

CONTENDERS - SUMMARY

SCENE TYPES

CONNECTION

New CONNECTION
Visit CONNECTION
(CASH vs PAIN; HOPE+).

WORK

(PAIN vs CASH; CASH+)

TRAINING

(CASH; In-Ring TRAIT+)

PROMOTION

(Schedule a match)

THREAT

BRAWL (PAIN vs PAIN,
PAIN+ & REP+)
Threaten CONNECTION
(PAIN, HOPE, CASH;
Stipulation)

FIGHT

Box match.
(HOPE+, PAIN+, REP+).

MATCH SUMMARY

TACTICS

Punchers' choice (*aggressive*)

♥ **Hearts** - DOMINATE 1 - DAMAGE 5

Work off the jab (*balanced*)

♠ **Spades** - DOMINATE 3 - DAMAGE 3

Bob & weave (*defensive*)

♦ **Diamonds** - DOMINATE 5 - DAMAGE 1

Street style (*dirty tactics*)

♣ **Clubs** - DOMINATE 4 - DAMAGE 4

DAMAGE SUCCESSES

0 or less: Even, 0 VPs.

1-2: Marginal advantage, 1 VP.

3-4: Significant advantage, 2 VPs.

5+: KO or TKO, wins the match.

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|---|---|---|------------------|----|----|----|
| 1 | 2 | 3 | ROUND TRACKER | 4 | 5 | 6 |
| 7 | 8 | 9 | 10 | 11 | 12 | 13 |
| | | | | | | 14 |