

**STRATEGY ROLL (1d20)**

\*STEAL ATTEMPT= ATT+HLD  
 (ATT divided by 2, round down stealing 3rd)  
 (ATT divided by 5, round down stealing home)  
 \*H&R= CHECK CHART (Never w/2 out)  
 \*BUNT= CHECK CHART (Never w/2 out)  
 \*ROLL OF 20= PICKOFF ATTEMPT  
 (roll 1d20 in pitchers B, PO, POE ranges)  
 All can be overridden based on game situation or gamers choice  
 NO strategy rolls when run differential in game + inning > 10. YES in extra innings (0-1 run game)

RUNNER ADVANCE MOD				
HIT	1/3*	2/H*	*2 out/+1 to BR	
S3	2-6	4-6	BR* in range runner advances otherwise they hold. NO throw needed.	
S4	3-6	2-6		
S1	4-6	1-6		
S6	5-6	3-6		
S5	6	5-6		
HIT	1/3*	2/H*	HIT	1/H*
S7	-2	+1	D7	-1
S8	-1	+2	D8	+1
S9	+2	+1	D9	-1
ABR = BR + OF ARM + MOD				
ABR less than 1: NO throw, no advance				
ABR higher than 5: NO throw, runner advances 1 base				

Using 1st die result

Using 2nd die result (if needed)

**STEALING (1d20)**

SB RATE= Runners SB + Pitchers  
 SB + Catchers ARM (-10 if home)

Roll	Outcome
1-2	Runner safe, check C for throwing error (1 base)
3-19	If roll greater SB RATE out, otherwise safe
20	Runner thrown out

**H&R CHART**

K rate	H&R
0-4	+4
5-8	+3
9-12	+2
13-16	+1
17+	NO

Range begins where ATT ends

**HIT & RUN**

\*All GDP ratings get a -2  
 \*All BR ratings get a +2  
 \*All HR and W rates for the batter are cut in half (round down)  
 \*All line outs are double plays (exception of error on ET?)  
 \*If the batter strikes out resolve play like a steal (-2 to SB rate)

**BUNTING CHART**

RUNNER on 1st / 0-1 OUT		
BNT	REGULAR	PITCHERS
5	16-19	10-19
4	17-19	12-19
3	18-19	14-19
2	19	16-19
1	NO	18-19

**OUTFIELD THROW CHART (OTC) roll 3d6**

Option: go station-to-station running with 6+ run difference in game

Roll	OTC ROLL 1
1	Check 2nd die OTC ROLL 2.1 chart
2-5	If roll is higher than ABR then runner holds (this applies to all runners that were on base), otherwise advance 1 base.
6	Check 2nd die on OTC ROLL 2.6 chart

Using 3rd die result (if needed)

Roll	OTC ROLL 2.1
BR	Lead runner advances, if roll is higher than the trailing runners BR (NO ADJ) the trailing runner holds, otherwise advance 1 base

OTC ROLL 2.6 (OF ARM CHECK)						
OF ARM	-2	-1	0	+1	+2	
Check 3rd die OTC ROLL 3 chart	1-5	1-4	1-3	1-2	1	
All Runners Hold	6	5-6	4-6	3-6	2-6	
Fly 2nd to 3rd or S+, runner out	1-5	1-4	1-3	1-2	1	

**GROUND OUTS (ALL rolls of 6 are auto advance, play at 1st only on all grounders)**

**Runner on 1st**

\*Roll vs hitters GDP + P GDP + Pivot + Depth  
 Roll less than or equal to GDP then DP  
 Roll is higher than runner on 1st BR then force at 2nd

**Runner on 2nd**

\*Runner advances on balls hit to 1b, 2b or C.  
 \*Runner holds on balls hit to SS or P if roll is higher than BR of runner, otherwise advance to 3rd  
 \*Runner advances on ball hit to 3B on 6 roll only

**Runner on 3rd**

If runner heads for home:  
 \*Defense: try for runner going home or auto out at 1B  
 \*Play at home; roll is higher than ABR then out, otherwise safe

**Runners on 1st and 2nd**

2nd to 1st DP try on all grounders except to 3b.  
 \*Grounder to 3b. Roll another 1d6  
 1-2: Towards the line, if DP or force it would go 5-3  
 3-4: Right at 3b, choice of force ONLY at 3b or try 2nd to 1st DP  
 5-6: In the hole, DP chance will go 2nd to 1st

**Runners on 1st and 3rd**

\*Defense chooses to play it like runner on 1st scenario or runner on 3rd, if defense goes for the DP runner scores

**Runners on 2nd and 3rd**

\*Defense chooses to play it like runner on 3rd scenario or out at 1st

**Bases loaded**

\*Infielder IN DP chance home to first, no 2nd to 1st DP  
 \*Defense can choose automatic out at 1st or DP try

PIVOT CHART	G1	G2	G3-G4	G5-G6
LHB	SS	SS	SS	2B
RHB	2B	2B	SS	2B

INFIELD	All		Back				DP				In
	P	C	3B	SS	2B	1B	3B	SS	2B	1B	3B,SS,2B,1B
RANGE	n/c	n/c	n/c	n/c	n/c	n/c	(-1)	(-1)	(-1)	(-1)	(-2)
GDP	(-1)	(-2)	n/c	n/c	n/c	n/c	+1	+1	+1	n/c	cannot try DP
BR/ 1st on GB	n/c	n/c	n/c	n/c	n/c	+1	(-1)	(-1)	(-1)	n/c	cannot try DP
BR/ 3rd	(-2)	(-2)	+2	+2	+2	+2	n/c	n/c	n/c	n/c	(-2)
GB plays to:	Any	Any	Any	Any	Any	Any	Any	Any	Any	Any	Home/1st

Roll	OTC ROLL 3
1	Lead runner advances, ball cutoff and the trailing runner** is thrown out
2-5	Lead runner thrown out; if roll higher than trailing runner(s)** BR then runner holds, otherwise advance 1 base
6	Lead runner advances, ball cut off, trailing runner** is caught in a rundown (rundown chart)

\*\* trailing runner is first runner back from the lead runner; the hitter can be considered the trailing runner if no other runners on  
 \*\* if no trailing runners lead runner advances nobody thrown out

**RUNDOWN (roll 1d6):**

1	Runner out quickly, no others advance
2-5	Out; if roll higher than BR of runner out, no advance for others, otherwise all runners advance 1 base during rundown
6	Runner gets under tag at advance base

**LINE OUTS (1d6, if in range at occupied base runner out)**

Runners on	P	1B	2B	SS	3B
1st	1-4	1-4	1-2	1	1
2nd	5	5	3-4	2-3	2
3rd	6				3
NO DP		6	5-6	4-6	4-6

**FLY OUTS**

**Runner on 2nd (less than 2 out) roll 3d6:**

MOD	ABR less than 1 no throw or advance
F7: -3	If first 1d6 higher than ABR runner holds, otherwise advance to 3rd
F8: -2	
F9: -1	
	Roll of 66, use 3rd 1d6 to check OF ARM rate using OTC 2.6 chart, otherwise runner holds

**Runner on 3rd (less than 2 out) roll 1d6:**

- If roll is higher than hitters SF rating then goto step 2 otherwise runner scores on deep fly
- Re-roll 3d6 on the OTC charts with only BR + OF ARM

**Runner on 2nd and 3rd (less than 2 out) and batter successful of SF roll**

\*Play like runner on 2nd only as runner on 3rd scores easily

**S+# RESULTS roll 2d6 (all runners advance 2 bases regardless)**

1st 1d6 versus BR + OF arm  
 \*Roll less than or equal to ABR then batter safe with Double  
 \*Roll higher than ABR then batter holds with Single  
 \*Roll of 6 batter potentially thrown out at 2nd. Use 2nd 1d6 to check OF ARM rate using OTC 2.6 chart, otherwise runner holds with Single

Reading pitchers card on bunt attempt			Bunt Fielder			BUNT CHART																			
HBP & WLD: resolve normally			1-2	P	BNT RATE						0	1	2	3	4	5	RESULTS								
Possible K/K+: cut in half (round down)			3-4	1B	Good bunt						1-6	1-8	1-10	1-12	1-14	1-16	Successful sacrifice bunt, if bunting for hit roll 1d20. Resolve by adding BNT rate + BR rate - fielders RANGE rate. Roll higher, batter out, otherwise single								
Possible W/W+: cut in half (round down)			5	3B	Foul						7-9	9-10	11-12	13	15	Fouled off; redo attempt (if fouled off again K) or do regular AB									
All RP: proceed with bunt, use chart			6	C	Lead runner						10-13	11-14	13-15	14-16	16-17	17-18	Lead runner thrown out, hitter safe at 1B								
All Es: proceed with bunt, check for error			*P and C are always IN, NO range penalties		Safe						16		17	18-19	19-20	Great bunt, everyone safe with a single									
All other results proceed to bunt					G-DP						14-18		15-18	17-19	18-19	20	Bunted to hard, proceed as you would any GDP								
*-Fielder playing IN BNT rate -1					Popup-DP?						19-20		19-20	20	20	Pop up for out, roll 1d6 versus lead runners BR (if roll higher than BR, runner out)									
<b>SQUEEZE BUNT CHART</b>																									
BUNT DEPTH			In	DP	Back	P	C	BNT RATE						0	1	2	3	4	5	RESULTS					
RANGE			+2	+1	n/c	n/c	n/c	Good bunt						1	1-2	1-4	1-6	1-8	1-10	Successful squeeze attempt only play is on batter at first					
GDP			(-1)	(-2)	(-3)	(-1)	(-2)	Foul						2-5		3-6	5-7	7-8	9	Fouled off; redo attempt (if fouled off again K) or do regular AB					
Runner BR			(-2)	n/c	+2	(-2)	(-2)	Lead runner						6-11		7-11	8-11	9-11	10-11	11	Lead runner thrown out, hitter safe at 1B (FC)				
Hitter BR			(-2)	(-1)	n/c	(-2)	(-2)	?? Bunt						12-16		12-16	12-17	12-17	12-18	12-18	Defense choice: Retire batter at first or attempt to get runner from 3rd; roll 1d6 vs ABR of runner on 3rd, higher and the runner is out				
Hitter BNT			(-1)	n/c	+1	(-1)	(-1)	Rundown						17		17	18	18	19	19	Bunted hard runner gets caught in rundown (use rundown chart)				
								Popup-DP						18-20		18-20	19-20	19-20	20	20	Popped up for out; runner at 3rd out as well				

FAILED / SUCCESSFUL RANGE CHECK ROLL										RANGE OUTCOMES FROM THE BUNT CHART				ERROR		
POS	G	P	L	F	S	S+	D	T		FAILED RANGE CHECK	SUCCESSFUL RANGE CHECK	E	ET	EG		
P	S1 / G1	S1 / P1	S1 / L1		S1 / G1					#: Roll 1d6	Good bunt (BUNT)	Safe, single	Play as chart reads	#1	#6	#1
C	S2 / G2	foul / P2								1-4 S:single	Good bunt (SQUEEZE)	Safe, single	Play as chart reads	#1	#6	#1
1B	#3 / G3	S3 / P3	#3 / L3		S3 / G3					5-6 D:double	Foul	Play as chart reads	Play as chart reads	#1	#6	#1
2B	S4 / G4	S4 / P4	S4 / L4		S4 / G4					D3/D5 runners advance 2 bases only	Lead runner	Safe, single	Play as chart reads	#1	#6	#1
3B	#5 / G5	S5 / P5	#5 / L5		S5 / G5				Safe		Safe, single	Successful bunt; hitter out at 1st	Play as chart reads	#1	#6	#1
SS	S6 / G6	S6 / P6	S6 / L6		S6 / G6						G-DP	No DP, successful bunt	Play as chart reads	#1	#6	#1
LF				#7 / F7	S7 / F7	S+7 / F7	D7 / F7	T7 / F7		Pop up S1-S6	Popup-DP?	No popup, successful bunt	Play as chart reads	#1	#6	#1
CF				#8 / F8	S8 / F8	S+8 / F8	D8 / F8	T8 / F8		<2 out 1 base	?? Bunt	Safe, single	Play as chart reads	#1	#6	#1
RF				#9 / F9	S9 / F9	S+9 / F9	D9 / F9	T9 / F9		2 out 2 bases	Rundown	Safe, single	Play as chart reads	#1	#6	#1

E? FAILED ERROR CHECK ROLL (#4 EXCEPTION)								ET? FAILED ERROR CHECK ROLL								EG? FAILED ERROR CHECK ROLL (#4 EXCEPTION)								
POS	G	P	L	F	S	D	T	POS	G	P	L	F	S	D	T	POS	G	P	L	F	S	D	T	
P	#1	#2			#4			P	#6		#7		#9			P	#1				#4			
C	#1	#2			#4			C	#6				#9			C	#1				#4			
1B	#1	#2			#4			1B	#6		#7		#9			1B	#1				#4			
2B	#1	#2			#4			2B	#6		#7		#9			2B	#1				#4			
3B	#1	#2			#4			3B	#6		#7		#9			3B	#1				#4			
SS	#1	#2			#4			SS	#6		#7		#9			SS	#1				#4			
LF				#3	S / #5	D / #5	T / #5	LF				#8	S / #10	D / #10	T / #10	LF					S / #5	D / #5	T / #5	
CF				#3	S / #5	D / #5	T / #5	CF				#8	S / #10	D / #10	T / #10	CF					S / #5	D / #5	T / #5	
RF				#3	S / #5	D / #5	T / #5	RF				#8	S / #10	D / #10	T / #10	RF					S / #5	D / #5	T / #5	

- #1 **Boots ball (1):** Grounder booted, all runners advance one base only
- #2 **Drop Pop up "odd" (\$):** Pop fly dropped if error check fails and the 1d20 is odd. 1 base if less than 2 outs otherwise 2 base error. If C then foul ball dropped, repitch.
- #3 **Drops fly "odd" (+):** Fly ball dropped if error check fails and that 1d20 roll is odd. Less than 2 out, roll 1d6 versus BR of runner, if roll is higher than the BR runner/hitter advance 1 base only, otherwise 2 bases. With 2 out, roll 1d6 versus BR of runners on, if roll is higher than the BR runner(s) advances 2 base only, otherwise 3 bases. If higher than BR of batter 1 base, otherwise 2 bases.
- #4 **Infield S? BR: NO error check as no error can be made,** Roll 1d6 versus hitters BR. If roll is higher hitter is out otherwise single. All runners advance 1 base.
- #5 **HIT/Boots ball(+):** Roll 1d6 versus ABR of runner/hitter (one roll for all), if higher than ABR than the runner/hitter advances 1 extra base, otherwise advance 2 extra bases than normal advancement of hit type
- #6 **Throwing (2?):** Throwing error with potential for advancing another base on bad throw; go through steps below. &: if possible DP chance check for throwing errors on the fielder first then the pivot man
  1. Roll 1d6: Check against the range of the errant throw receiver; if higher than his range step 2, otherwise he kept the poor throw from getting by him thus making it only a 1 base error
  2. Roll 1d6: Check against the all runners (including hitter) BR rate; if higher than runner/hitter BR they hold, otherwise they get an extra base. There must be a base available to move up or they hold as well.
- #7 **Throw(1) or DP#:** Ball caught, roll on LD chart. NO error chance if no runners on, 2 out or no one at base LD chart says is being doubled up. Otherwise 1 base error attempting to double who the chart says.
- #8 **Throw < :** If the ABR of the lead runner is 1-5 a throw is made to the advanced base for possible error otherwise no check. If error, proceed to play out as normal.
 

A holding runner and any trailing runners get the advance base on throwing error. An advancing runner gets the advance base plus 1 for the throwing error, any trailing runners advance 1 base as well. Lead runner cannot be thrown out on throwing error. Instead play it like the above, advancing runner runner gets the advance base plus 1.
- #9 **Infield S/throw (1):** Infield single with 1 extra base advancement on bad throw, otherwise everyone only gets 1 base total
- #10 **Throwing (1):** Only applicable if rolling for runner advancement, otherwise no error. If error, runner get an extra base on the error. Overrides anyone being thrown out.