

Name Fighting out of



POCKET SPORTS BOXING

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Update your fighter's health at the end of each round and record for the start of the next round

TITLE FIGHT

Round 1

Round 2

Round 3

Round 4

Round 5

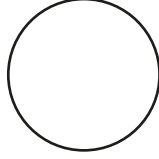
Round 6

Round 7

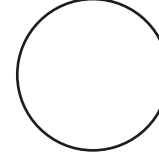
Round 8

Round 9

Round 10



Place your active counter here



Place your active counter here

Round 1

Round 2

Round 3

Round 4

Round 5

Round 6

Round 7

Round 8

Round 9

Round 10

TITLE FIGHT RULES

A title fight is the main event. Both fighters will have a health of 100 and the fight will last for 10 rounds (3mins each) or until one fighter is knocked out.

Using the Title Fight counters

You can use 1 counter at the end of a round (starting at the end of the 1st round) and they will be activated for the following round only.

Health +10 / +5 add that amount of points back into health at the start of the round

Cutman - 1 repairs an injury (if your fighter has a broken jaw, damage will be reduced to -1 for the remainder of the fight unless injured again)

Discipline cancels out any dirty fights thrown for the remainder of the fight (if a dirty punch is rolled, treat it as a missed punch)

Dance +3 allows you to recoup 3 points of health when winning the initiative, however, you also forego your attacking exchange.

Speed gives you +1 to your initiative roll 1 round

