

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):



Resolving Each Plate Appearance

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

1 2 Pitcher	5 Rare Plays & Defense
3 4 Batter	6 Stadium Card

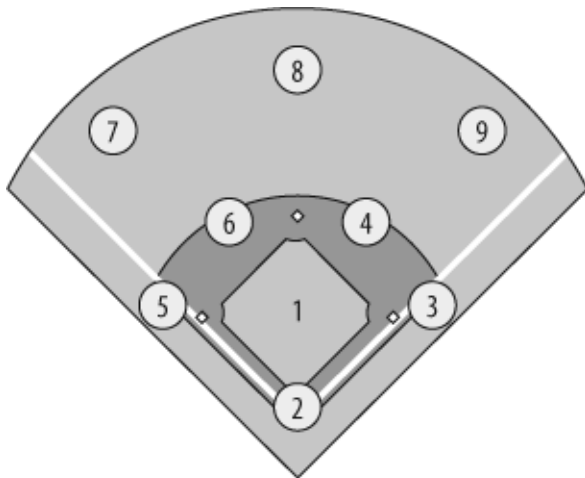
Rare Plays (500-509)

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 5 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 <i>Stadium Card</i>
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→ 3xx	Redirect to a different roll, keeping the last two digits the same.
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Example: 145 redirects to 345. 101-56 **3xx**

→ 58x	Redirect to a different roll, keeping the last digit the same.
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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:
643 DP	Double Play change to 6-3

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.
WP	Wild Pitch (Re-roll if bases empty)

Additional Runner Advancement on Hits

(LF)	If an outfield position is shown, the lead
(CF)	runner <u>may</u> try to advance by <i>challenging</i>
(RF)	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:

$$\text{Speed} + \text{Die 1} + \text{Die 2} + \text{Die 3} \geq 10 + \text{Arm}$$

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 his *Speed* vs. the RF's *Arm*

R1 <i>Speed</i> = 5	RF <i>Arm</i> = 6	10 + <i>Arm</i> = 16
Roll = 3 + 0 + 8 = 11		
5 + 11 = 16	R1 is safe at 3B (just barely)	

Reminder:  = 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 exception of balls hit to the following fielders:

Fielder	
P	Runners only advance if forced.
C	R3 only advances if forced.
SS, 3B	R2 only advances if forced.

Steal Attempts

Establishing a Lead (Optional)
 Runner's *Steal* rating vs. pitcher's *Hold* rating:
 $\text{Steal} + \text{Die 1} + \text{Die 2} \geq 10 + \text{Hold}$
 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:
 $\text{Speed} + \text{Die 1} + \text{Die 2} + \text{Die 3} \geq 10 + \text{Arm}$
Stealing (Without a Lead)
 $\text{Speed} + \text{Die 1} + \text{Die 2} \geq 10 + \text{Arm}$
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:
 $\text{Die 1} < \text{Pickoff AND Die 2} < \text{Pickoff}$
Stealing Home
 As above, but use **12** as catcher's *Arm* rating.

Overthrows



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**.*