactics or simply by awkwardness on the part of one or both fighters. To find your character's Foul Rating, apply a random number to Table XV.

After having obtained a result from each of these steps, your fighter will be ready for action and you can let your tiger loose whenever you see fit! Select any weight division you care to and make up any match you so desire. However, a good manager never over-matches his fighter. Unless you've generated a sure champion, it would be better to match him against opponents of his own caliber so that he can gain experience, improve his attributes, move up through the rankings in his division, and challenge for the crown! How does he accomplish these things you ask? What do you think **ROLE PLAYING WITH "TITLE BOUT"**: Part II is about?

(Next issue the Fistic Scene will present ways to rate your fighter's performance and earn Attribute Points which will improve your fighter's abilities. It will demonstrate how to set up matches, earn your fighter money, etc. In addition, tables will be provided that will allow random match-ups, injuries during training, and other various niceties that may be used with Role Playing Title Bout. ALSO look forward to an analysis and prediction as to the outcome of the upcoming HOLMES-COONEY fight, this time before the fight is fought!)

TABLE I	
RN	Style
01-35	Boxer (smooth puncher, good movement, usually accurate with blows)
36-70	Puncher (brawling type, relies more on outmuscling an opponent)
71-00	Boxer/Puncher (combination of both of the above)

TABLE II		
RN	Control Factor	Description
01-05	12	Excellent ring strategist
06-10	11	Very clever fighter who knows the ropes
11-30	10	Good solid professional; a contender
31-50	9	Finished fighter; always a threat
51-70	8	Average fighter; trial horse type
71-80	7	Over the hill or simply under experienced
81-00	6	A rank beginner or one who should retire

TABLE III		
RN	HP/KI	Description
01-10	10	Great knockout power/Dynamite finisher
11-20	9	Very hard hitter
21-30	8	Solid hitter/Takes it to a hurt opponent
31-60	7	Decent power/Good finisher
61-70	6	Average hitter at best/Decent finisher
71-80	5	Below average power/Lets opponent get away often
81-90	4	Powder Puff hitter/No real killer instinct
91-00	3	Can't hurt you

TABLE IV		
RN	KDR 1/ KOR	Description
01-02	10	Goes down and out if his opponent grazes him
03-04	9	Tastes the canvas often, usually for a 10 count
05-06	8	Your classic glass jaw/seldom regains his feet
07-15	7	Easy to knock down/easy to keep down
16-25	6	Takes a punch poorly/recovers poorly, if at all
26-50	5	Below average chin/good shot ends his evening
51-65	4	Average ability to take punch and stay conscious
66-80	3	Takes a good shot/Usually there at final bell
81-90	2	Takes an excellent shot/Hard man to keep down
91-00	1	Granite chin/Can't stop this man from getting up

TABLE V		
RN	KDR 2	Description
01-10	5	Might as well have stayed down first time!
11-20	4	Another good shot puts him away
21-30	3	Affected normal amount after knock down
31-60	2	Recovers well from a knockdown
61-90	1	Weathers a knockdown excellently
91-00	0	Will be as hard to knockdown as he was at first

TABLE VI			
RN	CO	CH	Description
01-02	10	1	Cuts others easily/Never bleeds
03-05	9	2	Razor blades for fists/Bleeds rarely
06-15	8	3	Breaks opponents up/Rarely cuts
16-30	7	4	Inflicts cuts easily/Can be cut
31-50	6	5	Known to cut opponents/suffers occasional cuts
51-70	5	6	Average ability to cut/Bleeds regularly
71-80	4	7	Not known as a cutter/Bleeds profusely
81-90	3	8	Never cuts opponent/Needs transfusions
91-95	2	9	Faints at sight of blood/Needs many transfusions
96-00	1	10	Couldn't cut an opponent with knife/Hemophiliac

TABLE VII		
RN	TKO	Description
01-10	1	Absorbs punishment like a sponge
11-30	2	Takes a lot of hurt before being stopped
31-60	3	Average amount of damage taken before defenseless
61-80	4	Tends to give up after a few rounds of punishment
81-00	5	Low threshold for pain

TABLE VIII		
RN	AGG	Description
01-10	10	Very aggressive. Constantly forcing action
11-20	9	Moves forward throughout fight, seeking action
21-30	8	Aggressive but controlled. Will go defensive at times
31-50	7	Can force action but usually chooses not to do so
51-71	6	Not very aggressive, content to counterpunch and move
72-80	5	Passive fighter in ring, waiting for opponent's moves
81-90	4	Usually on a bicycle, back-peddling around the ring
91-00	3	Track star who tires opponents by forcing them a chase!
Special: When determining the Aggressiveness Rating, add 10 to the RN result if your fighter's style is that of a boxer. Subtract 10 from the results of the RN if your fighter's style is that of a puncher.		

TABLE IX		
RN	END	Description
01-05	100	Excellent staying power, paces extremely well
06-10	95	Very strong finisher who knows how to ease up
11-20	90	Fights at peak or nearly so throughout fight
21-40	85	Good endurance; has tendency to tire in late rounds
41-60	80	Six to seven round fighter, the performance falls
61-80	75	Lacks average endurance and fails to pace well
81-90	70	Tires very easily and doesn't save anything for later
91-00	65	No stamina at all, nor sense of distance

TABLE X		
RN	Defense	Description
01-05	-6	Excellent in all areas of defense
06-10	-5	Excels at slipping and blocking punches
11-15	-4	Good defensive techniques; Seldom takes clean hit
16-25	-3	Strong defensive fighter
26-35	-2	Forces opponent to miss more than average
36-50	-1	Better than average defense
51-55	Even	Average defense
56-60	+1	Gets hit more than the average fighter
61-70	+2	Poor defensive techniques
71-80	+3	Tendency to lead with chin
81-90	+4	Takes 2 punches for every one he lands
91-95	+5	Thinks defense is Brooklynese for “de fence”
96-00	+6	Blocks punches with his face
Special: Subtract 10 from the RN result if your character’s style is that of a boxer. Add 10 to the RN result if your character’s style is that of a puncher.		

TABLE XI		
RN	Punches Landed	Description
01-05	1-46	A real sharpshooter; extremely accurate
06-10	1-45	Finds all openings and lands after finding
11-20	1-43	Very accurate, landing often
21-40	1-41	Good accuracy but will miss shots occasionally
41-60	1-39	Average accuracy at best
61-80	1-37	Misses as often as he hits, tends to swing wildly
81-90	1-35	Poor accuracy, telegraphs punches
91-00	1-33	Lands only by accident, not talent

TABLE XII			
RN	Clinching	Ring Movement	Description
01-05	12	6	Poor movement but great in clinches
06-15	11	7	No gazelle but can tie up opponent
16-45	10	8	Above average clincher/below average mover
46-75	9	9	Good at both clinching and moving
76-85	8	10	Best balance since edge goes to mover
86-95	7	11	Fluid movement but poor clincher
96-00	6	12	Dancing man but outmuscled in clinches
Example of usage: Assume that your character's punches missed range is from 47-60. Then you roll a 65 on the table above, resulting in a 9/9. First add the number before the slash to establish the Clinching range ($60+9 = 69$ thus the range is 61-69). Finally, add the second number to the clinching range to establish the movement range ($69+9 = 78$ thus the range is 70-78).			

TABLE XIII		
RN 01-20	3	2
Jab	1-9	10-11
Hook	12-29	30-34
Cross	35-52	53-57
Combo	58-71	72-74
Uppercut	75-79	80
RN 21-40	3	2
Jab	1-11	12-27
Hook	28-35	36-47
Cross	48-52	53-60
Combo	61-65	66-73
Uppercut	74-76	77-80
RN 41-60	3	2
Jab	1-5	6-13
Hook	14-21	22-33
Cross	34-41	42-53
Combo	54-61	62-73
Uppercut	74-76	77-80
RN 61-80	3	2
Jab	1-3	4-7
Hook	8-18	19-34
Cross	35-42	43-54
Combo	55-59	60-67
Uppercut	68-72	73-80
RN 81-00	3	2
Jab		1-16
Hook		17-32
Cross		33-48
Combo		49-64
Uppercut		65-80
SPECIAL: Subtract 10 from RN result if your fighter's style is that of a puncher; add 10 to the RN result if your fighter's style is that of a boxer.		

TABLE XIV		
RN	IC/OR	Description
01-20	0	Fighter knows exactly how to get off the ropes
21-40	1	Uses the ropes to his advantage
41-60	2	Average ability on ropes or in corner
61-80	3	In trouble if pinned against ropes or in corner
81-00	4	Sticks to ropes

TABLE XV		
RN	Foul Rating	Description
01-50	A	Good, clean fighter; polished in the ring
51-80	B	Will Foul occasionally, usually unintentionally
81-00	C	Either very dirty or very awkward!

Role Playing with “Title Bout”: Part II Continues on the Next Page

All-Star Replay Vol. IV, No. 2

The Fistic Scene

Role Playing with “Title Bout”: Part II

by Jim Trunzo

In Vol. III, No. 4 of THE FISTIC SCENE, readers were provided with a method for generating a fighter, presumably one who would represent the reader himself, to be used in the staging of bouts in conjunction with Avalon Hill's TITLE BOUT. This article is the companion piece and deals with gaining your fighter a ranking and eventually a shot at a division crown; and also it deals with character advancement or decline, depending upon his won-lost record. The first step, then, after generating your fighter is to get him into the top ten ratings. The procedure for doing so follows.

I. RANKING THE FIGHTERS IN THE GAME

Before your fighter can move up in the rankings there must be rankings in which to move up! Select the division in which your fighter will compete and establish rankings using whatever method you see fit. A quick and quite accurate way to set up ratings is by using the procedure listed below:

1. Arrange the fighters according to the boxer ratings.
2. Any fighters whose boxer ratings are equal are then ranked by combining the CF numbers, with the higher number receiving the higher rating.
3. Any fighters whose CF numbers are equal resort to the following formula to determine position in the ratings: $HP + PL - KD\ 1, - KD\ 2, \text{ and } - KO$. The high number receives the higher ranking.
4. If a tie still exists, the fighter with the better defense is given the higher rating.
5. Finally, if a fighter still is tied with another fighter, compare Endurance ratings to determine ranking, high number receiving high rating.

For example, the Top Five 1981 welterweights (actually the 1980 card set) would have been Duran, Leonard, Benitez, Hearnes, and Cuevas in that order. If you have that card set you will see that Duran's rating of 11 put him ahead of all the others, whose ratings were 10's. The remaining four fighters next compared CF's and Cuevas settled into 5th place since his CF numbers totaled only 19, compared to the other fighters' 20 CF numbers. That still left Hearns, Leonard, and Benitez tied, necessitating the use of Step 3. If you apply the formula to each of the three fighters, you should come up with 46 for Leonard, 43 for Benitez, and 41 for Hearns. Maybe the WBA and WBC should purchase the new TITLE BOUT cards and use this system. It's got to be as accurate as whatever method they use!

Once you have established the ratings for the fighters already included in the game, you are ready to find out where your fighter fits in.

II. ESTABLISHING YOUR FIGHTER'S RANKING

To do so requires two steps. First, you must determine his record. It is assumed that the fighter you have generated has completed his first year as a professional fighter. Obtain a random number (using a range of 1-100) and apply it to Table I to determine your fighter's record at the end of his first year of competition.

Next, obtain another random number, again using 1-100, and apply it to Table II to determine your ranking. NOTE: Your ranking will be in the bottom 10. You must also apply a modifier to your RN result based upon your record.

III. NEGOTIATING FOR A BOUT AGAINST A TOP TEN CONTENDER

You may "negotiate" for a bout against one of the contenders in the Top Ten whenever you choose. To do so, simply apply a RN (1-100) to Table III. If the RN falls within the stated range opposite the contender you wish to fight, he has agreed to meet you and the bout is set. If, however, the RN falls outside the range opposite the fighter you are in negotiations with, the fighter has refused to fight you (feeling that you aren't worthy of a shot at this time). If a top ten contender refuses to fight you, you must fight a bout against a fighter outside the top ten before negotiating again with a top ten fighter. FIGHTS AGAINST A BOXER WHO IS NOT RANKED IN THE TOP TEN ARE AUTOMATICALLY ARRANGED. Two modifiers are applied to the RN when "negotiating" with a top ten fighter:

1. Add -2 for victory you have gained prior to "negotiations".
2. Add or subtract the proper number from the RN according to the following table (based upon your current rank):

Modifier According to Rank	
Rank:	Modifier:
11 th	-5
12 th	-4
13 th	-3
14 th	-2
15 th	-1
16 th	0
17 th	+1
18 th	+2
19 th	+3
20 th	+4

IV. ADVANCING THROUGH THE RANKS

Your obvious objective is, of course, to move upward through the ranks and gain a title shot. However, to break into the top ten ratings, you must defeat a top ten fighter. This may take some time, though. While awaiting your big opportunity to pit yourself against a contender, you can still make progress by moving through the lower ranked fighters, who may still be ahead of you. To do so, follow the instructions of Tables IV and V.

There are several additional rules that apply here. First of all, you cannot advance above the number 11 spot. As mentioned before, you must defeat a fighter in the top ten to move into the top ten. Secondly, you can only drop into the last spot available. What that means is if you only have 15 fighters in your division, you can't be ranked lower than 15th.

When Fighting an Opponent in the Top Ten

Fighting an opponent in the Top Ten is handled differently than when fighting an opponent of a lesser caliber. As stated before, first of all the opponent must agree to fight you. Assuming that this is the case, the following procedure is used:

AFTER THE FIGHT IS OVER, crosscheck each fighter's pre-fight ranking against his opponent's pre-fight ranking. The result found by making the crosscheck dictates the fighter's rise or drop in the rankings. *Use the result before the slash if the fighter has scored a victory; use the result after the slash if the fighter has suffered a loss.* REMEMBER THIS PROCEDURE MUST BE DONE TWICE, ONCE FOR EACH FIGHTER!

An example using the Rankings Table would be as follows. Assume that the number 8 contender has negotiated for a fight with the number 4 contender and the fight is on. The number 8 contender upsets the number 4 ranked fighter. Using the Rankings Table and following the procedures correctly would yield the following results:

- A. The number 8 ranked fighter would move up to number 6 in the ratings;
- B. The number 4 ranked fighter would drop to number 7 in the ratings;

Had the number 4 fighter beaten the number 8 in the above situation, the results would have been:

- A. The number 8 ranked fighter would have dropped to number 9;
- B. The number 4 ranked fighter would have remained in the same position.

Once you have made the primary changes in the rankings (those changes involving the two contestants in the fight just completed), all other fighters in the rankings should be adjusted, moving either up or down, as logic dictates. (The "*" after the 11 on the Rankings Table means the 11th ranked fighter and down, by the way!)

V. “NEGOTIATING” AFTER BREAKING INTO THE TOP TEN

Once you have gained a spot in the Top Ten rankings it is much easier to get a fight with other Top Ten contenders, though not automatic. To do so, apply a RN of 1-100 to Table VI cross checking your current ranking with that of the fighter with whom you are negotiating. If the RN falls within a range of 1 through the number indicated the match is set. If it falls outside the range, the fight falls through. (The assumption is that your would-be opponent feels that fighting you might jeopardize a title shot for him). In this case, you may still “negotiate” to fight someone else in the Top Ten, if you so choose, or you can “tune-up” on a lower echelon boxer. **YOU MAY NEVER “NEGOTIATE” WITH THE SAME FIGHTER TWICE IN A ROW!**

VI. “NEGOTIATING” FOR A CHAMPIONSHIP BOUT

Fighting the champion is what this racket is all about! To be able to negotiate for a championship bout, you must first make it into the top ten ratings. Once you have accomplished this, you may, at any time, negotiate with the management of the champion concerning a title bout against your fighter. To determine the success of your negotiations, apply a RN of 1-100 to Table VII. Each time you negotiate with the champion and negotiations “fail”, you must engage in a bout with another contender before trying once again to negotiate for a shot at the crown. When you do negotiate again, use the column with the heading “2nd” **IF YOU HAVE WON A FIGHT AGAINST A TOP TEN CONTENDER SINCE YOUR LAST ATTEMPT AT GETTING A TITLE SHOT.** If you haven’t won against a ranked contender, use column one. If your second attempt at negotiations fail, follow the same procedure as above. Then when negotiating for the third time and beyond, use the column headed “3rd”, assuming you have achieved a win over a top ten fighter during the interim. When “AUT” appears (automatic), it is assumed that this is a mandatory defense against the No. 1 contender.

VII. FIGHTER ADVANCEMENT

Like everyone else, a fighter can only go one of two ways. He either improves himself to the point where he is as good as he can possibly be, which hopefully translates into a championship reign, or deteriorates into a “trail horse”, used to give a promising young fighter an education and fatten his record. What follows, then is a system for advancement or regression to be used in conjunction with the fighter you have created. (Note: Regression or deterioration of skills is handled by simply showing no improvement over the attributes originally generated. Since only victories allow for improvement, a card that loses consistently is still a losing card, without modifying it in a downward fashion, which would simply make it even easier to beat.) The system for advancement is simple and similar to most basic role-playing games. Wins translate into a various amount of points and these points are used to improve one or more of the fighter’s attributes.

Earning “Advancement” Points

- A. A win over an opponent whose ranking is lower than yours equals +7 Points;
- B. A win over an opponent whose ranking is higher than yours equals +7 Points PLUS 3 points for each rank higher than yours. Example: Your 7th ranked fighter upsets the number 4 ranked fighter. He earns 16 points (7 for the win and 9 for the rankings)
- C. A loss against an opponent ranked beneath you equals -4 PLUS -2 for each rank lower than you. A loss against a 7th ranked fighter by, say, the No. 4 ranked fighter would cost that No. 4 man -10 points.
- D. A loss against an opponent ranked higher than you cost -4 points.

Improving Attributes Through “Advancement Points”

Once a fighter has earned “Advancement Points”, he may save them, use part of them or use all of them, as he sees fit. Different attributes require different amounts of points to improve. Also, a fighter’s style will affect the cost of attributes, in some cases. In Table VIII are the various attributes that can be improved and the cost in “advancement points” necessary for each.

Here are several factors to keep in mind when using character advancement.

- A. A fighter may quite possibly accumulate MINUS points and need several wins in a row to get him into the positive side again and begin improving his attributes.
- B. It is difficult to change the “style” of a fighter, though it may be done. To change a boxer, for example, into a slugger can be accomplished by putting all his attribute points towards the improvement of his HP. However, this will be a time consuming process and losses may prevent it from ever happening if his initial generation was weak to begin with.

Finally, the number in parentheses indicate the maximum a category can be either increased or decreased to. HP cannot go above 10, for example, A “B” indicates BOXER while an “S” indicates SLUGGER. *A fighter whose style is B/S should split the difference in point costs.*

Well, that completes the two part Role-Playing article. It should be emphasized, however, that although this article dealt with role-playing, much of it can be used in conjunction with the TITLE BOUT game as it stands! The various methods of “negotiating” matches and adjusting the various rankings according to fight results can easily and valuably be applied to TITLE BOUT, even if you are not into role-playing. Hopefully, then, this article contains something for all TITLE BOUT fans and will add still more color and realism to the game.

TABLE I	
RN	Record
01-05	10-0
06-10	9-0
11-20	8-0
21-30	7-0
31-40	6-0
41-70	5-0
71-00	4-0

TABLE II	
Ranking Table	
Modifier: -2 off your random number result for each victory you gained during your first year in the ring.	
RN	Rank
01-05	No. 11
06-10	No. 12
11-15	No. 13
16-25	No. 14
26-50	No. 15
51-60	No. 16
61-70	No. 17
71-80	No. 18
81-90	No. 19
91-00	No. 20
If there is another fighter already occupying your rating slot, drop him and all other fighters who follow him down one notch in the standings.	

TABLE III	
Negotiation Table	
Rank	RN
1	01-05
2	01-10
3	01-15
4	01-20
5	01-25
6	01-30
7	01-35
8	01-40
9	01-45
10	01-50
Example of “Negotiating” a Fight: You (or your fighter) are currently ranked number 13 in your chosen division, with a record of 6 wins 0 losses. You are in “negotiations” with the 8th ranked fighter in your division. Your RN after modification must fall within a range of 01-40. In this particular case, assume a RN of 54 results. Modify 54 by -12 (6 wins x (-2)). This leaves an RN of 42 which is further modified by your ranking, in this -3. Your final modified RN equals 39. Your bout with the number 8 fighter is set! It should be obvious that the better your record and ranking, the better your chances of gaining a fight against a top ten opponent. Thus, you might wish to fight a number of fights against fighters in the bottom ten to gain “experience” and fatten your record. And as you will see, winning bouts helps to develop your fighter and improve his individual categories (explained in “Character Advancement”).	

TABLE IV	
When Fighting an Opponent in the Bottom Ten	
A. Subtract your opponent's ranking from yours	
B. Apply the result to the table below	
Ranking Difference:	Effect on Rating
+9 or greater	Win-Advance 5 places in the ratings
	Lose-No change
+8	Win-Advance 5 places in the ratings
	Lose-No change
+6 or +7	Win-Advance 4 places in the ratings
	Lose-No change
+3, +4, or +5	Win-Advance 3 places in the ratings
	Lose-Drop one place in the ratings
+2	Win-Advance 2 places in the ratings
	Lose-Drop two places in the ratings
+1	Win-Advance 1 Place in the ratings
	Lose-Drop two places in the ratings
0 or -1	Win-No change
	Lose-Drop two places in the ratings
-2, -3, -4, or -5	Win-No change
	Lose-Drop three places in the ratings
-6, -7, -8, -9 and down	Win-No change
	Lose-Drop four places in the ratings

TABLE V

Rankings Table

Current Ranking	Opponent's Ranking											
		11*	10	9	8	7	6	5	4	3	2	1
	11*	-	10/-2	10/-2	9/-1	9/-1	8/NC	8/NC	7/NC	7/NC	6/NC	5/NC
	10	NC/13	-	9/12	9/12	8/11	8/11	7/11	7/11	6/NC	5/NC	4/NC
	9	NC/12	NC/11	-	8/11	8/11	7/10	7/10	6/10	5/NC	4/NC	3/NC
	8	NC/11	NC/11	NC/10	-	7/10	7/10	6/9	6/9	5/9	4/NC	3/NC
	7	NC/10	NC/10	NC/9	NC/9	-	6/9	5/9	5/9	4/8	4/NC	3/NC
	6	NC/10	NC/9	NC/9	NC/8	NC/8	-	5/8	4/7	4/7	3/NC	3/NC
	5	NC/10	NC/9	NC/8	NC/8	NC/7	NC/7	-	4/7	3/6	3/6	2/NC
	4	NC/9	NC/8	NC/7	NC/7	NC/6	NC/6	NC/5	-	3/5	2/5	2/NC
	3	NC/8	NC/7	NC/7	NC/6	NC/6	NC/5	NC/5	NC/5	-	2/4	1/NC
	2	NC/7	NC/6	NC/6	NC/5	NC/5	NC/5	NC/4	NC/4	NC/4	-	1/3
1	NC/6	NC/5	NC/5	NC/5	NC/4	NC/4	NC/4	NC/3	NC/3	NC/2	-	

(-) indicates the match-up is not possible

(-1), (-2) indicates that the fighter should be dropped that number in the rankings (for example, a fighter comes in the fight ranked 12th and earns a (-1). His new rank would be number 13.

NC indicates that No Change should be made in the fighter's ranking

7/10 the number before the slash indicates a fighter's new ranking if he has won the fight. The number after the slash indicates a fighter's new ranking if he has lost the fight.

TABLE VI										
Contender Versus Contender Table										
	Opponent's Ranking									
Rank	10	9	8	7	6	5	4	3	2	1
10	-	90	80	70	60	50	40	30	20	10
9	A	-	90	80	70	60	50	40	30	20
8	A	A	-	90	80	70	60	50	40	30
7	A	A	A	-	90	80	70	60	50	40
6	A	A	A	A	-	90	80	70	60	50
5	A	A	A	A	A	-	90	80	70	60
4	A	A	A	A	A	A	-	90	80	70
3	A	A	A	A	A	A	A	-	90	80
2	A	A	A	A	A	A	A	A	-	90
1	A	A	A	A	A	A	A	A	A	-
A = automatic										
Number indicates a range for successful negotiations (90 = 01-90)										
Example: Your current ranking is 7 and you “negotiate” with the number 4 ranked fighter in your division. By crosschecking ratings, you will see that there is a 01-70 chance of negotiations being successful.										

TABLE VII			
Championship Bout Table			
Rank	1st	2nd	3rd
1	01-60	01-80	Automatic
2	01-55	01-75	01-85
3	01-50	01-70	01-80
4	01-45	01-65	01-75
5	01-40	01-60	01-70
6	01-35	01-55	01-65
7	01-30	01-50	01-60
8	01-25	01-45	01-55
9	01-20	01-40	01-50
10	01-15	01-35	01-45

TABLE VIII		
Attribute	Cost	Improvement
Control Factor (12)	20 pts.	Up either side of the CF by +1
Hitting Power – B (10)	40 pts.	Up hitting power by +1
Hitting Power – S (10)	20 pts.	Up hitting power by +1
Punching Accuracy – B (46)	10 pts.	Up Punches Landed range by +1
Punching Accuracy – S (46)	20 pts.	Up Punches Landed range by +1
KDR 1 (1)	25 pts.	Lower KDR 1 by -1
KDR 2 (1)	15 pts.	Lower KDR 2 by -1
KOR (1)	30 pts.	Lower KOR by -1
Endurance (110)	10 pts.	Increase endurance by +5
Defense – B (-6)	20 pts.	Lower defense by -1
Defense – S (-6)	30 pts.	Lower defense by -1
Killer Instinct – B (10)	20 pts.	Increase KI by +1
Killer Instinct – S (10)	10 pts.	Increase KI by +1
Aggressiveness – B (10)	20 pts.	Increase aggressiveness by +1
Aggressiveness – S (10)	10 pts.	Increase aggressiveness by +1
TKO rating (0)	15 pts.	Lower TKO rating by -1
Hitting Value – B	10 pts.	Increase the 3 point range of any punch by +1
Hitting Value – S	5 pts.	Increase the 3 point range of any punch by +1