

## NEW TRAIT RATINGS FOR HEAVYWEIGHTS AND MIDDLEWEIGHTS

### Defining and Illustrating the new Traits

Each of the new Traits is explained in detail below. Note that there are some changes to the original explanation of how the Traits work. Also, please keep in mind that using these is optional. Finally, feel free to add a trait to a fighter that you believe should have received one.

**Front Runner:** A “Front Runner” is a fighter who shows a tendency to fight his best when he believes that he is winning the bout. However, he also subconsciously lets up if he thinks that he’s losing the fight. This isn’t meant to be derogative, even though it might appear this way. It has far more to do with the fighter’s psyche and self-confidence than his skill and courage.

If a fighter with the “Front Runner” trait loses 3 rounds in a row, reduce his CFs by 2. If he wins a round, following the deduction, add +1 to his CFs; if he wins 2 rounds in a row, return his CF to what it was when the deduction took place. This trait might occur more than once in a bout. However, it does not stack.

*Example: If a fighter with the “Front Runner” trait loses the first 3 rounds of a fight, his CFs are lowered by 2. If he loses the NEXT 3 rounds as well, you DO NOT penalize him again. No stacking!*

*Example: A fighter with the “Front Runner” trait loses the first 3 round of a fight (CFs -2) then wins Round 4 (CFs +1) and Round 5 (CF back to normal). He then proceeds to lose rounds 6, 7, and 8; he suffers the -2 CF penalty again.*

**Fireplug:** A “Fireplug” is usually a short, pressure slugger who has trouble getting inside on an excellent outside fighter. It isn’t usually because the fighter wants to fight inside; often he physically has little choice. One or both of his height and reach are below the average for the division. A “Fireplug” suffers a reduction to his CFs if an opponent is rated a 10 in One Punch Power (the number in parenthesis after Punches Landed) AND at least a 9 in Fighting Outside. If the fighter meets BOTH requirements and his overall rating is 10 or higher, he loses 1 from his CFs. If the fighter has an overall rating of 9 or less, he loses 2 from his CFs.

**IMPORTANT:** There are three MAJOR exception to “Fire Plug”: If ever the opponent of a Fireplug has an Overall Rating and a Fighting Inside Rating (BOTH!) equal to or higher than the “Fireplug”, this Trait is negated. (2) If both fighters are selecting Strategies, and the fighter with the 10+ Overall and 9+ Fighting Outside, ever CHOOSES any one of the (FI strategy or KO Strategy, his Opponent regains the 2 CFs that he was penalized with initially. Of course, if the fighter who is 10+ and 9+ uses any FO strategy, his opponent loses the 2 CF again. (3) If the fighter with the 10+ Overall Rating and 9+ Fighting Outside rating has either of those ratings reduced by either an opponent’s selected strategy or by an injury that lowers Movement or CF, he no longer receives any benefit from the Fire Plug Trait.

**Careless:** There are some fighters who clearly have great chin yet suffer knockdowns (usually early in the bout) because they are over-confident against INFERIOR competition and become “Careless” or they clown around and lose focus, they are also considered “Careless”. A fighter with the “Careless” trait who faces an Opponent with an Overall Rating of 9 or higher, has his KD1 lowered by 2 and his One Punch Power by 2. The rationale is this: our “Careless” fighter respects his opponent and makes sure to guard his chin, one way or another. Against everyone else, the “Careless” fighter maintains the original ratings on his card.

*Example: Cassius Clay takes on Pedro Agosto, who has an Overall Rating of 6. Clay keeps his (high for him) KD1 rating of 3 and his OPP of 8. Nothing on Clay’s card is changed.*

*Example: Cassius Clay takes on Joe Frazier, who has an Overall Rating of 9. Clay is intelligent enough to know that he's going to be in a fight and can't be "Careless". Clay's KD1 drops to 1 (3-2) and his One Punch Power drops to 6 (8-2).*

There are two exceptions to the above. (1) if a fighter with an Overall Rating 8 or lower scores a knockdown, part of the "Careless" Trait kicks in; the -2 KD1 (but NOT the OPP); a "Careless" fighter gets very serious after he's been floored! He may even try to show his opponent who's the boss and attempt to knock his opponent down or out! (2) if a fighter with an Overall Rating of 8 or lower scores 15 or more points in a single round, the modified "Careless" trait is also applied and for the same reason.

**Second Wind:** Some fighters just naturally have great endurance; others see their endurance spike when they get an adrenaline burst for one reason or another. They might realize they have to 'turn it on' to win a fight in the last few rounds; they might think that their opponent is ready to be stopped; whatever. Some fighters are blessed with both qualities. The "Second Wind" Trait is Title Bout II's way of implementing one or both of the qualities described above. When a fighter with the "Second Wind" Trait runs out of Endurance (reduced to 0 or less) between rounds, obtain a Random Number and apply it to the following: 1-45 the fighter gets a "second wind" and his Endurance goes from 0 to 15. On a RN of 46-80, the fighter is Fatigued and no "second wind" kicks in, leaving the fighter at 0 Endurance.

NAME	DIVISION	TRAIT OR TRAITS
Baer, Max	HW	Careless
Clay, Cassius	HW	Careless
Cooney, Gerry	HW	Front Runner
Douglas, James	HW	Front Runner
Frazier, Joe	HW	Fireplug
Galento, Tony	HW	Fireplug
Golota, Andrew	HW	Front Runner
Holyfield, Evander	HW	Second Wind
Johnson, Jack	HW	Careless
Marciano, Rocky	HW	Fireplug, Second Wind
Ruiz, John	HW	Front Runner
Tua, David	HW	Fireplug
Tyson, Mike	HW	Fireplug
Toles, Roscoe	HW	Front Runner
Tompson, Elbert	HW	Fireplug
Murray, Lee Q	HW	Front Runner
Mann, Nathan	HW	Front Runner
Musto, Tony	HW	Fireplug
Cooper, Bert	HW	Fireplug
Maxim, Joey	HW	Second Wind
Smith, James	HW	Front Runner

NAME	DIVISION	TRAIT OR TRAITS
Antuofermo, Vito	MW	Fireplug
Barkley, Iran	MW	Second Wind
Basillio, Carmen	MW	Second Wind
Briscoe, Benny	MW	Fireplug
Downes, Terry	MW	Careless
Duran, Roberto	MW	Second Wind
Fletcher, Frank	MW	Fireplug
Fullmer, Gene	MW	Second Wind
Garcia, Ceferino	MW	Careless
Greb, Harry	MW	Second Wind
Hamsho, Mustafa	MW	Fireplug
Harris, Ronnie	MW	Front Runner
Jones, Ralph	MW	Front Runner
LaMotta, Jake	MW	Second Wind, Fireplug
Lytell, Bert	MW	Second Wind
Moore, Archie	MW	Second Wind
Parker, Curtis	MW	Fireplug
Robinson, Ray	MW	Second Wind
Roldan, Juan	MW	Fireplug
Sandy, Randy	MW	Front Runner
Sibson, Tony	MW	Fireplug
Toney, James	MW	Careless
Walker, Mickey	MW	Second Wind