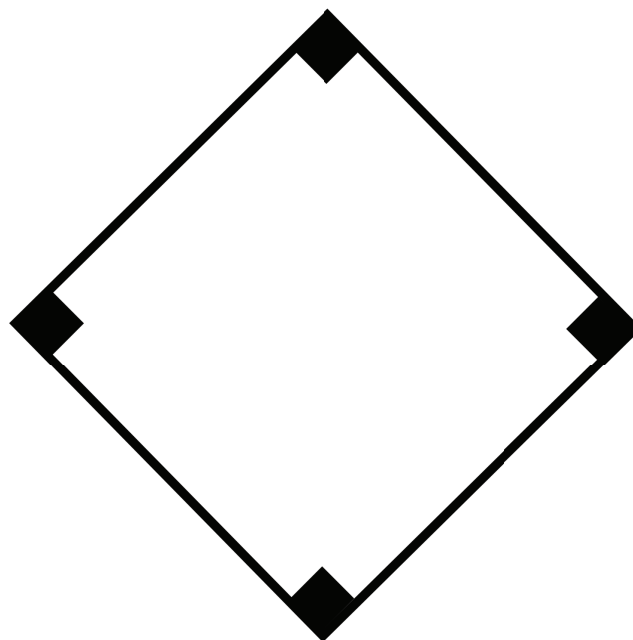


DEADBALL

AWAY: NAME, POS, TRAITS	L/R	BT

HOME: NAME, POS, TRAITS	L/R	BT

	1	2	3	4	5	6	7	8	9	10	11	12	R	H	E
AWAY:															
HOME:															



ERA	PITCH DIE
0-.99	d20
1-1.99	d12
2-2.99	d8
3-3.49	d4
3.5-4	-d4
4-4.99	-d8
5-5.99	-d12
6-6.99	-d20
7-7.99	-20
8-8.99	-25

STARTERS DROP A PD LEVEL
If they allow 3+ runs in an inning
If they allow 4+ runs over two IP
For every run allowed over 4 runs
For every inning pitched past six
RELIEVERS DROP A PD LEVEL
For every run allowed
If they pitch more than one inning
PITCHERS GAIN A LEVEL IF THEY
Strike out the side
Go three IP without allowing a run
Escape a bases-loaded jam

DEFENSE (D12)	
1-2	Error. Runners take extra base.
3-9	No change.
10-11	Hit goes down a level. Double reduced to single, runners adv. 2. Triple reduced to double, runners adv. 3. Single remains a single.
12	Hit becomes out. Runners hold.
BASE STEALING (D8 TO STEAL SECOND, D8-1 TO STEAL THIRD)	
1-3	Runner is out
4-8	Runner is safe

SEQUENCE OF PLAY

1. Roll MSS (d100+PD)
2. Roll on HT*
3. Roll for DEF
4. Record result

SWING RESULT TABLE	
0 - 5	Critical hit
6 - BT	Ordinary hit
BT+1 - BT+5	Walk
BT+6 - 70	Productive out
71 - 99	Possible double play

ADVANCED HIT TABLE	
1-2	Single+
3	Single, DEF (1B)
4	Single, DEF (2B)
5	Single, DEF (3B)
6	Single, DEF (SS)
7	Single, DEF (SS/2B*)
8-12	Single, runners adv. 2+
13	Double, DEF (LF)
14	Double, DEF (CF)
15	Double, DEF (RF)
16-17	Double, runners adv. 3
18	Triple, DEF (RF/CF**)+
19-20	Home Run

+: Players with certain traits have special results on these rolls.

*: If MSS is even, SS fields ball. If odd, 2B fields ball.

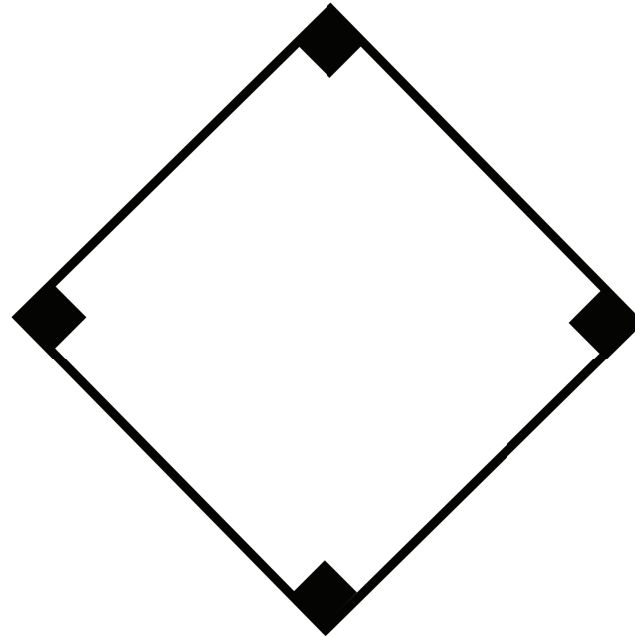
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