*Season Ticket Baseball* Quick Start Card

# The Dice

You will need:

* One 6-sided die
* Two 10-sided dice of different colors

## The Result Dice

All three dice are rolled together to create a 3-digit number (white = tens digit / blue = ones digit):

DdH = 437

# Resolving Each Plate Appearance

Roll the **result dice** and read the card corresponding to the die roll:

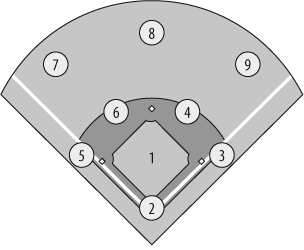
|  |  |  |  |
| --- | --- | --- | --- |
| AB | Pitcher | E | *Rare Plays*  & Defense |
| CD | Batter | F | *Stadium Card* |

### Rare Plays (500-509)

For rolls of 500-509, re-roll on *Rare Plays* (page 30).

### Defense (510-599)

Rolls of 510-599 refer directly to a **defensive** player’s card, with the “tens” digit specifying the position:

* 510-519 = Pitcher’s card
* 520-529 = Catcher’s card
* 530-539 = First Baseman’s card
* etc.

### Stadium Card (600-699)

Rolls of 600-699 are found on the *Stadium Card*.

* Add 10 to the roll If the home team is batting.
* Add 10 for each level of pitcher Fatigue (page 6).

# Redirection

Results in **red** redirect to other cards:

|  |  |  |  |
| --- | --- | --- | --- |
| **Deep LF** | **Deep CF** | **Deep RF** | Roll on  *Stadium Card* |

|  |  |
| --- | --- |
| **→ 3xx** | Redirect to a different roll, *keeping the last two digits the same.* |

|  |  |  |  |
| --- | --- | --- | --- |
| Example: 145 redirects to 345. | |  |  | | --- | --- | | 101-56 | **3xx** | |

|  |  |
| --- | --- |
| **→ 58x** | Redirect to a different roll, *keeping the last digit the same.* |

|  |  |  |  |
| --- | --- | --- | --- |
| Example: 266 redirects to 586. | |  |  | | --- | --- | | 263-67 | **58x** | |

#### Runner Notation

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **B** | Batter |  | **R2** | Runner on 2B |
| **R1** | Runner on 1B |  | **R3** | Runner on 3B |

# Hits

|  |  |
| --- | --- |
| **1B** | **Single**: Runners advance 1 base |
| **2B** | **Double:** Runners advance 2 bases |
| **3B** | **Triple**: All runners score |
| **HR** | **Home Run**: All runners score |

|  |  |
| --- | --- |
| **1B+** | **Outfield Single:** R2/R3 score. R1 → 2B |
| **1B++** | **Long Single:** R2/R3 score. R1 → 3B |
| **2B+** | **Long Double**: All runners score |

|  |  |  |
| --- | --- | --- |
| Bloop Hits | **< 2 Outs** | **2 Outs** |
| **Bloop 1B** | **Single** (**1B**) | **Long Single** (**1B++**) |
| **Bloop 2B** | **Double** (**2B**) | **Long Double** (**2B+**) |

# Outs

|  |  |  |
| --- | --- | --- |
| **K** | **Strikeout**: No runners advance. | |
| **F7** | **Fly Out (LF)**: No runners advance. | |
| **F7+** | **Fly Out (LF)**: R3 tags and scores. | |
| **F7++** | **Fly Out (LF)**: R2 and R3 tag and advance. | |
| **L6** | **Line Out (SS)**: No runners advance. | |
| **6-3** | **Ground Out**: Runners advance 1 base. | |
| **6-4** | **Force Out** at 2B | If 1B unoccupied: change to **6-3** |
| **643 DP** | **Double Play** |

# Other Results

|  |  |  |
| --- | --- | --- |
| **BB** | **Walk**: Runners advance if forced. | |
| **HBP** | **Hit Batter**: Runners advance if forced. | |
| **E6** | **1-Base Error** | Batter safe at first. Runners advance 1 base. |
| **E6 (2)** | **2-Base Error** | R2/R3 score. R1 → 3B. |
| **PB** | **Passed Ball** | Runners advance 1 base.  (Re-roll if bases empty) |
| **WP** | **Wild Pitch** |

|  |  |
| --- | --- |
| Additional Runner Advancement on Hits | |
| **(LF) (CF) (RF)** | If an outfield position is shown, the lead runner may try to advance by *challenging* outfielder’s **Arm** rating (see below). |

# Challenges

If the runner chooses to *challenge* the outfielder’s arm, roll the result dice and **add** them together.

Runner is safe if:

**Speed** +u+U+U **≥** 10 + **Arm**

Otherwise, runner is tagged out.

|  |  |
| --- | --- |
| Example: | **1B+(RF)** |

**1B** = Single to RF. Runners advance 1 base.

**+** = R2 scores (takes extra base from 3B → home)

**(RF)** = R1 **may** try to advance (2B → 3B) by  
 testing their *Speed* vs. the RF’s *Arm*

|  |  |  |
| --- | --- | --- |
| R1 *Speed* = **5** | RF *Arm* = 6 | 10 + *Arm* = **16** |
| Roll = C+a+I = **11** | | |
| **5 + 11 = 16 R1 is safe at 3B** (just barely) | | |

# Reminder: a = zero (not ten)

# Runner Events (after the slash)

|  |  |
| --- | --- |
| **L6/R2!** | Line out to SS / R2 is **out** (doubled up). |
| **F9/R3!** | Fly out to RF / R3 **thrown** **out** at home. |
| **/R2+** | R2 tags up and advances. |
| **/R2?** | R2 **may** challenge fielder’s **Arm** (see Challenges above). |
| **/R1?!** | R1 **must** challenge fielder’s **Arm**. |

*Ignore runner events for unoccupied bases.*

## Runner Advancement on Ground Outs

All runners advance one base on ground outs, with the following exceptions:

Unforced **R2** holds at second base:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **1-6** | **163 DP** | **143 DP** |  |  |  |
|  |  |  |  |  |  |
| **5-4** | **543 DP** | **5-3 DP** |  | **643 DP** | **6-4** |

Unforced **R3** holds at third base:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **1-6** | **163 DP** | **143 DP** |  | **2-3** |  |
|  |  |  |  |  |  |
| **5-4** | **543 DP** |  |  |  |  |

# Steal Attempts

## Establishing a Lead (Optional)

Runner’s *Steal* rating vs. pitcher’s *Hold* rating:

**Steal** +u+U **≥** 10 + **Hold**

Runner may attempt to establish a lead once per batter. There is no penalty for failure, unless runner is picked off (see below).

## Stealing (With a Lead)

Runner’s *Speed* rating vs. catcher’s Arm rating:

**Speed** +u+U+U **≥** 10 + **Arm**

## Stealing (Without a Lead)

**Speed** +u+U **≥** 10 + **Arm**

## Pickoffs

When rolling to establish a lead or to steal,  
runner is picked off if both 10-sided dice are  
below pitcher’s *Pickoff* rating:

u **< Pickoff** AND U **< Pickoff**

## Stealing Home

As above, but use **12** as catcher’s *Arm* rating.

|  |  |
| --- | --- |
| Overthrows | jJ |

Throwing errors are possible for:

* Challenges
* Establishing a Lead
* Stealing (with or without a lead)

If both ten-sided dice exceed thrower’s **Fielding**, the advancing runner is safe and all runners (including the advancing runner) advance one extra base.

# Pitcher Fatigue

**Fatigue** starts at 0 when pitcher enters game.

**Stamina** rating is the number of innings in which a pitcher can pitch without risk of fatigue.  
*Use 1st number for starters / 2nd number for relievers.*

*After* exceeding Stamina, any baserunner (hit, walk or HBP) adds 1 to pitcher’s Fatigue.

## Effect of Fatigue

For rolls of 600-699, add 10 for each level of Fatigue. *Rolls below 600 are not affected by Fatigue.*