

FIRST ROLL

1-1-1 to 1-6-6	Walks — Pitcher Ratings ... if the roll is at the rating limit, see Umpire Chart; if 1-1-1, automatic BB, next batter!
2-1-1	HBP — if this follows a HR, benches clear, pitcher, batter ejected (if a 2D6 roll is a 5-5 or 6-6, batter injured)
2-1-2, 2-1-3	HBP — IF LHB v LHP or RHB v RHP and runner(s) on base (if P rated hbp, it's automatic; if nhbp, ignore)
2-1-4	Pick-off P — R1/R2 out, x-1-1 to x-2-4 ... if LHP or h-, R1 out, x-1-1 to x-3-3 ... x-6-3 to x-6-6, error, 1 base .. (refresh, FRC)
2-1-5	Pick-off C — LR out if x-1-1 to x-2-2 ... if -arm C, LR out if x-1-1 to x-3-1 ... x-6-3 to x-6-6, error, 1 base .. (refresh, FRC)
2-1-6	PB — all runners advance .. (refresh, FRC)
2-2-1	PB — all runners advance ... if SD C, R3 does not score, others do advance .. (refresh, FRC)
2-2-2	BALK — all runners on base
2-2-3	BALK — F, F! runner(s) on base
2-2-4	Catcher Interference — if a grounder with R1 or R1/R2 and new 2D6 roll are doubles; enforce book rule
2-2-5, 2-2-6	HOME TEAM EDGE — if a D6 even, the at-bat becomes either an infield single or an auto out (D6 1-4, liner; D6 5-6, K)
2-3-1 to 2-3-6	WP — check P's rating with a runner(s) on base (a 4 WP rating would be a WP from 2-3-1 to 2-3-4, etc.) .. (refresh, FRC)
2-4-1, 2-4-2	RARE EVENT — re-roll for the First Roll, use the situational rare event chart
2-4-6	EXTREME RARE EVENT — check for the event, re-roll for the First Roll
2-5-1 to 2-5-3	RAIN — 1st time, rain has started; 2nd time, long delay, pitchers removed; 3rd time, game called
2-6-1 to 2-6-6	Automatic DP if R1 — LHB (4-6-3), RHB (6-4-3) ... (does not apply with the infield in nor if a safe hit follows)
3-1-1 to 3-2-6	DP RATING — only if R1 and no safe hit ... NOTE: if Infield is in, no DP on these rolls; see below
3-3-1 to 3-4-4	DP RATING — any runner(s) on and no safe hit ... NOTE: if Infield is in, DP ONLY if 3-3-1 to 3-3-3
3-4-5, 3-4-6	TRIPLE PLAY — if R1/R2, and 2nd roll is between 4-1-1 and 4-3-6
3-5-1	ERROR — an automatic (dumb-dumb) bobble/errant throw, +1 for the batter and any runner(s), ignore a Second Roll
3-5-2 to 3-5-6	ERRORS — continue with the 2nd roll ... if an out, +1 error replaces the out, if a hit, +1 error is added on ... +2 if new D6 is 6! ** if 2nd roll results in doubles (2-4-4, 4-2-2, etc.) and fielder is SD, change error to an out, no error on a hit **
3-6-6	"Veteran Advantage" — <i>next</i> AB when a Y1 P vs. Y4/Y5 BR, auto single (+2) ... a Y4/Y5 P vs. Y1 BR, auto pop out
4-1-1	Auto Steal Attempt — any AVG, F, F! R1 must go ... when a game is not 'close', the batter HBP next pitch, warnings issued
4-4-4	Auto Successful Steal by R1! — exceptions: no R1 with a SB rating < 65% or 5-run differential
4-5-5	Auto Successful Steal! — R2 and/or R1 ... exceptions: no runner(s) with a SB rate < 70% or 5-run differential
4-6-6	Auto Steal Attempt — any AVG, F, F! R1 must go, thrown out ... if new D6 is 6, dropped tag, INF (no SD fielders) error; if new 2D6 of 1-1 to 6-6 (doubles), any R3 scores on delayed steal of home
5-1-1 to 5-4-6	PITCHER HIT RATING — if a D20 <= rating, single, check runner advance ... if same D20 1, infield single; if 2, double R1 scores ... if D20 > rating, an out ... 1-17, R1, odd/DP, even/FC .. 1-17, no R1, infield pop ... 18-20, K.
5-5-1	Injury? — Pitcher ... IF a new D6 is odd, time missed; if even, only defence reduced a grade (current, next 4 games)
5-5-2	Injury? — Catcher ... same as above, time missed or defensive reduction
5-5-3	Injury? — First Baseman ... see above ...
5-5-4	Injury? — Second Baseman ... see above ...
5-5-5	Injury? — Third Baseman ... see above ...
5-5-6	Injury? — Shortstop ... see above ...
5-6-1	Injury? — Batter ... IF a new D6 odd ... foul ball off ankle/shin, etc., (removed at the end of the team's at-bats)
5-6-2	Injury? — Runner ... IF a new D6 odd ... check a D6, distribute rolls if more than one runner
5-6-3	Injury? — Left Fielder ... see above, Pitcher ...
5-6-4	Injury? — Centre Fielder ... see above, Pitcher ...
5-6-5	Injury? — Right Fielder ... see above, Pitcher ...
5-6-6	Injury? — Pitcher ... post-game ... D6 for games missed (minimum 1 start for starters)
6-6-6	AUTOMATIC STRIKEOUT — if the P's raw rating is 5-x-x; consecutive Ks if L2O; otherwise, one batter; no carry-over