

How To Use This Chart

Whenever a fighter rolls his primary finisher, use this chart to determine if an immediate knockout might occur. The defender Rolls 2D6 and adds his current Endurance to the roll. Cross reference this number with the attacker's total primary damage roll to determine the result.

Damage Chart Definitions

--	Opponent Hit. No further damage sustained.
-1 DB	Opponent's Damage Bonus goes down 1 for the rest of the fight.
-1 Sk	Opponent's Soak goes down 1 for the rest of the fight.
-1 D	Opponent's Dexterity goes down 1 for the rest of the fight.
KO	Opponent knocked out. Match over.
KO+	Opponent knocked out. Match over. Roll for sustained injury.
KO*	Opponent knocked out. Match over. Roll for sustained injury and double the recovery time.
KO**	Opponent knocked out. Match over. Roll for sustained injury and triple the recovery time.
KO <i>inj</i>	Opponent knocked out. Match over. Roll for sustained injury and double the recovery time. Opponent also rolls on the permanent injury chart as well.
RIP	Set up funeral arrangements. Notify next of kin. This fighter will rise no more.