

INFIELD PLAYS

HARD?				
RESULT	SLICK	AVERAGE	STONE	NONE
HARD!	111	111	111	111
E + RISK	116	116	116	116
BOBBLE?	146	156	166	216
HARD GB	366	336	266	236
CLOSE?	466	436	366	336
SINGLE	665	665	665	665
HARD!	666	666	666	666

HARD? CHART RESULTS	
E + RISK	Error gets to outfield. All runners 1 + RISK
BOBBLE?	Mishandled ball; roll on CLOSE? chart, with SAFE results scored as error
CLOSE?	Close play; roll on CLOSE? chart, with SAFE results scored as SINGLE
SINGLE	Through for a single, runners 1+RISK
HARD GB	See HARD GB RESULTS CHART

SOFT? [p/1b/2b/3b/ss]				
RESULT	SLICK	AVERAGE	STONE	NONE
SOFT!	111	111	111	111
E	116	116	116	116
BOBBLE?	146	156	166	216
SOFT GB	366	336	266	236
CLOSE?	466	436	366	336
SINGLE	665	665	665	665
SOFT!	666	666	666	666
SOFT? [p/1b/2b/3b/ss] CHART RESULTS				
E	Ball booted, everyone safe			
BOBBLE?	Mishandled ball; roll on CLOSE? chart, with SAFE results scored as error			
CLOSE?	Close play; roll on CLOSE? chart, with SAFE results scored as SINGLE			
SINGLE	Infield single, runners advance 1 base			
SOFT GB	See SOFT GB RESULTS CHART			

CLOSE?					
RESULT	0-1	2	3	4	5-7
ERROR	136	136	136	136	136
OUT	664	566	436	266	
SAFE		664	664	664	664
UMP - OUT	665	665	665	665	665
UMP - SAFE	666	666	666	666	666
If HARD? [p/cf], -1 column on this chart					
CLOSE? CHART RESULTS					
ERROR	Throwing error:				
	Even = 1 base, Odd = 2 bases				
	2 base error on BOBBLE? = TWO errors				
	1 base error on BOBBLE? = E fielder				
UMP - OUT	Blown call: batter out, ejected for arguing				
UMP - SAFE	Blown call; fielder ejected for arguing				

LINE?				
RESULT	SLICK	AVERAGE	STONE	NONE
LINE!	111	111	111	111
DP?	152	133	121	112
OUT	252	222	152	122
SINGLE	665	665	665	665
LINE!	666	666	666	666

LINE? CHART RESULTS	
OUT	Batter out, runners hold
DP?	Batter out. If runner on first or second and less than two outs, runner is doubled off. If both first and second are occupied, runner with lower PRESENCE rating is doubled off.
SINGLE	Through for a single, R+1 (2 out, 1 + RISK)

SOFT? [c]				
RESULT	SLICK	AVERAGE	STONE	NONE
SOFT!	111	111	111	111
E2 ADV 2	115	121	126	126
E2 ADV 1	123	131	142	212
SOFT GB	253	253	254	254
CLOSE?	266	266	266	266
FOUL BALL	665	665	665	665
SOFT!	666	666	666	666
SOFT? [c] CHART RESULTS				
E2 ADV2	Catcher commits two-base error			
E2 ADV1	Catcher commits one-base error			
SOFT GB	See SOFT GB RESULTS CHART			
CLOSE?	Close play; roll on CLOSE? chart, with SAFE results scored as SINGLE			
FOUL BALL	STRIKE. If one STRIKE, FOUL, batter still up			

RISK?							
RESULT	0	1	2	3	4	5	6
SAFE	222	253	322	351	364	523	435
SAFE + 1	255	354	433	511	534	555	613
ERROR?	314	411	452	526	555	616	634
OUT	554	556	616	635	635	643	654
OUT + 1	666	666	666	666	666	666	666
+1 column (right) if play is at 3rd, coming from RF or RCF -1 column (left) if play is at 3rd, coming from LF or LCF +1 column (right) if advancing with 2 outs on a base hit							
RISK? CHART RESULTS							
SAFE	runner safe, others hold						
SAFE + 1	runner safe, others (EXC: R3) adv 1 base on OF throw						
ERROR?	safe (if STONE, throw wild, runner safe, others adv 1)						
OUT	runner is out on a great play, others hold						
OUT + 1	runner is out, others (EXC: R3) advance 1 base						

OUTFIELD PLAYS

FLY?						
DEPTH	1	2	3	4	5	DEPTH
FLY!	111	111	111	111	111	FLY!
250'	235	156	126	115		250'
260'	262	215	136	121		260'
270'	326	235	151	125		270'
280'	354	262	164	133		280'
290'	424	326	224	144	112	290'
300'	452	354	245	156	113	300'
310'	516	424	312	215	114	310'
320'	543	452	336	235	121	320'
330'	563	516	365	262	125	330'
340'	622	543	434	326	135	340'
350'	634	563	463	354	152	350'
360'	645	622	526	424	212	360'
370'	653	634	552	452	235	370'
380'	661	645	612	516	265	380'
390'	663	653	625	543	342	390'
400'	665	661	641	563	415	400'
410'		663	651	622	452	410'
420'		664	655	634	524	420'
430'		665	662	645	553	430'
440'			664	653	615	440'
450'			665	661	634	450'
460'				663	646	460'
470'				665	655	470'
480'					663	480'
490'					664	490'
500'					665	500'
FLY!	666	666	666	666	666	FLY!
FLY? CHART RESULTS						
DISTANCE	... IF BALL IS NOT A HOME RUN					
0-250	SHORT FB, no advance					
251-300	NORM FB, R3 > H on RISK?					
301-330	DEEP FB, R3 scores, R2 RISK?					
331+	DEEP FB, R3 scores, R2 > 3, R1 RISK?					
WALL + 0-9'	See WALL? for possible over-fence catch					

WALL?				
HEIGHT	SLICK	AVERAGE	STONE	NONE
11'1" +				
10' - 11'	116			
8' - 9'	133	115		
6' - 7'	143	121	111	
0' - 5'11"	153	123	112	111
WALL? CHART RESULTS				
If roll is less than or equal to the chart entry corresponding to the wall height and fielder skill, fielder robs HR. R2, R3 advance; R1 may try for second on RISK? chart.				

FLARE?				
RESULT	SLICK	AVERAGE	STONE	NONE
FLARE!	111	111	111	111
E	112	113	114	115
1B + E	113	115	121	123
SHORT FB	466	366	266	166
SINGLE	616	536	456	416
1B + RISK	656	636	616	556
DOUBLE	665	665	665	665
FLARE!	666	666	666	666
FLARE? CHART RESULTS				
E	Muffed fly, runners 1 + RISK			
1B + E	Single and error, R+2, RISK R1-H			
SHORT FB	Short fly out, runners hold			
SINGLE	Fly ball single, R+1 (R +2 with 2 out)			
1B + RISK	Fly ball single, R+2, RISK B-2			
DOUBLE	Double, R+2 (if 2 out, R1-H)			

DRIVE?				
RESULT	SLICK	AVERAGE	STONE	NONE
DRIVE!	111	111	111	111
E	112	113	114	115
2B + E	113	115	121	123
DEEP FB	466	366	266	166
DOUBLE	616	536	456	416
2B + RISK	656	636	616	556
TRIPLE	665	665	665	665
DRIVE!	666	666	666	666
DRIVE? CHART RESULTS				
E	Muffed fly, runners 2 + RISK			
2B + E	Double and error, B-3, runners score			
DEEP FB	Deep fly out, R3-H, R2-3, RISK R1-2			
DOUBLE	Double, R+2, RISK R1-H			
2B + RISK	Double, RISK B-3, runners score			
TRIPLE	Triple, all runners score			

BASESTEALING

Steals of second

ATTEMPT?						
RESULT	1	2	3	4	5	RESULT
GOES	115	153	236	456	654	GOES
BALK	116	154	242	463	662	BALK
PICKOFF	122	155	244	466	666	PICKOFF
HOLDS	666	666	666	666		HOLDS
SAFE?						
RESULT	1	2	3	4	5	RESULT
STEAL!	111	111	111	111	111	STEAL!
SB	433	442	451	456	465	SB
SB + E2?	462	512	522	532	542	SB + E2?
CS	665	665	665	665	665	CS
STEAL!	666	666	666	666	666	STEAL!
STOLEN BASE CHART RESULTS						
BALK	Balk called, runners advance one base					
PICKOFF	Runner picked off (EVEN: picked off, ODD: picked off/caught stealing)					
SB	Runner safe					
SB + E2?	Runner safe; possible E2, R+1					
	Roll one die:					
	If catcher is SLICK, error on 1					
	If catcher is AVERAGE, error on 1-3					
	If catcher is STONE, error on 1-5					
	If catcher is NONE, error					

Steals of third

ATTEMPT?						
RESULT	1	2	3	4	5	RESULT
GOES		111	115	132	142	GOES
BALK		112	116	134	145	BALK
PICKOFF	112	114	123	142	154	PICKOFF
HOLDS	666	666	666	666		HOLDS
SAFE?						
RESULT	1	2	3	4	5	RESULT
STEAL!	111	111	111	111	111	STEAL!
SB	451	465	522	533	553	SB
SB + E2?	522	542	546	613	632	SB + E2?
CS	665	665	665	665	665	CS
STEAL!	666	666	666	666	666	STEAL!
STOLEN BASE CHART USAGE						
HBP?	Roll for HBP as usual. If no HBP, roll on ATTEMPT?					
BB?, K?	If GOES, runner steals base, no throw					
	Roll on ATTEMPT? chart.					
	If GOES, roll on STEAL chart.					
	If HOLDS, roll on BB or K chart as usual					
WP/PB?	If GOES on BB?, count as BALL					
	If GOES on K?, count as STRIKE					
	Roll on ATTEMPT? chart.					
	If GOES, roll on WP/PB? chart.					
	If WP or PB, safe (SB) + RISK					
	If no WP or PB, SB, no throw					
	If HOLDS, roll on WP/PB? chart as usual					

BUNTING

BUNT?			
RESULT	STAB	AVERAGE	ADEPT
STRIKE	234	161	124
POP OUT	314	224	132
POP DP	326	232	134
GROUND DP?	346	242	141
FC?	356	252	144
SOFT?	416	416	422
SOFT GB	666	666	666
Third die determines fielder: 1-3: [p] 4: [c] 5: [1b] 6: [3b]			

NORMAL BUNT RESULTS

STRIKE	Batter fails to get bunt down, STRIKE
POP OUT	Batter is out, runners return safely
POP DP	Batter is out, lead runner is doubled off.
GROUND DP?	Hard bunt. Lead runner cut down.
	Roll on CLOSE? chart for possible DP.
FC?	If lead not forced, batter out, no advance
	Close play at lead base.
SOFT?	Roll on CLOSE? chart.
	Consult SOFT? chart for fielder
SOFT GB	Batter out, runners advance one base
SQUEEZE BUNT RESULTS	
STRIKE	Batter misses, runner cut down stealing
POP OUT/POP DP	Batter pops out, runner doubled off third
GROUND DP?	Roll on CLOSE chart for play at home
FC?	Roll on CLOSE chart for play at home
SOFT?	Runner scores; consult SOFT? chart
SOFT GB	Roll on CLOSE chart for play at home

FATIGUE?

RESULT	-1 FP	-2 FP	-3 FP	-4 FP	-5 FP	-6 FP
No penalty, pitcher holding steady	366	336	266	236	166	136
Losing velocity, -1 column on K? Chart	466	426	346	266	226	146
Losing control, +1 column on BB? Chart	546	516	446	416	346	316
Tossing "fat" pitches, +1 column on PITCH? Chart	626	566	546	526	466	446
Giving up gopher balls, +1 column on FLY? Chart	666	656	646	636	626	616
Something looks wrong, remove and check for Injury		666	666	666	666	666

All penalties are cumulative. Thus, a pitcher may shift more than one column on more than one chart.
 Pitchers roll on this chart as soon as they reach -1 Fatigue Points, and once for every Fatigue Point used thereafter.
 This roll occurs no matter when the Fatigue Point is "spent".

INJURY CHECK

IRON	AVERAGE	PRONE	RESULT
536	366	236	No injury on the play.
623	536	366	Player is injured with a GRADE 1 injury.
636	566	466	Player is injured with a GRADE 2 injury.
653	633	566	Player is injured with a GRADE 3 injury.
662	653	636	Player is injured with a GRADE 4 injury.
665	663	656	Player is injured with a GRADE 5 injury.
666	666	666	Player is injured with a GRADE 6 injury.

INJURY DURATION

ROLL	GRADE 1	GRADE 2	GRADE 3	GRADE 4	GRADE 5	GRADE 6
1	DTD	3D, DTD	8D, DTD	16D, DTD	39D, DTD	Season, surgery
2	DTD	4D, DTD	9D, DTD	18D, DTD	42D, DTD	Season, surgery
3	1D, DTD	5D, DTD	10D, DTD	20D, DTD	45D, DTD	Season + 1/4, surgery
4	2D, DTD	6D, DTD	11D, DTD	22D, DTD	48D, DTD	Season + 1/3, surgery
5	3D, DTD	7D, DTD	12D, DTD	24D, DTD	51D, DTD	Season + 1/2, surgery
6	4D, DTD	8D, DTD	13D, DTD	26D, DTD	54D, DTD	Career over
7	5D, DTD	9D, DTD	14D, DTD	28D, DTD	57D, DTD	Career over
8	6D, DTD	10D, DTD	15D, DTD	30D, DTD	60D, DTD	Career over

TRAINER'S TABLE

ROLL	GRADE 1	GRADE 2	GRADE 3	GRADE 4	GRADE 5	SURGERY TABLE
≤0	TODAY	TODAY	TODAY	TODAY	TOMORROW	SUCCESS
1	TODAY	TODAY	TODAY	TOMORROW	TOMORROW	SUCCESS
2	TODAY	TODAY	TOMORROW	TOMORROW	TIME	SUCCESS
3	TODAY	TOMORROW	TOMORROW	TIME	TIME	SUCCESS
4	TOMORROW	TOMORROW	TIME	TIME	TIME	SUCCESS
5	TOMORROW	TIME	TIME	TIME	SURGERY	SKILL LOSS, season
6	TIME	TIME	TIME	GRADE 5	SURGERY	SKILL LOSS, season
7	TIME	TIME	GRADE 4	GRADE 5	SURGERY	SKILL LOSS, career
8	GRADE 2	GRADE 3	GRADE 4	SURGERY	SURGERY	SKILL LOSS, career

CHART ROLL MODIFIERS		TRAINER'S TABLE RESULTS	
+1	if player's age is 31-34	TODAY	May play in today's game (no more rolls needed)
+2	if player's age is 35 or older	TOMORROW	May play, beginning next game (no more rolls needed)
-1	for each previous roll on this table	TIME	Player not ready, roll again tomorrow
+1	if the trainer is LOUSY	GRADE x	Injury more serious than thought, use new GRADE tomorrow
-1	if the trainer is GREAT	SURGERY	Injury more serious than thought, player needs surgery

GROUND BALL RESULTS, NORMAL DEPTH

HARD GB RESULTS		SOFT GB RESULTS	
None On	Bx1	All situations	Batter out, runners advance one base (If R1 is SLOW, R1x2, B-1) [Balls hit to 1b scored 3-1]
1st [Note 1]	DP: R1x2, Bx1		
2nd	to p/3b/ss: Bx1, R2 holds to 1b/2b: Bx1, R2-3	GB RESULTS	
3rd	Bx1, R3 holds [if FAST at 3rd: OPTION 1) Bx1, R3-H 2) B-1, RISK R3-H]	None On	Bx1
1st and 2nd	to 3b: R2x3, R1x2, B-1	1st	R1x2, B-1
[Notes 1-3]	to p/1b/2b/ss: R1x2, Bx1, R2-3	2nd	to p/c: Bx1, R2 holds to 1b/2b: Bx1, R2-3 to 3b: Bx1, RISK R2-3 (1B) to ss: OPTION a) Bx1, R2-3 b) B-1, RISK R2-3 (SS)
1st and 3rd	OPTION: a) DP: R1x2, Bx1, R3-H b) Bx1, R1-2, R3 holds	3rd	OPTION: 1) Bx1, R3-H 2) B>1, RISK R3-H (IF)
2nd and 3rd	Bx1, R3 holds [if FAST at 3rd: OPTION 1) Bx1, R3-H, R2-3 on GB to 1b/2b 2) B-1, RISK R3-H, R2-3 on GB to 1b/2b]	1st and 2nd	to 3b: R2x3, R1-2, B-1
Bases loaded	DP: R1x2, Bx1, R3 scores, R2-3	1st and 3rd	to p/1b/2b/ss: R2-3, R1X2, B-1 R1x2, B-1, R3-H if inning not over
NOTES		2nd and 3rd	OPTION: 1) Bx1, R3-H, R2-3 on GB to 1b/2b 2) B>1, RISK R3-H (IF), R2-3 on GB to 1b/2b
1) With R1, fielder has a choice of throwing to first or second on the BOBBLE? or CLOSE? plays.		Bases loaded	R1x2, B-1, R3-H, R2-3
2) On CLOSE? plays up the middle ([ss/cf] and [2b/cf]) force is recorded at second; use pivot man's arm to roll on CLOSE? for a possible double play (no adjustment for position)			
3) With R1/R2 and ball hit to 3B, CLOSE? is a possible TRIPLE PLAY – resolve as with play up the middle.			

GROUND BALL, INFIELD IN

RUNNER(S)	HARD?	GB	SOFT?
3rd	to 1b/2b 323: SINGLE [rf], R+1 666: Bx1, R3 holds to 3b/ss 323: SINGLE [lf], R+1 666: Bx1, R3 holds	Bx1, R3 holds	OPTION: 1) Bx1, R3 holds 2) R3-H: OPTION a) Bx1, R3-H b) RISK R3-H (IF), B-1
1st and 3rd	to 1b/2b 323: SINGLE [rf], R+1 666: Bx1, R3 holds, R1-2 to 3b/ss 323: SINGLE [lf], R+1 666: Bx1, R3 holds, R1-2	Bx1, R3 holds, R1-2	OPTION: 1) Bx1, R3 holds, R1-2 2) R3-H: OPTION a) Bx1, R3 scores, R1-2 b) RISK R3-H (IF), B-1, R1-2
2nd and 3rd	to 1b/2b 323: SINGLE [rf], R+1 666: Bx1, R3/R2 hold to 3b/ss 323: SINGLE [lf], R+1 666: Bx1, R3/R2 hold	Bx1, R3/R2 hold	OPTION: 1) Bx1, R3/R2 hold 2) R3-H: OPTION a) Bx1, R3-H, R2-3 on GB to 1b/2b b) RISK R3-H (IF), B-1, R2-3 [GB to 1b/2b]
Bases Loaded	to 1b/2b 323: SINGLE [rf], R+1 666: DP: R3xH, Bx1, R2-3, R1-2 (if B is FAST, R3xH, others safe) to 3b/ss 323: SINGLE [lf], R+1 666: DP: R3xH, Bx1, R2-3, R1-2 (if B is FAST, R3xH, others safe)	R3xH, B-1, R2-3, R1-2	OPTION: 1) Bx1, R3 scores, R2-3, R1-2 2) RISK R3-H (IF), B-1, R2-3, R1-2

HBP!

236	Batter hit by pitch, uninjured. Umpire feels that the pitch was a "purpose pitch", issues a warning to both benches.
366	Batter hit by pitch, uninjured. If a HR was hit in the inning, batter charges mound, benches clear, batter and pitcher ejected.
453	Batter hit by pitch, removed for precautionary X-rays, which prove negative.
536	Batter beamed, concussion; GRADE 2 injury
623	Batter hit on hand, broken bone. Roll one die for injury GRADE (1=grade 1, etc.)
666	Batter hit on wrist, fracture. Roll one die for injury GRADE (1=grade 1, etc.)

BB!

134	Pitcher becomes suddenly fatigued
162	Umpire refuses to grant catcher time out. Catcher complains and is ejected.
226	Ball; if runners on, catcher attempts pickoff throw on lead runner, which sails wild for an error
253	Ball. Catcher asks where pitch was, umpire tosses him
316	Ball, low and away. Defensive manager clucks from dugout and gets tossed
343	Ball four, batter walks. Pitcher complains about shrinking strike zone and is ejected
366	Ball falls from pitchers glove onto mound. If runners on, score as BALK
453	Pitcher develops blister and is removed from the game; treat as GRADE 1 injury
536	Batter walks. Batter contracts flu after the game; treat as GRADE 1 injury
623	Batter calls time and motions to the bench for a sub. Tests reveal a kidney stone; treat as a GRADE 1 injury.
666	Pitcher develops arm trouble. Check for injury.

WP/PB!

144	Ball bounces in dirt and lodges in catcher's equipment. If runners on base, score as WP.
222	Ball in dirt eludes catcher. Runners RISK, -1 column if lead R3 and +1 column if lead R1. If safe, score as WP.
256	Ball in dirt goes to backstop and takes funny hop. Runners advance 1 + RISK. Score as WP.
333	Ball off catcher's mitt rolls way up the line. Runners advance 1 + RISK. Score as PB.
366	Ball pops out of catcher's mitt. Runners RISK, -1 column if lead R3 and +1 column if lead R1. If safe, score as PB.
666	If runners on, wild pitch; batter injures shoulder waving runners on. Check for injury.

K!

126	Bandage falls out from under pitcher's sleeve with a mysterious foreign substance. Pitcher ejected.
146	Batter swings at pitch over head, ball sails past catcher, batter safe at first on K + WP.
166	Batter's swing interfered with by catcher, awarded first base. Score as E-2.
226	Called strike at the knee. Offensive manager questions parentage of umpire and is ejected.
246	Called strike. Ball moves too much, umpire suspicious. Inspection reveals emory board on P, who is ejected/suspended.
266	Check swing, even: strike three, odd: ball. If third strike, batter protests too much to the base umpire, and is tossed.
326	If runner at 1st is LOUSY, 1b is GREAT, and p is GREAT, the p and 1b pull the hidden ball trick on the runner, 3-UA.
346	Inside corner, strike three. Batter slams bat in protest and is ejected
366	Pitcher strikes out hitter and is pumped. Increase all talents by one for the rest of the game.
666	Batter strikes out, feels twinge in ribcage. Check for injury.

FOUL!

136	c calls off everyone to catch foul pop. 1b drifts over and catches the ball when it pops out of c's glove.
166	Catcher collides with on-deck hitter; batter ruled out for interference
236	3b saunters over to catch foul pop, drops it. Batter still batting.
266	2b drifts over, calls off 1b in foul ground, then muffs the pop up. Batter still batting.
336	1b takes his eye off the pop up in foul territory, bobbles, then drops it. Batter still batting.
366	ss races back behind third to corral looping foul pop, but can't hang on. Batter still batting.
434	Foul tip nails catcher. Check for injury.
462	Catcher makes great grab at dugout steps, then falls into dugout (even: his dugout, odd: opponent dugout and check injury).
526	Batter fouls pitch off. Bat shatters, shards hit on-deck hitter. Check for injury.
553	Batter fouls ball off foot; check for injury
616	3b tumbles into camera area as he attempts to catch foul pop (even: makes catch, odd: no catch, foul ball). Check for injury.
643	3b tumbles into dugout making catch; check for injury.
666	1b races over to catch foul pop, then tumbles into stands. Check for injury.

POP!

161	Looper beyond the infield falls in between three men (LHB: 2b/1b/rf, RHB: 3b/ss/lf) for a SINGLE, runners advance 1.
253	Popup to fielder closest to lead runner. If less than 2 outs, lead runner thinks inning is over, tagged out as he leaves the bag.
343	c stumbles in front of the plate, drops high pop up. Batter safe, runners advance 1 base.
434	1b waves off everyone, then fumbles the pop up. Batter safe, runners advance 1 base.
526	2b back-pedals into short right field for pop up, but ball caroms off the heel of his glove. Batter safe and runners advance 1.
616	ss comes in toward the mound, tripping over resin bag and dropping pop up. Batter safe and runners advance 1 base.
666	3b waits and waits for towering pop up to come down, then botches the catch. Batter safe and runners advance 1 base.

SOFT!

136	Bat explodes, revealing cork. Batter ejected and suspended, in addition to being thrown out at first on dribbler to fielder.
166	Dropped throw by 1b on throw from infielder, everyone safe. If 1b is fielder, fumbles soft roller, everyone safe.
236	If ball hit to c, ball spins back and hits batter in fair territory. Batter out, putout to catcher.
266	If ball hit to p or c, batter hit by throw, called out for running out of baseline
336	If batter is LOUSY, fails to run out grounder and is removed by manager.
366	Slow grounder takes fielder in path of base runner, fielder called for interference
436	Batter and 1b (p if ball hit to 1b) collide on bad throw to bag. Batter safe, score as error; check batter for injury.
466	Batter slides headfirst in a vain attempt to beat out the throw. Check for injury.
536	Batter thrown out, steps awkwardly on bag. Roll for injury.
566	If temperature < 60, batter pulls hamstring running out groundout. Roll for injury.
636	Fielder tweaks arm making the throw. Roll for injury.
666	Fielder lands funny after making off-balance peg to first for the out. Roll for injury.

HARD!

144	Ball gets caught in fielder's glove, batter safe. If fielder is p, 1b, or 2b/rf and fielder is GREAT, makes play by tossing glove.
222	Ball hits off bag; if 3b/1b SLICK, fields and gets batter, otherwise infield single.
256	Ball hits runner, ball dead, runner out, batter gets single.
333	Dropped throw by 1b on throw from infielder, everyone safe. If 1b is fielder, fumbles soft roller, everyone safe.
366	Dropped throw by pivot man on possible DP.
453	Batter out; spikes 1b as he crosses the bag. Check both for injury.
536	Fielder tweaks arm making throw. Roll for injury.
623	Fielder twists his back making throw. Roll for injury.
666	Wicked topspin causes ball to hop up on fielder and hit him in the jaw. Roll for injury.

LINE!

136	Ball hits runner, ball dead, runner out, batter credited with single.
166	Down the line... Even: fair ball!, rolls into the corner, DOUBLE, all score; odd, foul ball.
236	Liner drops in, possible single. If ball hit to rf, rf CANNON + GREAT, and runner SLOW + LOUSY, batter out at first, 9-3
266	Liner snared by [fielder], lead runner doubled off
336	Liner to 3b ... CAUGHT! If R1 + R2, 3b throws to 2b, who doubles off R2 and tags R1 as he comes into 2nd, TRIPLE PLAY!!
366	Low liner to cf, CAUGHT! If R1 + R2, cf throws to ss, who doubles off R2 and tags R1 coming into 2nd, TRIPLE PLAY!!
466	Line drive is lost by fielder; ball hits him in head and pops up, caught by nearest fielder. Check for injury.
566	Liner off pitcher's arm, out 10 days, SINGLE, runners advance 1 base.
666	Liner off pitcher; infield hit. Check for injury.

FLARE!

136	Ball hits bird in flight, falls in for SINGLE, runners advance 1 base.
166	Fielder makes catch. If less than two out, fielder thinks inning is over, tosses ball to kid in stands. Runners advance 1 base.
236	Fielder muffs ball for error. Runner on first, if any, rounds second too hard and is nailed with a throw in behind him.
266	Sliding catch by outfielder; if arm is CANNON or AVERAGE, doubles off lead runner. If field is WET, player makes catch only.
336	SINGLE to rf. Batter takes wide turn around 1st. If rf is CANNON, fires ball back in behind batter, who is tagged out by 1b.
366	Fielder makes shoestring grab. If R1 + R2, fielder throws to 2b for second out. 2b throws to 1b in time for TRIPLE PLAY!
466	Fielder muffs fly for an error; leaves game with a migraine. List player as day-to-day.
566	Fielder wrenches knee diving for ball, score as DOUBLE, runners advance 2 + RISK. Check for injury.
666	Little loopier, collision: ball drops in, SINGLE + RISK; check for injury.

DRIVE!

136	Ball caught for an out; all runners advance. Lead runner leaves too early and is called out on appeal.
166	Ball drops in for a DOUBLE. Batter misses first on play and is out on appeal, 1-3. If third out, any runs scored do not count.
236	Ball drops in for a DOUBLE; batter rounds second too hard and is out when fielder throws in behind him (putout to ss).
266	If field is WET, fielder slips going after ball; TRIPLE, may try for IPHR on RISK chart
336	If runner on 1st and less than two out, he waits to see if ball is caught. Batter passes him and is called out (putout to 1b).
366	Roll again on DRIVE? chart. Umpire rules catcher interferes with batter. Offensive manager may take play, or interference.
666	Collision; roll for injuries. If both players injured, ball rolls to wall for an uncontested IPHR. Otherwise, DOUBLE, 2 + RISK.

FLY!

153	Ball down the line: even, ump calls HR, odd, ump calls foul. Either way, blown call, batter or catcher ejected for arguing
236	Deep fly hits bird. Ball falls in for SINGLE; GREAT outfielder reacts quickly and makes the catch.
323	If fielder is STONE, ball bounces off fielder's head. If fence 0-10 feet in height, HR; otherwise, DOUBLE, runners advance 2.
366	Possible fan interference: even, batter called out, odd: ruled a HR
666	Fielder injured crashing into wall. If ball is caught, runners all advance 1 base. Check for injury.

WEATHER

WIND				
MPH	CALM	AVERAGE	WINDY	MPH
0	123	113	111	0
1	153	124	112	1
2	231	142	113	2
3	266	162	121	3
4	345	224	131	4
5	423	251	143	5
6	454	315	156	6
7	523	343	215	7
8	545	416	236	8
9	565	443	262	9
10	622	465	325	10
11	633	525	352	11
12	643	544	415	12
13	651	562	442	13
14	654	615	464	14
15	661	626	526	15
16	663	636	545	16
17	664	645	563	17
18	665	653	621	18
19	666	656	632	19
20		662	642	20
21		663	646	21
22		664	653	22
23		665	656	23
24		666	662	24
25			663	25
26			664	26
27			665	27
28			666	28

PRECIPITATION						
RESULT	APR	MAY	JUN	JUL	AUG	SEP
T-STORMS	144	162	223	226	144	124
SHOWERS	356	336	324	253	261	261
FOG	425	356	352	322	316	323
NONE	666	666	666	666	666	666

PRECIPITATION CHART RESULTS

T-STORMS	222	Game is rained out
	666	Rain delay. Field is WET
SHOWERS	If the gametime temperature is above 38 degrees	
	162	Game is rained out
	666	Game starts overcast. (Roll after every half-inning. If 111-126, game rained out)
	If the gametime temperature is below 39 degrees	
	366	Game postponed due to snow/cold
FOG	666	Game played in snow/cold. Field is WET
	114	Game called due to fog
	666	Game played in light fog

TEMPERATURE							
TEMP	APR	MAY	JUN	JUL	AUG	SEP	TEMP
30	111						30
32	112					111	32
34	114					112	34
36	121					114	36
38	124	111				121	38
40	133	112				124	40
42	143	113				133	42
44	156	114				143	44
46	214	121	111		111	156	46
48	235	124	112	111	112	214	48
50	261	133	114	112	114	235	50
52	325	143	121	114	121	261	52
54	354	156	124	121	124	325	54
56	423	214	133	124	133	354	56
58	452	235	143	133	143	523	58
60	516	261	156	143	156	452	60
62	542	325	214	156	214	516	62
64	563	354	235	214	235	542	64
66	621	423	261	235	261	563	66
68	634	452	325	261	325	621	68
70	644	516	354	325	354	634	70
72	653	542	423	354	523	644	72
74	656	563	452	523	452	653	74
76	663	621	516	452	516	656	76
78	664	634	542	516	542	663	78
80	665	644	563	542	563	664	80
82	666	653	621	563	621	665	82
84		656	634	621	634	666	84
86		663	644	634	644		86
88		664	653	644	653		88
90		665	656	653	656		90
92		666	663	656	663		92
94			664	663	664		94
96			665	664	665		96
98			666	665	666		98
100				666			100

WEATHER						
RESULT	APR	MAY	JUN	JUL	AUG	SEP
CLEAR	223	226	226	255	311	311
CLOUDY	356	435	443	532	532	456
OVERCAST	666	666	666	666	666	666
If result is OVERCAST, roll again for precipitation						