Each match in a Fight Night has two rolls, a Tactics Roll that modifies a Fight Roll. Between each match, a Resilience Roll is made to represent the accumulated stresses of the fights.

Tactics Roll: use any skill of your choice that you can justify to reflect tactics or tricks, opposed by a skill of the opponent's that makes sense to counter it

Success	upgrade difficulty of opponent's Fight Roll
2 Advantages	blue boost die on your own Fight Roll
Triumph	upgrade your skill on your own Fight Roll
Failure	Nothing
2 Threats	black setback die on your own Fight Roll
Despair	upgrade difficulty on your own Fight Roll

Examples:
- Deception vs. Vigilance/Perception for feints
- Coordination vs. Coordination for controlling the battle/fighting rhythm
- Athletics vs. Athletics/Coordination for pushing/pulling opponent off balance
- Streetwise/Perception vs. Stealth/Deception for analyzing opponent's strategies to counter them
- Medicine vs. Resilience/Coordination for identifying any physically weak points
- Coercion vs. Discipline for intimidation/taunts
- Charm vs. Cool for wooing the crowd, making them cheer and demoralizing opponent.

Fight Roll: Melee or Brawl, your choice, against the Melee or Brawl skill of the opponent. Compare the (Success,Advantage) results of both combatants to find out who won. The dice pool of this roll is modified by the results of the Tactics Roll described above.

Success and advantages go towards determining the winner.
Triumph: Count this as two extra successes or upgrade one of your rolls for the next match
Despair: Suffer a crit or upgrade difficulty of the upcoming Resilience Roll
Winner's Threats: black setback die on your Resilience Roll
Loser's Threats: black setback die to next social roll at the establishment

Resilience Roll: After each victory, if you are proceeding to another match, make a Resilience roll whose difficulty is the number of matches you have fought. This roll represents the accumulated effects of all the blocking, as well as the hits you've been taking. On a failure, you're more reluctant to suffer the pain of blocks, which makes things easier for your opponent.

Success	nothing
2 Advantages	blue boost die on your own Fight Roll
Triumph	upgrade your skill on your own Fight Roll

Failure	upgrade skill of opponent's Fight Roll
2 Threats	black setback die on your own Fight Roll
Despair	upgrade difficulty on your own Fight Roll or suffer a crit