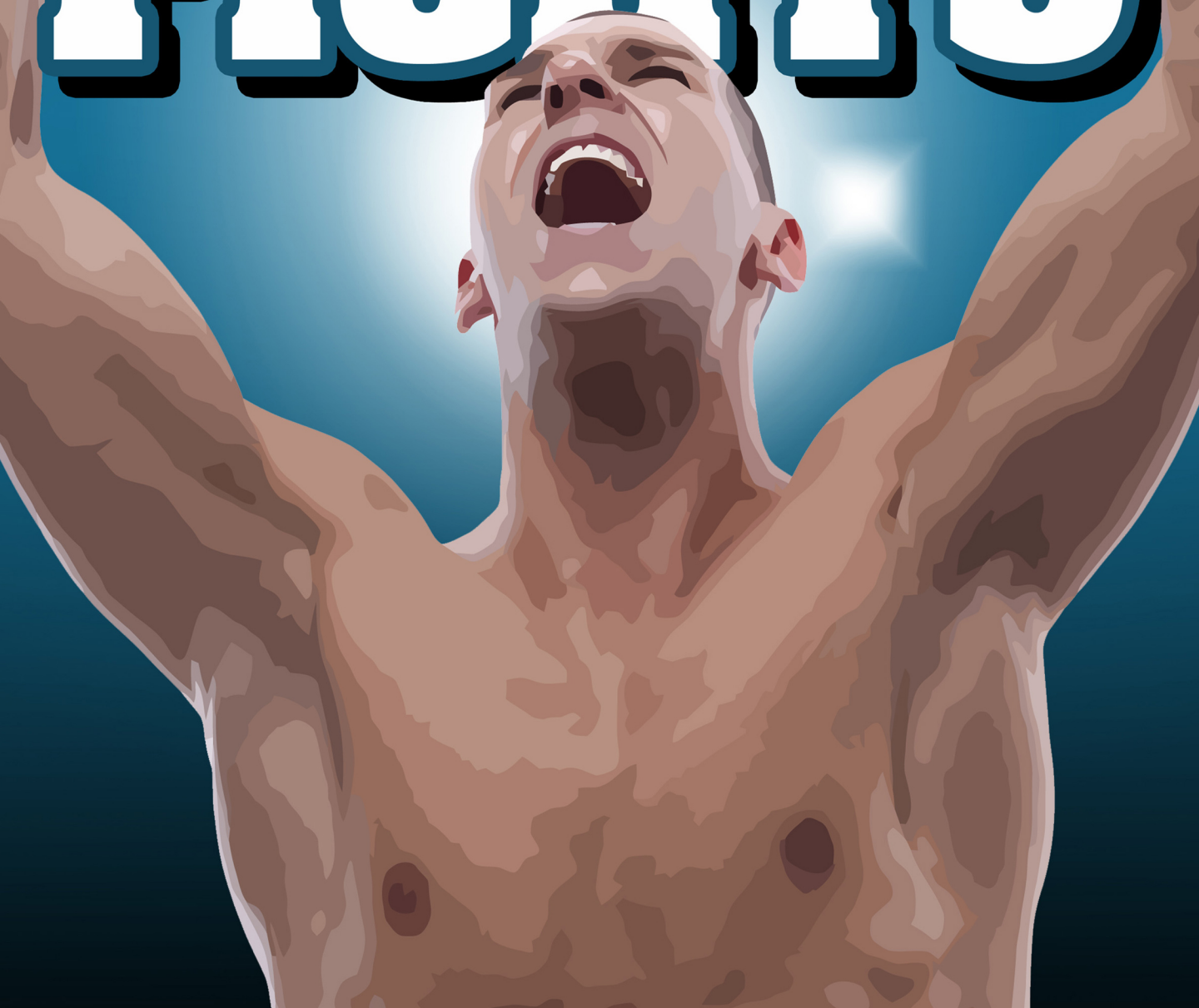


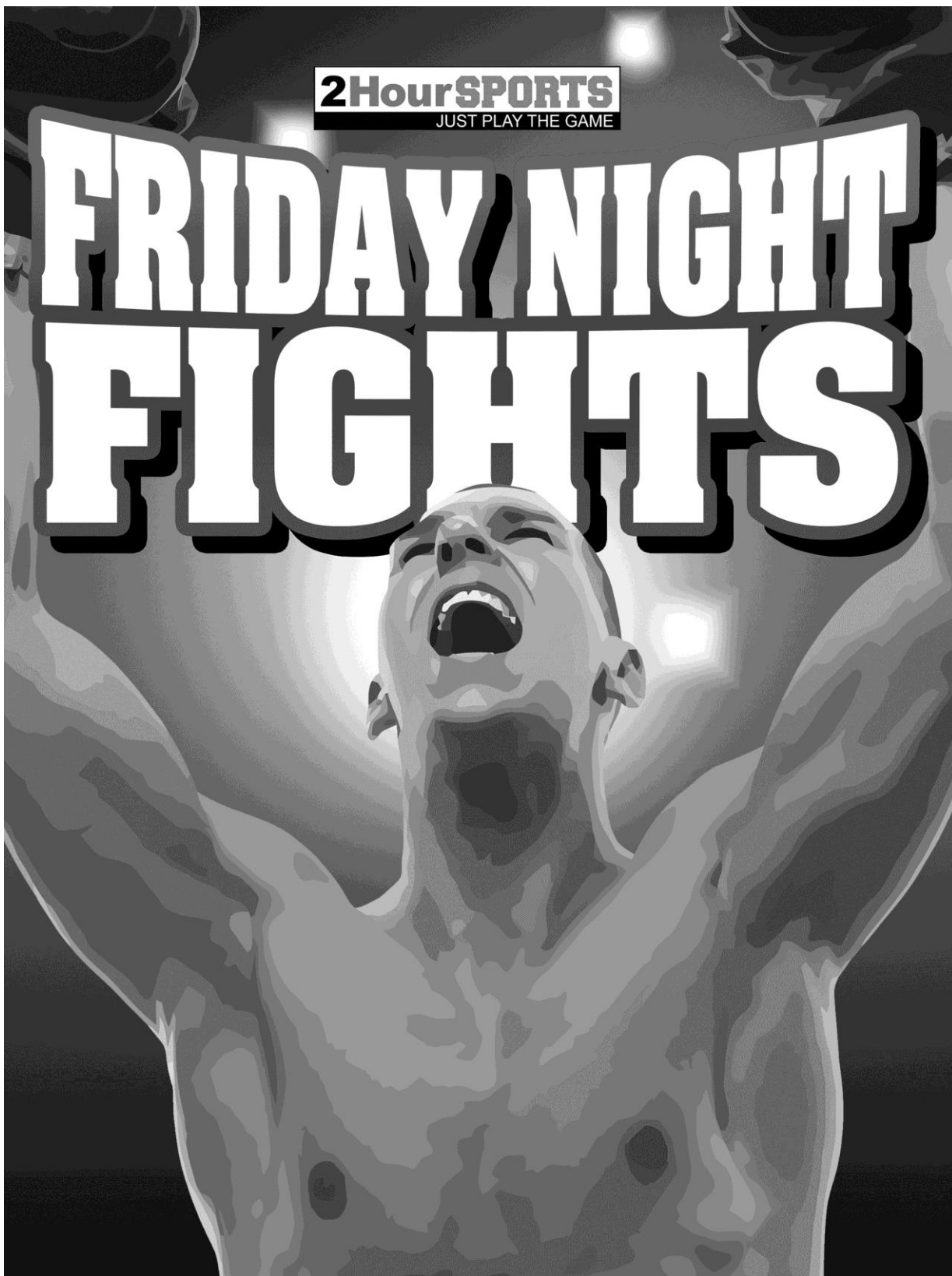
2HourSPORTS
JUST PLAY THE GAME

FRIDAY NIGHT FIGHTS



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FRIDAY NIGHT FIGHTS



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SPECIAL THANKS TO:

Paul Kime: For another great cover.

Sade: For great interior artwork. See more of her work on RPGNow.com.

Ken Hafer, Bob Minadeo and Ron Baddawg'Strickland:
For insisting that, *It's not just a gang warfare game."*

The THW Yahoo Group: For continued support and ideas. 5800 members and still growing!

And Lil...

FRIDAY NIGHT FIGHTS

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FRIDAY NIGHT FIGHTS 2ND EDITION

INTRODUCTION

Pugilism, Prize Fighting or the Sweet Science. Call it what you like, we call it Boxing. There's something pure about it, standing toe to toe and punching your opponent above the waist and to the front. Some call it the Dead Science with the deserved popularity of Mixed Martial Arts, but boxing can still be entertaining. With that in mind, welcome to ...

FRIDAY NIGHT FIGHTS

A twenty-foot square ring doesn't give you much room to move and definitely nowhere to hide. You can move around your opponent flicking jabs and dancing away. "rope a dope" and pick your spots firing punches and scoring points. All that skillful stuff, putting on a boxing clinic and looking pretty while you're doing it. Then ... **BOOM!** Your opponent throws a hook from downtown and "out go the lights!"

Friday Night Fights puts you in the ring with non-stop fast action unlike any other boxing game you've ever played. With *Friday Night Fights* you start from scratch and build your Fighter the way you want. Make him a "boxer", with quickness and speed, or a "slugger", with a devastating knock-out punch, it's up to you

Once you've created your Fighter it's time to start his climb up the ladder to success. You start out on the bottom fighting journeymen Fighters with bad records and limited abilities. Slowly you climb, honing your skills as you struggle to the top of the heap.

In *Friday Night Fights* you can play solo, against a host of pre-generated Fighters, create your own opponents or head-to-head against your friends. *Friday Night Fights* is great for pickup games or a career, where you track the fights of your Fighter as he goes up in rank.

As you learn the game you'll see each opponent is different and requires a different strategy. Do you go "all out" from round one or pace yourself for a long fight? And with the Non-Player Fighter mechanics you'll never know what he'll do next.

Do you have the heart of a Champion?

FRIDAY NIGHT FIGHTS FIGHT TO WIN!

WORD OF ADVICE

Be sure to read the rules one section at a time and follow the *stop box* at the end. If you have a question about the rules, just keep reading as the answer will be coming along shortly.

But if you can't find the answer just check out the Two Hour Wargames Yahoo Group link below for answers to questions and free downloads.

<http://games.groups.yahoo.com/group/twohourwargames/>

With over 5800 members you can expect a response within 24 hours.

Now let's get started.

NEEDED TO PLAY

You will need a few things to play *Friday Night Fights* (*FNF* for short). They are:

- Six-sided dice, also known as d6. It is best to have at least six of these per person and the more you have, the quicker games will play.
- The Fighter counters that we've included.
- The Ring, also included in the rules.
- A copy of the Score Card found in the rules.
- Pencil or pen to track the fight.

THE DICE

During the game you will be required to roll dice in a variety of ways. They are:

- Passing Dice.
- Counting Successes.
- Reading and Adding the Dice.
- Chance.

PASSING DICE

This way to use the dice is to roll a number of d6 and compare each die score individually to the *Target Number*. The Target Number can be *Stamina* (page 6) or something entirely different.

- If the score is *equal or less* than the Target Number the d6 has been *passed*.
- If the score is *higher* than the Target Number then the d6 has not been passed.
- You can pass 2, 1, or 0d6 when the dice are rolled in this manner.

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Example – Tony Gomes must roll 2d6 on the Recovery Table versus his Stamina Stat of 4. Tony rolls a 3 and 5. As the 3 is equal or less than the Target Number of 4, Tony has passed 1d6.

COUNTING SUCCESSES

Another way to use the dice is by rolling them and counting *successes*.

- A score of 1, 2, or 3 is a success.
- A score of 4, 5, or 6 is not.

Example – Both Fighters roll d6 equal to their Aggression and Boxing Stats when on the Stalking Table. Tony rolls 8d6 and scores a 1, 2, 2, 3, 3, 2, 5, and 6 for 6 successes.

His opponent rolls 5d6 and scores a 1, 2, 1, 4, and 5 for 3 successes.

READING AND ADDING THE DICE

And sometimes you simply read the result as rolled. When rolling 2d6 you add the scores together to get a total.

Example – On the Judges Scoring Table (page 16) I roll a 3 and a 6 for a total of 9.

CHANCE

When there is a chance of something occurring it means if the number in parenthesis is rolled the event has occurred.

Example - There is a chance (1 - 3) that the Fighter has the Boxer Style. I roll 1d6 and score a 3. The Fighter has the Boxer Style.

HOW MANY D6

How many d6 do you roll? This is found by looking in the upper left corner of each table. There will be a number that tells you how many d6 should be rolled. This will usually be 2 or 1. Roll that many d6.

Sometimes there will be a word, like Box. In these cases roll 1d6 for each point of whatever word. If an “X” appears that mean no d6 are rolled.

Example – Tony Gomes is on the Boxing Table. In the upper left corner is BOX (Boxing Stat) + QWIK (Quickness Stat). Tony has a current Boxing Stat of 4 and a Quickness of 3. Tony will roll 7d6.

FIGHTERS

When playing *Friday Night Fights* we need to keep track of the position of each Fighter in the ring. You can do this with miniatures, paper counters, or even coins. We’ve included some simple counters for your use.

STOP!

Friday Night Fights is played with d6. They are used in the following ways:

- Passing Dice. Rolling a number equal or lower than the Target Number. What is a Target Number?
- Counting Successes. Rolling the dice looking for a success, score of 1, 2 or 3.
- Reading and Adding the Dice. Rolling the dice and adding the results together.
- Chance. If the number in parenthesis is rolled the event has occurred.

The game is played with Fighters and we’ve included paper counters. These are used to track the location of each Fighter during the fight.

YOUR ROLE

You are a boxer trying to work your way up from obscurity to the number one ranking.

FIGHTER BASICS

Friday Night Fights revolves around two Fighters boxing in a ring for a number of rounds, consisting of two parts, “early in the round” and “late in the round”.

Players can build their Fighters (Stars) or use one of the 30+ pre-generated Fighters (Grunts) controlled by the game mechanics.

Whether a Star or Grunt all Fighters are defined in the following ways to make them unique.

FRIDAY NIGHT FIGHTS 2ND EDITION

DEFINING FIGHTERS

Fighters are defined in the following ways:

- Is it a Star or a Grunt?
- What is its Name?
- What Signatures does it have?
- What is its Boxing Stat?
- What is its Aggression Stat?
- What is its Quickness Stat?
- What is its Power Stat?
- What is its Stamina Stat?
- How many Boxing Dice does it have?
- How many Bonus Dice does it have?
- What is its Skill Level?

STARS AND GRUNTS

Friday Night Fights is played with two types of Fighters, Stars and Grunts.

STARS

These Fighters are you, the player. You make all the decisions for your Fighter during the match.

GRUNTS

These are Fighters controlled by the game mechanics and are referred to as Non-Player Fighters or NPFs. These are pre-generated opponents (page 14).

STAR ADVANTAGES

Being a Star in *Friday Night Fights* has two advantages over the Grunts. Let's go over each one in detail.

STAR POWER

The first advantage is Star Power. Star Power allows for your Stars to perform a little bit better than their Grunt counterparts. Here's how we do it:

- You get one Star Power d6 per point of Stamina.
- After every completed dice roll you have the option of using your Star Power dice, as many as you want to alter the result. You can even use them one at a time to affect a roll, see the result, then choose to use another.

LOOKING FOR SUCCESSES

One way to use the Star Power d6 is looking for successes as when rolling on the Stalking Table. Here's how we do it:

- Roll 1, 2 or 3 and it's a success.

- Roll a 4 or 5 and it's a failure.
- Roll a 6 and it's a failure *and* you lose it for the rest of the game.

PASSING DICE

The other way to use the Star Power d6 is rolling it to pass versus a Stat as when rolling on the KO Table (page 22). Here's how we do it:

- A score equal or less than the Stat passes.
- A score higher than the Stat does not pass.
- A score of "6" does not pass and the Star Power d6 is lost for the remainder of the match.

BONUS DICE

The second advantage concerns Bonus Dice. Stars can choose when and how many Bonus Dice (page 7) they can use while Grunts rely on rolling d6.

NAME

The name of your Fighter can be anything you want. A Fighter's name is used to designate who it is.

SIGNATURES

A Signature is a developed tendency or trait inherent in the Fighter that cannot be taught. Different Signatures are used on different Fight Tables. Fighters will have multiple Signatures. Here's how we do it:

- Stars will get two Signatures.
 - They must roll for the first one.
 - They can choose the second.
- Grunts will get two Signatures and must roll for each.
- Roll 1d6. This tells you which table to look on.
- Next roll 1d6. This tells you which Signature on that table you have gained.
- In addition some Fighters may have a Boxing Style (page 5) based on what is the first Signature rolled
 - **Brawler** - If the first Signature rolled is **Brawler** there is a chance (1 - 2) of having the **Sluggish Style** (page 5). The second Signature is automatically **Vicious**.
 - **Quick Reflexes** - If the first Signature rolled is **Quick Reflexes** there is a chance (1 - 2) of having the **Boxer Style** (page 5). The second Signature is automatically **Slippery**.
 - If the **Boxer Style** does not occur there is a chance (1 - 2) of having the **Swarmer Style** (page 5). The second Signature is automatically **Steady**.

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- If the Boxer or Swarmer Style does not occur there is a chance (1 - 2) of having the Boxer-Puncher Style (page 5). The second Signature is automatically Rage.
- **Rage** - If the first Signature rolled is *Rage* there is a chance (1 - 2) of having the Boxer-Puncher Style (page 5). The second Signature is automatically Quick Reflexes.
- **Slippery** – If the first Signature rolled is Slippery there is a chance (1 – 3) of having the Boxer Style (page 5). The second Signature is automatically Quick Reflexes.
- **Steady** - If the first Signature rolled is *Steady* there is a chance (1 - 2) of having the Swarmer Style (page 5). The second Signature is automatically Quick Reflexes.
- **Vicious** - If the first Signature rolled is *Vicious* there is a chance (1 - 2) of having the Slugger Style (page 5). The second Signature is automatically Brawler.

1/1	SIGNATURES
<i>(Read the result as rolled)</i>	

TABLE 1

#	SP	SIGNATURES
1	6	Choose: Pick any Signature you want.
2	6	Scary: Counts a +1d6 on the Stalking, Boxing and Taking Control Tables until the opponent wins on the Taking Control Table for the first time.
3	6	Fearless: Immune to Scary.
4	6	Strong Willed: Starts with 3 extra Bonus Dice.
5	5	Resolute: Never count less than 1 success on the Boxing and Taking Control Tables.
6	4	Charismatic: Starts each round with 2 points.

TABLE 2 OR 3

#	SP	SIGNATURES
1	4	Vicious: Counts a +2d6 on the Taking Control Table but only when in control.
2	4	Hard As Nails: Does not lose Stamina when roll 2d6 on the Recovery Table.
3	3	Lucky: Once during the fight may re-roll on the KO or Recovery Table.
4	3	Quick Reflexes: Counts a +1d6 on the Boxing Table.
5	3	Rage: Counts a +1d6 on the Stalking and Taking Control Table.
6	3	Resilient: Counts a +1d6 on the Recovery Table counting the best two results.

TABLE 4 OR 5

#	SP	SIGNATURES
1	2	Agile: Counts a +1d6 on the Stalking Table.
2	2	Slippery: Counts 1d6 when on the Taking Control Table but <i>only</i> when not in control.
3	2	Steady: Counts a +1d6 on the Stalking Table.
4	0	Brawler: Counts a +1d6 on the Taking Control Table but opponent counts a +1d6 on the Boxing Table.
5	-2	Glass Jaw: Opponent counts +1d6 on the KO Table.
6	-2	Shortsighted: Opponent counts +1d6 on the Stalking Table.

TABLE 6

#	SP	SIGNATURES
1	-2	Slow: Opponent counts +1d6 on the Stalking Table.
2	-3	Bleeder: Suffers a TKO result when pass 1d6 on the Recovery Table.
3	-3	Unlucky: If ahead in the fight (winning on rounds) will allow opponent to roll 3d6, on the KO Table, counting the best two results.
4	-3	Weak Willed: Starts with 3 less Bonus Dice.
5	-4	Slow to React: Opponent counts +1d6 on the Boxing and Taking Control Tables.
6	-6	Timid: Opponent counts +1d6 on the Stalking, Boxing and Taking Control Tables.

SIGNATURE POINTS

Each Signature is assigned a value called Signature Points. These come into play when calculating the Skill Level of the Fighter.

FRIDAY NIGHT FIGHTS 2ND EDITION

BOXING STYLES

Sometimes a Fighter will exhibit one of the four classic Boxing Styles. We've defined them and assigned Signature Packages to reflect each style.

As a Star you can choose a Boxing Style while a Grunt may adopt the style based on the first Signature it rolled.

The four classic Boxing Styles are:

SWARMER

Aggressive and relentless these unorthodox Fighters are the pure technical boxer's nightmare. Taking a good punch as well as giving one the Swarmer comes in close and fires punches in volleys. Once inside they foul up their opponent's ability to counterpunch and create distance between the Fighters. The constant pressure forces the opponent back and the Swarmer follows up. Fleet of foot and quick they wear down their opponents.

SP	SIGNATURES
3	Quick Reflexes: Counts a +1d6 on the Boxing Table.
2	Steady: Counts a +1d6 on the Stalking Table.
5	

SLUGGER

Sluggers are usually big and slow and rely on that one power punch to knock out their opponent. Sluggers can take lots of punishment and although they throw fewer punches the ones that land are devastating.

SP	SIGNATURES
0	Brawler: Counts a +1d6 on the Taking Control Table but opponent counts a +1d6 on the Boxing Table.
4	Vicious: Counts a +2d6 on the Taking Control Table but only if in control.
4	

BOXER

Masters of defense and offense the Boxer flits in and flits out punching from afar. Quick and mobile the Boxer does well overall.

SP	SIGNATURES
3	Quick Reflexes: Counts a +1d6 on the Boxing Table.
2	Slippery: Counts 1d6 when on the Taking Control Table but <i>only</i> when not in control.
5	

BOXER-PUNCHER

The Boxer-Puncher is a hybrid combining the technical skill of the Boxer with the punching power of a slugger. Well, almost and that is one reason why a Boxer-Puncher will stand toe to toe with a power puncher and often comes out on the short end.

SP	SIGNATURES
3	Quick Reflexes: Counts a +1d6 on the Boxing Table.
3	Rage: Counts a +1d6 on the Stalking and Taking Control Table.
6	

Example – I roll for the Signature of a Grunt Fighter. He scores a 4 then a 2 so has the Slippery Signature. He now has a chance (1-3) of having the Boxer Style. I roll 1d6 and score a 2. His next Signature is automatically Quick Reflexes listed under the Boxer Style. If I had rolled a 4, 5 or 6 he would have rolled his second Signature in the normal way.

STOP!

All Fighters are Stars or Grunts. What is the difference?

How is Star Power used?

Professions give your Fighter its first Signature.

All Signatures have a cost (Signature Points) that is added to the Fighters Base Skill Level.

Some Signatures give your opponent a +1d6 advantage.

FRIDAY NIGHT FIGHTS 2ND EDITION

STATS

Stats further define the Fighter. Stats reflect the Fighter's mental and physical abilities. Each is assigned a number with the higher the number the better the ability.

There are five Stats for each Fighter. Here they are:

- **Boxing (BOX)** – How skilled the boxer is in throwing punches and protecting himself. Fighter start each fight with Boxing Dice (page 7) equal to their Boxing Stat. The Boxing Stat is used on the Stalking, Boxing and Taking Control Tables. During the course of a fight Boxing Dice are removed from the Boxing Stat. These can be recovered during the fight.
- **Aggression (AGG)** - How aggressive the Fighter is in the ring. The Aggression Stat is used on the Stalking and Taking Control Table.
- **Quickness (QWIK)** – How quickly the Fighter moves about the ring. The Quickness Stat is used on the Boxing Table.
- **Power (POW)** – How hard the Fighter can punch. The Power Stat is used on the KO (Knockout) Table.
- **Stamina (STAM)** – How much damage the Fighter can take before quitting the fight. The Stamina Stat is used on the Recovery Table.

STARTING STATS

Players build their Fighters using Stats. Here's how we do it:

- Start with 15 points to spread over the 5 Stats.
- No Stat can be greater than 5.
- No Stat can be lower than 1.
- Females cannot start with Power over 3.
- Females cannot start with Quickness under 3.

I can have female Fighters? If you want to have female Fighters go right ahead.

DURING YOUR CAREER

There are two rules that concern Stats during your career. They are:

- 30 is the maximum combined total of Stats that a Fighter can have.
- 5 is the maximum the Stamina Stat can ever be.
- 7 is the maximum the other Stats can be.

FLUCTUATING STATS - GOING UP

Stats can go up and down during a Fighter's career. Here's how we do it:

- At the end of your third and *all* subsequent wins you have a chance to improve one Stat.
- Declare which Stat you wish to improve.
- Roll 1d6 and consult the Increase Stat Table.
- Count any applicable Circumstance.

1 INCREASE STAT TABLE	
<i>(Read the result as rolled)</i>	
CIRCUMSTANCE	MODIFIER
Won last fight on a Unanimous Decision or by Knock Out.	+1d6
SCORE	RESULT
Higher than Stat or a "6"	Increase the current Stat by one level.
Equal or less than Stat	Stat is not increased.

FLUCTUATING STATS - GOING DOWN

After *every* loss there is a chance that one Stat may drop down one level. This can be a reflection of injury, poor training, or even a temporary lack of desire. Here's how we do it:

- Roll 1d6 for each Stat.
- The high score is the Stat at risk. Re-roll any ties.
- Roll 1d6 and consult the Decrease Stat Table.
- Count any applicable Circumstance.
- If the Stat goes down do not worry as you can always increase it with hard work.

1 DECREASE STAT TABLE	
<i>(Read the result as rolled)</i>	
CIRCUMSTANCE	MODIFIER
Lost last fight on a Unanimous Decision or by Knock Out.	+1d6
SCORE	RESULT
1	The Stat is reduced by one point if one or more "1" has been rolled..
2 to 6	Stat is not increased.

FRIDAY NIGHT FIGHTS 2ND EDITION

BOXING DICE

Boxing Dice is the number of d6 that a Fighter starts with when on the Stalking, Boxing, and Taking Control Tables. Here's how we do it:

- Fighters start with Boxing Dice equal to their Boxing Stat.
- They may lose Boxing Dice based on a result on a Fight Table.
- Lost Boxing Dice can be recovered when returning on the Stalking Table (page 20).

RECOVERING BOXING DICE

When returning to the Stalking Table the Fighter can recover lost Boxing Dice. Here's how we do it:

- **If starting the late part of the round** roll 1d6, for each missing Boxing Dice, versus the current Stamina Stat of the Fighter.
 - If the d6 is passed the Boxing Die is recovered.
 - If the d6 is not passed, the Boxing Die is not recovered.
- **At the end of the round** (returning to the Stalking Table for the second time) roll 2d6, for each missing Boxing Dice, versus the current Stamina Stat of the Fighter.
 - If at least 1d6 is passed the Boxing Die is recovered.
 - Otherwise it is not.

BONUS DICE

Bonus Dice are additional d6 that each Fighter receives prior to the start of each fight. Here's how we do it:

- Stars can choose to use them anytime during the fight.
- Grunts must roll all their current Bonus Dice *before* they roll on a table. Each table tells you the score needed to be rolled by the Bonus d6 to see if it is used that turn.

Example – Oscar Braun has 5 Bonus Dice. The fight has moved to the Taking Control Table. Oscar Braun is a Grunt so must roll all of them to see if he will use any of them. On the Taking Control Table the Target Number for using Bonus Dice is “1” or “2”. He rolls all five and scores a 1, 2, 4, 4, and 5. Oscar Braun will use 2 Bonus Dice this turn. He adds the 2d6 Bonus Dice to the 7d6 he would roll from his Boxing and Aggression Stats for a total of 9d6.

- Bonus Dice are rolled just like a Stat die on the appropriate table. This means it could be used to look for successes or against a Target Number.
- Once it is used it is discarded and not recovered.

Example – Oscar Braun uses the 2 Bonus Dice on the Taking Control Table. He rolls them looking for successes, a score of 1, 2 or 3. Later he rolls 3 Bonus Dice on the KO Table. He rolls them versus the Target Number of 2, his Power Stat. After each use he discards the Bonus Dice.

HOW MANY BONUS DICE

Each Fighter receives Bonus Dice equal to his Aggression Stat plus twice his Stamina Stat.

Example – Tony Gomes has an Aggression Stat of 5 and a Stamina Stat of 5. He starts each fight with 15 Bonus Dice.

REVEALING BONUS DICE

The number of Bonus Dice a Fighter will use at any given time can be strategic and critical. But when are they revealed? Here's how we do it:

- When playing solo against the game the player decides how many d6 he will use. The Grunt then rolls to see how many it will use.
- When playing head to head one player places a d6 on the table in front of him with the number of Bonus Dice he will use, face up so it can be read. Be sure to cover it from the other player. The other player then says how many Bonus Dice he will use and the hidden d6 is revealed.

PULLING OUT ALL THE STOPS

When a Grunt reaches the Boxing Table for the first time in the last round he will *pull out all the stops*. Here's how we do it:

- The Grunt reaches the Boxing Table for the first time in the last round.
- Substitute his Aggression Stat for the normal Target Number for using Bonus Dice.

Example – It is the last round and the Fighters have reached the Boxing Table for the first time. Instead of the normal Target Number of “1” for using Bonus Dice, Oscar Braun will use “3”, his Aggression Stat. He will use this new Target Number for the remainder of the fight.

FRIDAY NIGHT FIGHTS 2ND EDITION

DIG DEEP

If a Fighter has used all of its Bonus Dice it can choose to Dig Deep. Here's how we do it:

- It is the last round.
- The player is on the Taking Control or Recovery Table.
- The player declares he wants to Dig Deep.
- Reduce its Stamina by one level for the remainder of the fight.
- In return he receives 3 Bonus Dice that must be used immediately.
- The lost Stamina is recovered after the fight.
- Digging Deep can only be used once per fight.

Grunts can also Dig Deep. Here's how we do it:

- It is the last round.
- The Grunt is on the Taking Control or Recovery Table.
- The Grunt rolls 1d6 versus his Aggression Stat. If he passes 1d6 he Digs Deep.
- Reduce its Stamina by one level for the remainder of the fight.
- In return he receives 3 Bonus Dice that must be used immediately.
- The lost Stamina is recovered after the fight.
- Digging Deep can only be used once per fight.

Example – Oscar Braun is out of Bonus Dice. He is on the Taking Control Table and wants to Dig Deep. He rolls 1d6 and scores a 2 so does. Oscar Braun receives 3 Bonus Dice and rolls them normally. His Stamina is reduced to 3 from 4. After the fight ends his Stamina is returned to 4.

SKILL LEVEL

Now that you have built your Fighter we can determine its Skill Level. Skill Level, along with Fame (page 13), is used as part of a ranking system with a higher Skill Level considered better than a lower Skill Level. Here's how we do it:

- Add the first four Stats together.
- Multiply this total by the Stamina of the Fighter. This is the Base Skill Level of the Fighter.
- Add any Signatures Points (SP) to this total.
- The total is the Fighter's Skill Level. This can go up or down between fights.

Example – Oscar Braun has a Boxing of 3, Aggression of 3, Quickness of 2 and Power of 1. Added together this is a total of 9. His Stamina is 5 so this gives him a Base Skill Level of 45 (9 x 5).

Oscar Braun has the Rage (3 SP) and Slow (-2 SP) Signatures so add 1 to the Base Skill Level for a Skill Level of 46.

STOP!

There are five Stats that make up your Fighter. Boxing, Aggression and Quickness are used by rolling successes (page 2).

Power and Stamina are used as Target Numbers (page 1).

If you win a fight your Stats can improve but the Stamina Stat cannot exceed 5.

If you lose your Stats can go down.

Boxing Dice are lost as the Fighters move from table to table but can be recovered when returning to the Stalking Table.

Each Fighter receives Bonus Dice equal to their Aggression plus twice their Stamina.

Adding your 5 Stats and Signature Points gives your Fighter its Skill Level. Skill Level is used to determine your opponents.

FRIDAY NIGHT FIGHTS 2ND EDITION

THE RING

Friday Night Fights uses a boxing ring to track the position of each Fighter during the game. Where the Fighter is in the ring is important at all times. Being backed up against the ropes or trapped in a corner allows the opponent to gain an advantage. Let's go into more detail on the ring.

INITIAL PLACEMENT

At the start of every round and after the referee steps in and breaks up the Fighters, place the Fighters facing each other in the center of the ring. Place them almost in contact.

MOVING IN THE RING

Fighters will always be in one of three locations in the ring. As the Fighter's positions change, due to a result on a Fight Table, move the Fighters accordingly. The three positions in the ring are:

- **Center of the ring** – The Fighters are placed as previously explained.
- **On the ropes** - The Fighter that has been backed *onto the ropes* is placed on the edge closest to the player with its back touching the ropes. The opposing Fighter is placed in front of the Fighter, almost in contact. *As long as the Fighter is against the ropes his opponent counts a +1d6 when rolling on the Boxing and Taking Control Tables.*
- **In the corner** - The Fighter that has been backed *into the corner* is placed in one of the corners on the edge closest to the player with its back touching the corner post. The opposing Fighter is placed in front of the Fighter, almost in contact. *As long as the Fighter is in the corner his opponent counts a +2d6 when rolling on the Taking Control Table.*

THE FIGHT TABLES

There are five Fight Tables used in *Friday Night Fights*. Fighters are directed from table to table during the fight using different Stats on each table. They are:

STALKING TABLE

The fight begins with both Fighters on the Stalking Table. This represents the Fighters feeling each other out and looking for openings in their opponent's defense.

The Boxing and Aggression Stats are used on the Stalking Table.

From the Stalking Table the Fighters will go to the Boxing Table or remain on the Stalking Table.

Returning to the Stalking Table the first time ends the first half of the round while returning for a second time ends the round.

BOXING TABLE

The Boxing Table represents the Fighters actually throwing punches trying to gain an advantage.

The Boxing and Quickness Stats are used on the Boxing Table.

From the Boxing Table the Fighters will go to the Taking Control Table, return to the Stalking Table, or stay on the Boxing Table.

TAKING CONTROL TABLE

The Taking Control Table represents one Fighter having taken control of the fight and can potentially cause injury to its opponent.

The Boxing and Aggression Stats are used on the Taking Control Table.

From the Taking Control Table the Fighters will go to the KO Table, Boxing Table, return to the Stalking Table, or stay on the Taking Control Table.

KO TABLE

The KO Table represents a Fighter landing solid, damaging, punches to its opponent.

The Power Stat is used on the KO Table.

From the KO Table the Fighters will go to the Recovery Table, return to the Taking Control Table, or go to the Stalking Table.

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RECOVERY TABLE

The Recovery Table represents what happens when the Fighter has been knocked to the canvas and how he responds.

The Stamina Stat is used on the Recovery Table.

From the Recovery Table the Fighters will return to the Stalking Table or the Fighter loses the fight, by KO (actual knockout) or TKO (technical knockout where Fighter has suffered enough damage that the referee decides the fight must be stopped).

EXPLAINING THE FIGHT TABLES

There are some modifiers and entries on the Fight Tables that need to be explained. These are in addition to Signature modifiers. They are:

- Corner.
- Covering Up.
- Head Hunting.
- Injury.
- Ropes.
- Zero Boxing Dice.

Let's go over each in more detail.

CORNER

When a boxer is directed to the corner he is placed in the corner and his opponent counts +2d6 on the next Fight Table.

Example – Tony Gomes scores 1 success more on the Taking Control Table and forces his opponent into the corner. The next time he rolls on the Taking Control Table he counts +2d6

COVERING UP

Covering up represents the Fighter going purely defensive. This is *usually* when his opponent will be rolling significantly more d6 on the upcoming Fight Table. Here's how we do it:

- Before rolling on the Boxing or Taking Control Tables the player declares he is covering up.
- Grunts will cover up when their opponent will be rolling three or more d6 than the Grunt. This is determined after all Bonus Dice are allocated by both Fighters.

- When covering up the Fighter is allowed to count a result of "4" as a success.
- When covering up the Fighter cannot score more successes than its opponent regardless of the actual number of successes you may roll. Any result of scoring more successes is reduced to a "Same as opponent" result.

Example – I am playing a solo fight and Tony Gomes is rolling 8d6 on the Taking Control Table. His Grunt opponent will be rolling 6d6. I choose to use 3d6 Bonus Dice. This gives Tony 11d6. The Grunt rolls and will use 2d6 Bonus Dice for a total of 8d6. As Tony is rolling 3d6 more than the Grunt he automatically covers up.

The dice are rolled and Tony scores 1, 2, 3, 2, 2, 4, 4, 5, 6, 4, and a 5 for five successes. The Grunt scores 1, 2, 3, 3, 4, 4, 5, and 6 for six successes, more than Tony. But as the Grunt was covering up, the result is changed to scoring the same number of successes. The Fighters clinch and the referee returns them to the Stalking Table.

HEAD HUNTING

When a Fighter takes control by going to the Taking Control Table he can choose to Head Hunt, punch at the opponent's head. Here's how we do it:

- The Fighters are on the Taking Control Table.
- The Fighter has won on the previous table and is *in control*.
- A player can declare he is Head Hunting.
- A Grunt will roll 1d6 versus its Power. If passing 1d6 he will Head Hunt, if passing 0d6 he will not.
- The *opponent* being Head Hunted will count +2d6 on the Taking Control Table.
- The Fighter that successfully Head Hunted on the Taking Control Table will count +1d6 on the KO Table.

Example – Tony Gomes is in control on the Taking Control Table. He will be rolling 10d6. His opponent will be rolling 4d6. Tony declares he is head hunting and his opponent counts +2d6 so will roll 6d6.

Tony wins and the Fighters move to the KO Table. Tony now counts +1d6 and rolls 3d6 instead of 2d6 counting the best two results.

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INJURY

During the fight, on the Taking Control Table, it's possible that a Fighter can get injured. Here's how we do it:

- If the winning Fighter scored 2 successes or more than the losing Fighter he may have injured the loser.
- Roll 1d6 for each additional success scored.
- Count the number of successes, scores of 1, 2 and 3.
- Consult the Injury Table and immediately apply the results.
- Fighters automatically recover from any injuries before their next bout.

X	INJURY
<i>(Looking for successes)</i>	

CIRCUMSTANCE	MODIFIER
Each success more rolled than opponent	+1d6

# SUCCESSSES	INJURY
5+	Head Injury
4	Body Injury
3	Cut
2	Swelling
1	No injury possible.

Example – Tony wins on the Taking Control Table and scores 3 successes more than his opponent. He immediately rolls the 3 additional successes and scores a 1, 2, and 5. He has two successes and his opponent has a swollen eye.

Let's go into detail of each injury.

BODY INJURY

The Fighter has an injury to the body.

- Stamina Stat immediately reduced by one level for remainder of the match.
- Power Stat immediately reduced by one level for the remainder of the match.
- Multiple body injuries can occur and penalties stack.

HEAD INJURY

The Fighter has received an injury to the head.

- Stamina immediately reduced by one level for the remainder of the match.
- Boxing Dice reduced by one for the remainder of the match.
- Multiple head injuries can occur and penalties stack.

CUT

The Fighter has suffered a significant laceration to the face.

- Boxing Dice immediately reduced by one level for the remainder of the *round*.
- Cuts can occur multiple times during the fight and penalties stack. This means if you have previously had a cut and receive a second one later during the fight the Boxing Dice is immediately reduced by two levels for the remainder of the round.

SWELLING

The Fighter has suffered significant damage to the area of the head or face that inhibits its ability to see.

- Boxing Dice immediately reduced by one for the remainder of the match.
- Swollen Eyes can occur multiple times during the fight and penalties stack.

ROPES

When a boxer is directed to the ropes he is placed on the ropes and his opponent counts +1d6 on the next Fight Table.

Example – Tony Gomes scores 2 successes more on the Boxing Table and forces his opponent onto the ropes. The next time he rolls on the Taking Control Table he counts +1d6.

ZERO BOXING DICE

During the fight Fighters may be directed to lose 1d6 Boxing Dice. Here's how we do it:

- The number of Boxing Dice a Fighter has at the start of the fight is equal to its Boxing Stat.
- The Fighter loses on a Fight Table and is directed to -1d6 Boxing Dice.
- When the Fighter reaches zero Boxing Dice his opponent will count +1d6 when rolling on the Boxing or Taking Control Fight Tables.

FRIDAY NIGHT FIGHTS 2ND EDITION

HOW THE GAME PLAYS

In *Friday Night Fights* boxing matches will last *three, five, ten or twelve rounds*, usually reserved for championship bouts. Each round follows a strict sequence.

ROUND SEQUENCE

Each fight will last a limited number of rounds. Each round consists of two parts; early in the round and late in the round. When both parts are completed the round ends. Each round uses the following sequence:

- The round starts with the Fighters in the center of the ring.
- Fighters roll on the Stalking Table.
- Bonus Dice are allowed.
- If directed to stay on the Stalking Table the early part of the round is complete.
- If directed to move to the Boxing Table the Fighters will do so.
- The Fighters continue to move from Fight Table to Fight Table, changing positions in the ring when called upon, until they return to the Stalking Table.
- Returning to the Stalking Table for the first time completes the early part of the round. Fighters now roll 1d6 versus their Stamina to recover Boxing Dice (page 7). They roll for each Boxing Die they are missing.

Example – Oscar Braun has returned to the Stalking Table for the first time. He is missing 2d6 Boxing Dice so rolls 1d6 for each one versus his Stamina of 5. He scores a 3 and 6 so recovers 1 Boxing Die.

- Returning to the Stalking Table for the second time ends the round. Fighters now roll 2d6 versus their Stamina to recover Boxing Dice (page 7). They roll for each Boxing Die they are missing.

Example – Oscar Braun has returned to the Stalking Table for the second time, ending the round. He is missing 2d6 Boxing Dice so rolls 2d6 for each one versus his Stamina of 5. He scores a 3 and 6 so recovers 1 Boxing Die. He then scores a 2 and 3 so recovers another Boxing Die.

- The sequence is followed until all rounds are completed, one Fighter is Knocked Out or the referee stops the fight.

STOP!

The Fighters move about the Ring directed by the Fight Tables. Fighters can be in the center of the Ring, on the ropes, or in the corner. When the Fighter is back on the ropes or in the corner, its opponent gains extra dice.

Fighting is done by rolling a Stat driven number of d6 and comparing how successful each Fighter is.

Fighters can *cover up*, count a result of “4” as a success, but cannot win on the table.

Head Hunting on the Taking Control Table gives your opponent a +2d6 bonus but if you win you get a +1d6 bonus on the KO Table.

There are two parts to each round, the early portion and the later portion. Returning to the Stalking Table signifies the end of a portion with the second time back signifying the end of the round.

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FAME

It's all about the Fame baby. When you first start out you have a Fame of zero. The better you do in the Ring the higher your Fame grows. And Fame determines who you fight. Here's how we do it:

- Roll 1d6 and read the result as rolled.
- Modify the score by any applicable Circumstance.
- Consult the Next Fight Table.
- If more than one Fighter qualifies roll 1d6 for each Fighter with the highest result being your next fight.

1	NEXT FIGHT <i>(Read the result as rolled)</i>
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CIRCUMSTANCE	MODIFIER
Won last fight on a Unanimous Decision or by Knock Out.	+1

#	OPPONENT SKILL LEVEL
1	Fighter with equal Fame or if needed, the closest Fighter with higher or lower Fame.
2	Fighter with equal Fame or if needed, the closest Fighter with higher or lower Fame.
3	Fighter with one Fame point higher or if needed, the next closest Fighter with the higher Fame.
4	Fighter with one Fame point higher or if needed, the next closest Fighter with the higher Fame.
5	Fighter with two Fame points higher or if needed, the next closest Fighter, at least two Fame points higher.
6	Fighter with two Fame points higher or if needed, the next closest Fighter, at least two Fame points higher.

Example – Edgar Garcia (Fame 7) needs a fight. He rolls on the Next Fight Table and scores a 2. He will fight the Fighter with equal Fame but as there isn't one he will fight the Fighter with the closest Fame. As there are six (four with more and two with less) he rolls randomly and settles on Billy Stewart.

Next fight, Edgar, now Fame 8, rolls for an opponent. He won the last fight by a KO so adds 1 to his roll. He scores a 5, modified to 6. His next opponent will be two Fame points higher. There are four possible opponents so rolling randomly he settles for Chuck Batone as his opponent.

REMATCHES

Whenever you fight someone and beat him you do not have to fight him again, but you can if you want to. However, if you lose to a Fighter but the fight goes the full distance you may fight him again. If you lost and he won on a Knockout or TKO you cannot have a rematch.

GAINING FAME

On the pre-generated Grunt Fighters Table you will see each Fighter's Fame. Remember, you start with zero but gaining Fame is easy. Here's how we do it:

- Beat someone with higher Fame and you gain Fame equal to ½ the difference between the two Fighters rounded up, but never less than one. *This means your first win is guaranteed to earn you at least 3 Fame points!*
- Beat someone that has Fame equal to you and you gain 1 point of Fame.
- Beat someone that has lower Fame than you and you gain zero Fame. But it does pad your record and can help you to increase your Stats.

LOSING FAME

Just like you gain Fame you can also lose Fame. Here's how we do it:

- Lose to someone that has higher Fame than you and you lose zero Fame. But it does make your record look bad and worse than that you could decrease your Stats.
- Lose to someone that has Fame equal to you and you lose 1 point of Fame.
- Lose to someone with lower Fame and you lose Fame equal to ½ the difference between the two Fighters rounded up, but never less than one.

GRUNT FIGHTERS

There are ten pre-generated Fighters ranked from one through ten and twenty-three unranked (NR) Fighters. You start at the bottom and fight your way to the top.

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GRUNT FIGHTERS

RANK	NAME	BOX	AGG	QWIK	POW	STAM	SIGNATURE	STYLE	SKILL LEVEL	FAME
1	Tyrell Biggs	6	6	5	5	5	Scary, Resolute	Varies	121	24
2	Jake Yates	5	6	4	5	5	Strong Willed, Steady	Varies	108	22
3	Thomas Allen	7	4	5	3	5	Resolute, Vicious	Varies	104	21
4	Mike Johnson	5	5	5	4	5	Rage, Quick Reflexes	Bxr Punch	101	20
5	Harry Heard	5	4	5	4	5	Slippery, Quick Reflexes	Boxer	95	19
6	Floyd Mayflower	6	4	5	2	5	Quick Reflexes, Steady	Swarmer	90	18
7	Joe Jellico	7	3	4	4	4	Fearless, Resolute	Varies	83	17
8	Armed Hassan	6	4	5	4	4	Vicious, Brawler	Slugger	80	16
9	Tony Gerardo	5	4	5	4	4	Resolute, Slippery	Varies	79	16
10	Tony Gomes	7	4	5	3	4	Agile, Brawler	Varies	78	16
NR	Phillip Canyon	6	5	5	2	4	Charismatic, Slippery	Varies	78	16
NR	Eduardo Diaz	5	3	3	5	4	Brawler, Vicious	Slugger	68	14
NR	Enrique Paz	5	4	4	2	4	Quick Reflexes, Slippery	Boxer	66	13
NR	Leon Chadwick	5	3	3	5	4	Bleeder, Resolute	Varies	66	13
NR	Ivan Veronkova	4	3	2	3	5	Resilient, Steady	Varies	65	13
NR	Buster Ford	4	3	4	3	4	Rage, Quick Reflexes	Bxr Punch	62	12
NR	Rock Hartmann	4	3	4	2	4	Steady, Quick Reflexes	Swarmer	57	11
NR	Tyrone Wilcox	4	4	3	3	4	Timid, Resolute	Varies	55	11
NR	Cedric Burns	5	6	3	3	3	Glass Jaw, Resolute	Varies	54	11
NR	Mike Golovich	4	6	4	2	3	Agile, Steady	Varies	52	10
NR	Oscar Braun	4	2	3	4	4	Weak Willed, Brawler	Varies	49	10
NR	Chuck Batone	5	3	3	2	4	Slow to React, Brawler	Varies	48	10
NR	Ernesto Gonzales	3	4	2	3	4	Slow, Slippery	Varies	48	10
NR	Mikhail Petrov	3	3	2	1	5	Brawler, Steady	Varies	47	9
NR	Francesco Freitas	5	2	5	2	3	Slippery, Quick Reflexes	Boxer	47	9
NR	Reggie Teems	3	2	2	1	5	Slippery, Quick Reflexes	Boxer	45	9
NR	Tim Withers	3	2	4	2	4	Glass Jaw, Brawler	Varies	42	8
NR	Stuart Smith	3	2	1	5	4	Bleeder, Brawler	Varies	41	8
NR	Tony Stewart	4	4	4	3	3	Slow to React, Brawler	Varies	41	8
NR	Hector Soto	4	3	4	4	3	Slow, Weak Willed	Varies	40	8
NR	Edgar Garcia	3	3	3	2	3	Steady, Quick Reflexes	Swarmer	38	7
NR	Lamar Hart	4	3	3	3	3	Unlucky, Weak Willed	Varies	33	6
NR	Jack Willingham	3	3	2	3	3	Shortsighted, Brawler	Varies	31	6

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THE SCORE CARD

After you have created your Fighters and are ready to fight you will need to compare them head to head. The way to do this is to fill out a Score Card (page 24). Take a look at it as we go over how to fill it out.

SPLITTING THE SCORE CARD

The Score Card is split into three areas. Going from left to right we have the information area for the 1st Fighter, the actual Score Card where the result of the rounds are scored, and the information area for the 2nd Fighter.

Let's start with how to fill out the Fighter information areas.

FIGHTER INFORMATION AREA

Here's how we do it:

- **FIGHTER** – Insert the name of the Fighter.
- **STALK** – Insert the Aggression Stat. This tells you how many d6 to use on the Stalking Table in addition to your current Boxing Dice.
- **BOX** – Insert the Quickness Stat. This tells you how many d6 to use on the Boxing Table in addition to your current Boxing Dice.
- **TC** – Insert the Aggression Stat. This tells you how many d6 to use on the Taking Control Table in addition to your current Boxing Dice.
- **KO** – Insert your Power Stat. This tells you the Target Number to use on the KO Table. Adjust it as needed during the fight.
- **REC** – Insert your Stamina Stat. This tells you the Target Number to use on the Recovery Table. Adjust it as needed during the fight.

Note that some Signatures are conditional (such as Slippery) so put a second entry in parenthesis signifying that. Others may give the opponent an advantage. Note that in the opposing Fighter's information area.

Continuing on...

- **BOXING DICE** – Insert the starting Boxing Dice for the Fighter and adjust accordingly during the fight.
- **BONUS** – Insert the starting Bonus Dice for the Fighter and adjust accordingly during the fight.

SCORE CARD

In this area, the actual Score Card is used to track the results of the rounds. Here's how we do it:

- Insert the name of the 1st Fighter in the upper Name box and the name of the 2nd Fighter in the lower Name Box.
- Insert how the round was scored for each Fighter in the appropriate numbered box.
- Use the Notes section as desired.

TRACKING THE FIGHT

Some of you may want to track the fight in more details. For those of you that do we have included an optional Score Card (page 24). This includes a Fight Tracker under a copy of the regular Score Card. If you want to use it, here's how we do it:

- Going from left to right.
- **RD** – Insert the round number.
- **TABLE** – Insert the Fight Table being used.
- **FIGHTER** – Insert the name of the Fighter. Insert the second in the colored rows and alternate them each turn.
- **BONUS** – Insert the number of Bonus Dice the Fighter will use this turn.
- **TOTAL** – Insert the total number of d6 to be rolled this turn.
- **SUCSESSES** – Insert the number of successes scored.
- **POINTS** – Insert the number of points scored from rolling on the table. Only one Fighter will score points.
- **ROPES** – Check this box if the Fighter is knocked onto the ropes.
- **CORNER** – Insert this box if the Fighter is backed into the corner.
- **BD +/-** – Note the number of Boxing Dice gained or loss this turn.
- **Notes** – Use this as desired.

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SCORING THE FIGHT

Here's what you need to know about each fight.

ROUNDS

Each fight consists of a number of *rounds*. In reality each round lasts three minutes. In the game this is broken down into two parts, *early in the round* and *late in the round*.

From the time you start the round by rolling on the Stalking Table until you return to the Stalking Table for the first time is considered to be *early in the round*.

From the time you return to the Stalking Table for the first time until you return to the Stalking Table for the second time is considered to be *late in the round*.

When the Fighters are returned to the Stalking Table for the second time the round has ended.

Your first five fights will be three rounds (called Smokers). After that fights will be ten rounds with a championship fight being twelve. Want something shorter? Five rounds is a good compromise.

HOW DO I WIN?

Fights are scored on a *Ten-Point Must System* that is supposed to determine the winner based on his ring generalship, effectiveness, and aggression. The Fighter with the higher number of points at the end of the fight is the winner. How does it work?

TEN-POINT MUST SYSTEM

The winner of the round receives ten points and the loser receives nine points. Here's how we do it:

- If a Fighter wins the round he gets 10 points and the loser gets 9 points.
- If a Fighter is knocked down he loses a point and the score would be 10 - 8.
- If each Fighter is knocked down they cancel each other out and the round is scored 10 - 9.
- A judge could score the round even and the score would be 10-10. See Judges Decision for more information.

HOW DO I WIN THE ROUND?

Fighters win the round by impressing the judges. Here's how we do it:

- To determine how well a Fighter is doing during the round add the points that he accumulates on

the Stalking, Boxing, Taking Control, and KO Tables.

Example – On the Boxing Table I score two more successes than my opponent. This means I have scored 2 points. Be sure to track the points as they are scored.

- Be sure to track the number of points each Fighter scores during the round because if neither Fighter is knocked down the judges will decide who wins the round.

JUDGES DECISION

If the round ends with no knockdowns, or the number of knockdowns is even, the judges will score the round as they desire. There are three judges and the table recreates the uncertainty that can occur. Here's how we do it:

- Determine how many points each Fighter scored.
- Consult the Judges Scoring Table.
- The Fighter with the higher point total is "H". If the points are even this is the 1st Fighter, the one at the top of the Score Card.
- The Fighter with the lower point total is "L". If the points are even this is the 2nd Fighter, the one at the bottom of the Score Card.
- Roll 2d6, add the scores together and go down the left hand column to the total rolled.
- Go across to the column that reflects the point difference.
- This tells you who won the round and how it was scored.

2 JUDGES SCORING

(2d6 added together)

#	0	1-5	6-10	11-19	20+
2	HU	HU	HU	HU8	HU8
3	HU	HU	HU	HU8	HU8
4	HS	HU	HU	HU	HU8
5	HS	HS	HU	HU	HU
6	E	HS	HS	HU	HU
7	E	HS	HS	HU	HU
8	E	E	HS	HU	HU
9	LS	E	HS	HU	HU
10	LS	E	E	HU	HU
11	LU	LS	E	HU	HU
12	LU	LS	LS	HU	HU

EXPLAINING THE JUDGES SCORING TABLE

Here's how to score the round from the Judges Scoring Table.

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- **E** = Round is scored 10 – 10.
- **HS** = *Split Decision* with the judges scoring the round differently. Round is scored 10 – 9 in favor of the higher point scoring Fighter.
- **HU** = *Unanimous Decision* with the judges scoring the round the same. Round is scored 10 – 9 in favor of the higher point scoring Fighter.
- **HU8** = *Unanimous Decision* with the judges scoring the round the same. Round is scored 10 – 8 in favor of the higher point scoring Fighter.
- **LS** = *Split Decision* with the judges scoring the round differently. Round is scored 10 – 9 in favor of the lower point scoring Fighter.
- **LU** = *Unanimous Decision* with the judges scoring the round the same. Round is scored 10 – 9 in favor of the lower point scoring Fighter.

SCORING THE ROUND

At the end of the match when a knockout has not been scored, add up the points. If the winner won *most* of his rounds by Unanimous Decision, the Fighter wins the fight by Unanimous Decision.

Otherwise, the Fighter wins by a Split Decision or if even on points and rounds, a Draw.

THAT'S ALL FOLKS!

You have learned all you need to know to play *Friday Night Fights* as a stand-alone, one off boxing game. But for those who want more we present the following rules.

STOP!

There are 33 pre-generated Fighters with Skill Levels ranging from 31 to 121.

The Score Card is used to gather information on both Fighters in one place and to track points earned during each round.

The Fight Tracker is optional and useful to those wishing to keep detailed records of a fight.

There are three, five, ten and twelve round fights with each round divided into two parts.

The Ten-Point Must System is used to score the fight.

The Judges Scoring Table is used to score a round when a knockdown has not occurred or if both Fighters have been knocked down during the round.

The best way to win the fight is to knockout your opponent. Letting the judges decide is to be avoided especially in close fights!

OPTIONAL RULES

Use any or all of the following rules whenever you want a change of pace.

TRAINING

There may be times when your next fight is against a very tough opponent. When this occurs you can decide to put in some extra time at the gym and train harder than normal. But here's the rub. If you decide to train so does your opponent. Here's how we do it:

- Pick one Stat that you want to increase. Grunts will choose their Stat at random.
- Next roll 1d6 versus the Stat. *If you roll higher than the Stat or a "6" you have passed 1d6. Note that this is the opposite of what you would normally do to pass the d6!*
- Next roll 1d6 versus the Stamina of the Fighter. *If you roll equal or less than the Stamina Stat you have passed 1d6.*
- Determine the number of d6 you have passed. Consult the Training Table and immediately carry out the results.
- Any increase or decrease in Stat level will only apply for the upcoming fight.

1/1

TRAINING

(Read the result as rolled.)

# D6 PASSED	INJURY
2	Increase the Stat by one point.
1	<p><i>Feel that twinge?</i> You can choose not to re-roll the test and the Stat remains the same. Or you can choose to re-roll the test. If you do:</p> <ul style="list-style-type: none"> • Treat any result of pass 1d6 as if passed 0d6. <p>Grunts will roll 1d6 versus their Aggression.</p> <ul style="list-style-type: none"> • If they pass 1d6 they will re-roll the test. • If they pass 0d6 they will not.
0	<i>You over trained!</i> Lower the Stat by one point for the upcoming fight.

FRIDAY NIGHT FIGHTS 2ND EDITION

Example – Tony has a Power Stat of 4 and wants to increase it by training.

He rolls 1d6 versus his Power Stat and scores a 5. As he has scored higher than his current Power Stat he passes 1d6.

He next rolls 1d6 versus his Stamina of 3 and scores a 2. As he has scored lower than his Stamina he has passed 1d6.

Combined he has passed 2d6 and his Power Stat will go up one level (5) temporarily for the next fight and return to normal (4) afterwards.

BACK ALLEY BRAWLING

In this version there is no set number of rounds and you keep fighting until someone gets knocked out. This is a great way to fight bare-knuckle bouts, fights between merchant seamen on leave, or if playing Pulp games.

HOGAN BETS

With this rule we introduce betting and managing Fighters. Hogan Bets is great for playing *Friday Night Fights* with multiple players. Here's how we do it.

- Each player starts with \$5,000.
- Each player builds three Fighters.
- The first Fighter built uses 17 Stat points.
- The second Fighter built uses 15 Stat points.
- The third Fighter built uses 13 Stat Points.
- Signatures are rolled for normally.
- Figure out each Fighter's Skill Level.
- After all Fighters are built each player rolls 1d6. High score goes first.
- The high scorer "puts up" one of his Fighters. He is in effect nominating this Fighter to fight any of the other player's Fighters.
- The high scorer then places a bet that his Fighter will win.
- Another player then "puts up" one of his Fighters. He may or may not be "as good" as the first Fighter.
- The other player then places a bet that his Fighter will win.
- Both players then look at the bets placed and if they both agree to the sums the fight happens.
- If one side or the other doesn't agree to the other player's bet he does not have to fight.
- In this case the opposing player can raise his bet to entice the other player to fight.
- If my Fighter wins I collect the money that the other player bet on his Fighter.

- If his Fighter wins he collects the money I placed on my Fighter.

SIDE BETS

During each fight other players can make similar side bets on the two Fighters that are fighting.

STRATEGY

A friend of mine introduced me to the term *dice and mice*. It's any game where all you do is roll dice and move things around. Not much thinking or strategy required, just throw dice. That usually applies to racing games but some can think it may apply here, that it's a dice fest and all you do is throw dice.

Don't let Friday Night Fights fool you.

Have that attitude and you'll be losing a lot more than winning. Sure, maybe when you're fighting the lower Skill Level Fighters you'll have some success but try it with a good Fighter and you're toast. *Friday Night Fights* has been play tested extensively. And from these play tests a bit of strategy has come about. Now you don't have to take our advice but don't say we didn't offer it.

THAT'S WHY IT'S CALLED BOXING

What's the most important Stat? Here's a hint. When you first start out increase your Boxing Stat. Boxing Dice are used on over half of the Fight Tables. Yes, it's great to have a high Power Stat but if you can't box, you may never gain control of the fight. And you can only get a KO chance on the Taking Control Table.

Aggression? That's your second best bet although some say it's better than Boxing.

BONUS DICE

This is where you, the player, figures into the game.

Each boxer has a set number of Bonus Dice that can be used during the fight. Deciding when to use or not to use Bonus Dice is critical.

A smart player will try and read when his opponent will use their Bonus Dice. When playing your friends think how much their personality will influence their Bonus Dice use. Are they risk-takers? They might just come out swinging, trying to overpower you by using all their dice early on. Or maybe they're conservative by nature and might try and conserve them for use later in the fight.

FRIDAY NIGHT FIGHTS 2ND EDITION

My advice, use them in twos and threes to make an impact on the fight. One at a time isn't usually enough to turn a fight your way. Too many at once and you may waste a few of them. And don't forget your Star Power dice, they can come in handy. They are the only way to influence a result on the Fight Table after the dice have been rolled.

COVERING UP

There may be times during the fight where you find yourself at a disadvantage when rolling dice. Maybe you've lost a few Boxing Dice or you're in the corner but in any case you're down dice. Remember that pride goes before the fall.

Cover up! Yes, you can only score a result of score the same number of successes as your opponent at best but it may just be enough to get you to back to the Stalking Table. And that's where you may recover all your Boxing Dice.

There have been times when I've been on the ropes losing on the Taking Control Table and down a few dice only to roll *hot dice* and score a KO. (Check it out on the Taking Control Table – loser passing 2d6 more). Oh yeah, that great come from behind KO that won the fight for me. How can I forget? Well, let me tell you something... fagetaboutit! It just doesn't happen that often and in *Friday Night Fights* a loss or two can send you spiraling down the ranks. It's a game of offense *and* defense. Cover up!

YOUR OWN STRATEGY

As you play the game more you'll develop your own strategy or strategies as different situations arise during the fight. Give it a try!

THE LAST WORD

Five years ago the original *Friday Night Fights* was well received. But as the number of Two Hour Wargames titles grew *FNF* received less and less publicity and fell to the way side. Years later with the publishing of *Larger Than Life* and most recently *5150 New Beginnings* there became a market for games within games. *Friday Night Fights* is one such game. It can be used as a diversion for your ongoing RPG characters, building the storyline while playing a fun game. It can even be used to supplement other non-THW games.

For example, you can take your *Long Rifle* character and enter him in a bare-knuckles brawling tournament or your Pulp/Victorian Sci-Fi detective in a fight club boxing

match, a la Sherlock Holmes, to gain some money or provide an evening's entertainment. An extreme example is the companion *Alien Fight Night* used with *5150 New Beginnings*.

But the main reason to play *Friday Night Fights* is it's a fun game that can be played with gamers and non-gamers alike. So however you use it...

Just play the game!

Ed Teixeira 8/2013

FRIDAY NIGHT FIGHTS – 2ND EDITION

BOX + AGG STALKING

(Looking for Successes)

Grunts use Bonus Dice on "1".

<i>SIGNATURE</i>	<i>MODIFIER</i>
AGILE	+1d6
RAGE	+1d6
SCARY	+1d6
SHORTSIGHTED – Opponent gains	+1d6

<i>SIGNATURE</i>	<i>MODIFIER</i>
SLOW – Opponent gains	+1d6
STEADY	+1d6
TIMID - Opponent gains	+1d6

<i># SUCCESSES</i>	<i>RESULT</i>
2+ more than opponent.	Winner scores one point and gains an advantage on the Boxing Table. <ul style="list-style-type: none"> Go to Boxing Table.
1 more than opponent.	No points scored. <ul style="list-style-type: none"> Go to the Boxing Table.
Same as opponent	No points scored. <ul style="list-style-type: none"> Immediately re-roll on Stalking Table. <i>Burn half of the round.</i>

BOX + QWIK BOXING

(Looking for Successes)

Grunts use Bonus Dice on "1".

<i>SIGNATURE</i>	<i>MODIFIER</i>
BRAWLER - Opponent gains	+1d6
QUICK REFLEXES	+1d6
RESOLUTE	Never count less than 1 success
SCARY	+1d6
SLOW TO REACT – Opponent gains	+1d6
TIMID - Opponent gains	+1d6

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
COVERING UP – Cannot win on this table but successes scored on "4" as well.	Special
COVERING UP GRUNT – If rolling 2d6 less will Cover Up.	Special
GAINED THE ADVANTAGE – From the Stalking Table.	+1d6
ROPES – Opponent on ropes.	+1d6
ZERO BOXING DICE – Opponent gains bonus on next roll.	+1d6

<i># SUCCESSES</i>	<i>RESULT</i>
2+ more than opponent.	Winner scores points equal to difference of successes. <ul style="list-style-type: none"> Loser backed onto ropes and -1d6 Boxing Dice. Go to Taking Control Table.
1 more than opponent.	Winner scores one point. <ul style="list-style-type: none"> Stay on Boxing Table.
Same as opponent	Fighters clinch and the referee steps in. <ul style="list-style-type: none"> Go to Stalking Table. <i>Burn half of the round. If 1st half of round, roll 1d6 vs. Stamina to recover Boxing Dice. If end of round roll 2d6 needing only to pass 1d6 to recover a Boxing Dice.</i>

FRIDAY NIGHT FIGHTS – 2ND EDITION

BOX + AGG TAKING CONTROL

(Looking for Successes)

Grunts use Bonus Dice on “1” or “2”.

Fighters may Dig Deep

SIGNATURE	MODIFIER
BRAWLER	+1d6
RAGE	+1d6
RESOLUTE	Never count less than 1 success
SCARY	+1d6
SLIPPERY – Only when not in control.	+1d6
SLOW TO REACT – Opponent gains	+1d6
TIMID - Opponent gains	+1d6
VICIOUS –If in control.	+2d6

CIRCUMSTANCE	MODIFIER
CORNER – Opponent in corner.	+2d6
COVERING UP – Cannot win on this table but successes scored on “4” as well.	Special
COVER UP GRUNT – If rolling 2d6 less will Cover Up.	Special
IN CONTROL AND HEAD HUNTING ⁽¹⁾ – Opponent gains.	+2d6
ROPES – Opponent on ropes.	+1d6
ZERO BOXING DICE – Opponent gains bonus on next roll.	+1d6

(1) In control Grunt rolls versus Power. If pass 1d6 then Head Hunt.

# SUCCESSES	WINNER ON PREVIOUS TABLE	LOSER ON PREVIOUS TABLE
2+ more than opponent.	<p>That’s Got to Hurt! Winner lands solid punch and scores points equal to difference of successes.</p> <ul style="list-style-type: none"> Roll #d6 on Injury Table equal to difference of successes. Loser -1d6 Boxing Dice. Go to KO Table. 	<p>Winner scores points equal to difference of successes.</p> <ul style="list-style-type: none"> <i>If was in corner</i>, spin loser around into corner and stay on Taking Control Table. <i>If was on ropes</i>, lands solid punch. Go to KO Table. <i>Otherwise</i> go to Boxing Table.
1 more than opponent.	<p>Winner scores one point.</p> <ul style="list-style-type: none"> <i>Loser already in corner</i> stays in corner. <i>Loser already on ropes</i> backed into corner. <i>Others</i> backed onto ropes. All losers -1d6 Boxing Dice. Stay on Taking Control Table. 	<p>Fighters clinch and the referee steps in.</p> <ul style="list-style-type: none"> Go to Stalking Table. <i>Burn half of the round. If 1st half of round, roll vs. Stamina to recover Boxing Dice. If end of round roll 2d6 needing only to pass 1d6 to recover a Boxing Dice.</i>
Same as opponent	<p>Fighters clinch and the referee breaks it up.</p> <ul style="list-style-type: none"> Go to Stalking Table. <i>Burn half of the round. If 1st half of round, roll vs. Stamina to recover Boxing Dice. If end of round roll 2d6 needing only to pass 1d6 to recover a Boxing Dice.</i> 	<p>Fighters clinch and the referee breaks it up.</p> <ul style="list-style-type: none"> Go to Stalking Table. <i>Burn half of the round. If 1st half of round, roll vs. Stamina to recover Boxing Dice. If end of round roll 2d6 needing only to pass 1d6 to recover a Boxing Dice.</i>

FRIDAY NIGHT FIGHTS – 2ND EDITION

X	INJURY <i>(Looking for successes)</i>
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<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
Each success more rolled than opponent	+1d6

<i>#</i> <i>SUCCESESSES</i>	<i>INJURY</i>
5+	Head Injury
4	Body Injury
3	Cut
2	Swelling

2	KO <i>(2d6 versus the Boxer's Power Stat)</i> <i>Grunts use Bonus Dice on "1", "2" or "3".</i>
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<i>SIGNATURE</i>	<i>MODIFIER</i>
GLASS JAW - Opponent gains	+1d6
LUCKY - Once during the fight may re-roll on the KO or Recovery Table.	Special
UNLUCKY - If ahead in the fight (winning on rounds) opponent gains.	+1d6

<i>CIRCUMSTANCE</i>	<i>MODIFIER</i>
HEAD HUNTED - On last table.	+1d6

<i># D6</i>	<i>RESULT</i>
PASSED	
2	Winner scores 10 points. <ul style="list-style-type: none"> • Loser knocked to the canvas. • Go to Recovery Table.
1	Winner scores 3 points. <ul style="list-style-type: none"> • <i>If loser is currently behind in this round by twenty or more points, loser must roll on the Recovery Table.</i> • <i>Otherwise</i> loser loses 1d6 Boxing Dice. Return to Taking Control Table.
0	Boxer holds on and referee breaks it up. <ul style="list-style-type: none"> • Go to Stalking Table. • <i>Burn half of the round. If 1st half of round, roll vs. Stamina to recover Boxing Dice. If end of round roll 2d6 needing only to pass 1d6 to recover a Boxing Dice.</i>

2	RECOVERY <i>(2d6 versus the Boxer's Stamina Stat)</i> <i>Fighters may Dig Deep</i> <i>Grunts use Bonus Dice on "1", "2" or "3".</i>
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<i>SIGNATURE</i>	<i>MODIFIER</i>
RESILIENT	+1d6
LUCKY - Once during the fight may re-roll on the KO or Recovery Table.	Special

<i># D6</i>	<i>RESULT</i>
PASSED	
2	<ul style="list-style-type: none"> • <i>Hard as Nails</i> recovers with no loss of Stamina. Go to Stalking Table. <i>Burn half of the round. If 1st half of round, roll vs. Stamina to recover Boxing Dice.</i> • Others recover and Stamina reduced by one level. Go to Stalking Table. <i>Burn half of the round. If 1st half of round, roll vs. Stamina to recover Boxing Dice. If end of round roll 2d6 needing only to pass 1d6 to recover a Boxing Dice.</i>
1	<ul style="list-style-type: none"> • <i>TKO if loser is currently behind in this round by twenty or more points.</i> • <i>Bleeder</i> suffers a TKO result. • <i>Otherwise</i> loser -1d6 Boxing Dice and Stamina reduced by one level. Go to Stalking Table. <i>Burn half of the round. If 1st half of round, roll vs. Stamina to recover Boxing Dice. If end of round roll 2d6 needing only to pass 1d6 to recover a Boxing Dice.</i>
0	All Knocked Out!

2	JUDGES SCORING <i>(2d6 added together)</i>
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<i>#</i>	<i>0</i>	<i>1-5</i>	<i>6-10</i>	<i>11-19</i>	<i>20+</i>
2	HU	HU	HU	HU8	HU8
3	HU	HU	HU	HU8	HU8
4	HS	HU	HU	HU	HU8
5	HS	HS	HU	HU	HU
6	E	HS	HS	HU	HU
7	E	HS	HS	HU	HU
8	E	E	HS	HU	HU
9	LS	E	HS	HU	HU
10	LS	E	E	HU	HU
11	LU	LS	E	HU	HU
12	LU	LS	LS	HU	HU

FRIDAY NIGHT FIGHTS – 2ND EDITION

<i>FIGHTER</i> _____					SCORE CARD										<i>FIGHTER</i> _____					
<i>STALK</i>	<i>BOX</i>	<i>TC</i>	<i>KO</i>	<i>REC</i>	<i>NAME</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>10</i>	<i>STALK</i>	<i>BOX</i>	<i>TC</i>	<i>KO</i>	<i>REC</i>
<i>BOXING DICE</i>		<i>BONUS</i>			<i>NAME</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>10</i>	<i>BOXING DICE</i>		<i>BONUS</i>		
					<i>NOTES</i>															

<i>FIGHTER</i> _____					SCORE CARD										<i>FIGHTER</i> _____					
<i>STALK</i>	<i>BOX</i>	<i>TC</i>	<i>KO</i>	<i>REC</i>	<i>NAME</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>10</i>	<i>STALK</i>	<i>BOX</i>	<i>TC</i>	<i>KO</i>	<i>REC</i>
<i>BOX DICE</i>		<i>BONUS</i>			<i>NAME</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>10</i>	<i>BOX DICE</i>		<i>BONUS</i>		
					<i>NOTES</i>															

<i>FIGHTER</i> _____					SCORE CARD										<i>FIGHTER</i> _____					
<i>STALK</i>	<i>BOX</i>	<i>TC</i>	<i>KO</i>	<i>REC</i>	<i>NAME</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>10</i>	<i>STALK</i>	<i>BOX</i>	<i>TC</i>	<i>KO</i>	<i>REC</i>
<i>BOXING DICE</i>		<i>BONUS</i>			<i>NAME</i>	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>	<i>9</i>	<i>10</i>	<i>BOXING DICE</i>		<i>BONUS</i>		
					<i>NOTES</i>															

BUT WAIT THERE'S MORE!

Yes, *Friday Night Fights* is probably the most intense, realistic and fast-paced boxing game you'll ever play but did you know that you can do much, much, more with it?

LIKE WHAT?

Well you can:

- Use it as a current day boxing game fighting your way up the ranks to a championship. Build your boxer, train him to fight then get those bouts that will help you to rise to the top.
- Use it in your Pulp games as a "game within a game". In this version your existing characters from *Larger Than Life* and other Pulp games can fight as part of their adventure. Maybe he's a merchant seaman in the South Seas fighting in some dive bar or perhaps a Victorian Detective fighting for the amusement of others in a private match. Why it's simply elementary!
- *Friday Night Fights* can be used in your Post-Apocalypse games such as *All Things Zombie* or *After the Horsemen*. Boxing zombies? Well, uh, yes, but I thought more like some way for your guys to blow off some steam and make a little cash on the side.
- Science Fiction? You bet. Fight matches in some back water world against other humans or even aliens. Hmm, just how much advantage would having four arms be?
- Use it for any time period where two guys can square off and punch each other out. The possibilities are endless.

In *Friday Night Fights* we include:

- A way for you to play solo against the game mechanics or head to head against your friends.
- Pre-generated opponents called *Non-Player Fighters*.
- Sixteen different Signatures to define your boxer.
- A ring and paper counters to use for your fights.
- A way to bring *Friday Night Fights* into your THW games as a game within a game.

FRIDAY NIGHT FIGHTS – IT'S A KNOCKOUT!

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