

## TRAINERS AND CORNERMEN IN TITLE BOUT II

*(This add-on is optional. It's suggested that if you decide to use what follows, you use it all. However, if you only choose to use one or two segments, that's up to you. A fringe "benefit" is that this add-on allows you more active involvement in a bout you've scheduled.)*

### DEALING WITH CORNERMEN

Cornermen is an all-inclusive term in Title Bout II, refereeing to a Trainer, a Cut Man, even a Motivator (think Drew Bundini Brown).

In Title Bout II, you will need a trainer and at least one other cornerman to fulfill all the necessary functions before a fight (training) and during a fight (corner work). Because many fighters have only one trainer for a long stretch of time, a fighter may "choose" his trainer and not have to check for availability. Some fighters, however, switch trainers throughout their careers. If you prefer "role-playing" your fighter as the type who changes trainers every 4 or 5 fights, then you will have to check for the availability of the "new" trainer.

Specific Rules:

- An assigned trainer must be kept with a fighter for a minimum of three bouts.
- A trainer may have more than one fighter under his care.
- If ever a trainer trains both fighters in a bout, he must choose which of the two fighters he'll train.
- The fighter NOT selected to be trained by his chosen or assigned trainer may ignore the 3-bout minimum rule and immediately find a new trainer.
- IMPORTANT: often a trainer will also work the fighter's corner. If that is the case assign him a job as either the "Motivator" in charge of discipline, advice and motivation; or give him the task of working on "cuts and swelling".
- "Hire" a Second to handle whatever task has not been assigned.
- A trainer may elect to just train and derive strategies prior to and during the fight. If that is the case, assume he is in the corner but select 1 or 2 other cornermen to work as a cut-man and to deal with swelling, and another to take care of the fighter's attitude.

*Example: Fighter A has Emmanuel (Manny) Stewart as his trainer. Stewart is also rated "Very Good" at Motivating a fighter; and can build the fighter's confidence, willingness to work, morale, etc. Fighter A will use Stewart as both his **Trainer** to take care of the physical side of things and as a **Motivator** to take care of the more psychological needs. Fighter A must now hire a "**Cuts/Swelling**" cornerman.*

*Example: Fighter A's manager is the amazing Angelo Dundee, who controls a corner and takes the lead in ALL that is needed to be done. In that case, while a Second is superfluous, you'd still hire one and use him as a glorified "gopher".*

*Example: Fighter A is using Tommy Brooks as his trainer and while Brooks can also deal with a fighter's attitude, Brooks decides to concentrate only on the physical and mental training of the fighter prior to the fight. That means Fighter A needs at least one more cornerman to do two jobs; or two cornermen, each doing 1 job. He hires Eddie Aliano as his cut-man and Joe Gallagher as his Second, in charge of "motivation".*

### TRAINERS AND CORNERMEN

Trainers have been added as an option in Title Bout II. They are responsible for any number of things but obviously, a trainer's most important task is to have his fighter physically and mentally at the fighter's best, going into a match.

Cornermen give the fighter advise (Strategy) between rounds, citing what the fighter is doing well and what he isn't. Specialists (Cuts/Swelling/Motivator) need to be able to, in 60-seconds, reduce swelling, close a cut or "adjust" attitude.

Following are explanations of the categories that make up cornermen and trainers and how to use them in Title Bout II:

#### Availability: Minimum Rating

No trainer or cornerman can work with every fighter who wants him in their corner. Commonsense dictates that the better a trainer or cornerman's reputation, the more in demand he'll be. **Availability** indicates whether the Trainer or Cornerman is free to accept or decline your offer. **Minimum Rating** takes care of the rest.

Each trainer and cornerman has been assigned a **Boxer Rate** which indicates the lowest level of fighter with whom the trainer or cornerman will work.

For example, Gil Clancy's *Boxer Rate* is "8 and up", meaning that a fighter's overall rating must be at least an 8 for Clancy to agree to work with him.

If you decide to use Minimum Rating, obtaining a trainer/cornerman becomes a two-step process:

- Step 1: Select a trainer or cornerman who accepts a fighter with your Overall Rating
- Step 2: Obtain a RN and find out if the trainer/cornerman is available.

**(Alternate Option)** If you would rather not use the *Boxer Rate*, you can go straight to the *Availability* check.

## Training

Training takes place prior to the bout, of course. In Title Bout II, after "hiring" your trainer, one roll on the Training Table yields the result of months in camp, preparing for the bout. One more roll determines if anything unexpected might have come up during training. Most of what can occur is directly the result of the trainer himself, although some of what could happen would be out of the trainer's control. **NOTE: Many of the men rated served a variety of roles. Some of those included were more "physical" trainers than boxing skill trainers. Others were "chief seconds" as often as they were the main trainer. However, for the sake of playability and variety, Title Bout II has grouped them together.**

### Using the Pre-Fight Training Camp Table

Obtain a Random Number prior to the fight and apply it to the Pre-Fight Training Camp Table. If the RN falls within the "near perfect camp" range, move on to the **Specialization Attempt Table**. If the RN falls within the "problem disrupted camp" range, you must make a RN check on the **Training Camp Incident Table**.

PRE-FIGHT TRAINING CAMP TABLE (Use Trainer's Overall Rating)						
Trainer's Rating:	Proceed to:	Excellent	Very Good	Good	Average	Poor
Near Perfect Camp	Specialization Attempt Table	1-75	1-70	1-65	1-60	1-55
Problem Disrupted Camp	Training Camp Incident Table	76-80	71-80	65-80	61-80	56-80

### Using the Training Camp Incident Table

Obtain a Random Number and apply it to the table below. If the RN falls **INSIDE** the RN range, follow the instructions under the Consequence Column.

TRAINING CAMP INCIDENT TABLE (Use Training Discipline Rating)						
	Excellent	Very Good	Good	Average	Poor	Consequences
Major Injury	80	79-80	78-80	77-80	76-80	Bout canceled. Find new opponent.
Minor Injury to Upper Body	76-79	75-78	74-77	73-76	74-77	-1 to the fighter's One Punch Power
Minor Injury to Lower Body	71-75	70-74	69-73	68-72	70-74	-1 to the fighter's CF as a Boxer
Suffers Cut during Training	61-70	60-69	59-68	58-67	59-69	+2 to Cut Rating (Ex: A-C; E-G)
Clash with Management	51-60	51-60	52-58	49-57	51-58	-1 off all Strategies
Wife/Girlfriend Issues	41-50	41-50	41-51	38-48	41-50	-2 off all Strategies
Illness the week before the fight	31-40	31-40	31-40	31-37	31-40	-10 Endurance
Suffers KD by Sparring-Partner	21-30	21-30	21-30	21-30	21-30	+1 to <b>OPPONENT'S CF</b> ratings
Failed to make Weight	11-20	11-20	11-20	11-20	11-20	-10 End. +1 to Opponent's CF ratings
Over-Trains and Peaks too Soon	1-10	1-10	1-10	1-10	1-10	-1 to <b>BOTH</b> of the fighter's CFs

## Using the Specialization Attempt Table

If you are going to opt out of one of the Tables in this Segment of Title Bout II, this one should be it.

If you wish, you may **SELECT** one of the traits below to emphasize during training. If you do and succeed in improving the trait, you will receive a one-bout benefit in that area. There is a risk, however, that by emphasizing one aspect of the fighter's skills during his training, you might not pay enough attention to another. If that occurs, you will suffer a one-bout penalty.

**SELECT** the **ONE** area that you wish to improve during training camp. Obtain a RN and apply it to the column under your **Trainer's Overall Rating**. If the RN falls **WITHIN** the range, apply the Outcome for this bout only. If it falls **OUTSIDE** the range, there is no benefit. However, regardless of whether or not there's an improvement, you must then obtain another RN and apply it to the **NEGATIVE EFFECT TABLE**, also referring to the column under your **Trainer's Overall Rating**. If the RN falls **WITHIN** the Negative Effect range, see **CONSEQUENCES**. It is entirely possible that this is no positive or negative effect.

THE SPECIALIZATION ATTEMPT TABLE (Use the Trainer's Rating Category Listed after the Skill)						
	Excellent	Very Good	Good	Average	Poor	Outcome
Endurance – Def	1-40	1-35	1-30	1-25	1-20	Add +10 to the fighter's <b>ENDURANCE</b>
Strength – Off	1-12	1-10	1-8	1-6	1-4	Add +1 to fighter's <b>ONE PUNCH POWER</b>
Hand Speed – Off	1-25	1-20	1-15	1-10	1-5	Add +2 to the fighter's <b>PUNCHES LANDED</b>
Movement - Def	1-30	1-25	1-20	1-15	1-10	Add -2 to the fighter's <b>DEFENSE</b> (0= -2, 4=2)
NEGATIVE EFFECT TABLE						
	Excellent	Very Good	Good	Average	Poor	Consequence
<b>Negative Effect</b>	1-18	1-20	1-22	1-25	1-27	SELECT 1 of the 3 areas YOU DID NOT try to improve and adjust the rating for this bout only.
Endurance	Subtract 10 from the fighter's <b>ENDURANCE</b> for this bout only.					
Strength	Reduce the fighter's <b>ONE PUNCH POWER</b> by 1 for this bout only.					
Hand Speed	Reduce the fighter's <b>PUNCHES LANDED</b> by 2 for this bout only.					
Movement	Add +2 to the fighter's <b>DEFENSE</b> for this bout only (0 = +2, -4 = -2, etc.)					

## Attitude Adjustment

For the purpose of game mechanics, this will be checked before the bout begins. It covers the pre-fight build-up and the between rounds encouragement or, if needed, kick in the butt. Motivation builds confidence and self-esteem. Mike Tyson's claims that boxing is 90% mental and 10% physical; and while those numbers might be extreme, they emphasize the importance of what's in your head.

MOTIVATION BEFORE AND DURING THE BOUT					
Excellent	Very Good	Good	Average	Poor	Consequences: Obtain and apply a Random Number prior to the beginning of the fight. If it falls <b>INSIDE</b> the range, based on the trainer's motivational skills, subtract (-1) from <b>BOTH</b> CFs.
<b>Mentally Flat</b>					
1-2	1-3	1-4	1-5	1-6	
<b>Confident</b>					Consequences: Obtain and apply a Random Number prior to the beginning of the fight. If it falls <b>INSIDE</b> the range, based on the trainer's motivational skills, increase <b>ONE</b> CF by +1, your choice.
1-6	1-5	1-4	1-3	1-2	
If neither of the RN applications falls within the given range, <b>NO RATING CHANGE IS MADE.</b>					

## Strategy

Strategy is self-explanatory. It indicates a trainer's ability to analyze an opponent and devise a fight plan to beat him.

STRATEGIST BEFORE AND DURING THE BOUT
<b>Benefit:</b> Obtain and apply a Random Number prior to the beginning of the fight. If it falls <b>INSIDE</b> the range, based on the trainer's <b>STRATEGIST</b> rating, add +2 to <b>EACH STRATEGY</b> possessed by the fighter. There's no penalty involved with this.