

# Milwaukee County Stadium 1959



**Stadium Diagram  
Not Available**

Home of the Milwaukee Braves

Type	Open	Left Field	320 ft
Field	Natural Grass	Left Center	374 ft
Capacity	43,827	Center Field	402 ft
HR by lefties	-2%	Right Center	374 ft
HR by righties	-16%	Right Field	320 ft

## Rolls of 600+

Add 10 if home team is batting

Add 10 per level of Pitcher Fatigue

600-601	<b>643 DP</b>	667-672	<b>3-1</b>
602-604	<b>463 DP</b>	673-677	<b>1-3</b>
605-614	<b>K</b>	678-680	<b>WP</b>
615-626	<b>F4</b>	681	<b>HBP</b>
627-634	<b>F6</b>	682	<b>1B(LF)</b>
635-640	<b>F8</b>	683	<b>Bloop 1B</b>
641-645	<b>3-6</b>	684	<b>1B+(CF)</b>
646-652	<b>4-6</b>	685-694	<b>1B++</b>
653-658	<b>5-4</b>	695-702	<b>BB</b>
659-666	<b>6-4</b>	703+	<b>Deep CF</b>

Results in **purple**:

Change to **1B+** if infielder is playing in.

## Deep Drives

Add batter **Power** rating  
to two ten-sided dice  
and adjust for temperature:

< 53° = -1    53°-83° = +0    > 83° = +1

**Power** + +

	<b>Deep LF</b>	<b>Deep CF</b>	<b>Deep RF</b>
<b>0-4</b>	<b>1B</b>	<b>1B</b>	<b>1B+/R1?</b>
<b>5</b>	<b>Bloop 1B</b>	<b>F8+</b>	<b>2B+/B?</b>
<b>6</b>	<b>2B/R1?</b>	<b>Bloop 1B</b>	<b>Bloop 1B</b>
<b>7</b>	<b>F7/R3?</b>	<b>1B/R2?</b>	<b>1B/R2?</b>
<b>8</b>	<b>1B+</b>	<b>1B+/R1?</b>	<b>1B++/B?</b>
<b>9</b>	<b>1B/R2?</b>	<b>2B+/B?</b>	<b>F9/R3?</b>
<b>10</b>	<b>1B++/B?</b>	<b>1B++/B?</b>	<b>1B+/R1?</b>
<b>11</b>	<b>F7/R3?</b>	<b>F8/R3?</b>	<b>F9/R3?</b>
<b>12</b>	<b>F7+</b>	<b>F8+/R2?</b>	<b>F9+</b>
<b>13</b>	<b>F7/R3?</b>	<b>F8+</b>	<b>F9/R3?!</b>
<b>14</b>	<b>F7/R3?</b>	<b>F8/R3?</b>	<b>F9+/R2?</b>
<b>15</b>	<b>F7+</b>	<b>F8+/R2?</b>	<b>F9+/R2?!</b>
<b>16</b>	<b>F7+/R2?</b>	<b>F8+/R2?</b>	<b>F9++</b>
<b>17</b>	<b>F7+/R2?</b>	<b>F8+/R2?!</b>	<b>HR</b>
<b>18</b>	<b>HR</b>	<b>HR</b>	<b>HR</b>
<b>19</b>	<b>HR</b>	<b>HR</b>	<b>HR</b>
<b>20</b>	<b>HR</b>	<b>F8++</b>	<b>HR</b>
<b>21</b>	<b>HR</b>	<b>HR</b>	<b>HR</b>
<b>22</b>	<b>HR</b>	<b>HR</b>	<b>F9++</b>
<b>23</b>	<b>HR</b>	<b>HR</b>	<b>HR</b>
<b>24+</b>	<b>HR</b>	<b>HR</b>	<b>HR</b>

## Weather (Optional)

Temperature = Base Temp + + +

	Base Temp (Day)	Base Temp (Night)	Rain Bonus
<b>April</b>	<b>36°</b>	<b>30°</b>	<b>+0</b>
<b>May</b>	<b>46°</b>	<b>39°</b>	<b>+0</b>
<b>June</b>	<b>55°</b>	<b>49°</b>	<b>+0</b>
<b>July</b>	<b>62°</b>	<b>56°</b>	<b>+0</b>
<b>August</b>	<b>61°</b>	<b>57°</b>	<b>+0</b>
<b>September</b>	<b>55°</b>	<b>50°</b>	<b>+0</b>
<b>October</b>	<b>45°</b>	<b>39°</b>	<b>-1</b>

## Rain (Optional)

+ + + Rain Bonus

<b>9 or less</b>	<b>Clear</b>
<b>10-14</b>	<b>Clouds</b>
<b>15-16</b>	<b>Overcast</b>
<b>17</b>	<b>Light Rain (-3 Fielding)</b>
<b>18 or more</b>	<b>Heavy Rain (&amp; roll again)</b>
	Delay (Minutes) = ( x 10) +
	2 <sup>nd</sup> Consecutive Heavy Rain = Rainout

Heavy Rain = Roll Again