PAYOFF PITCH BASEBALL – RATINGS AND SYMBOLS REFERENCE SHEET

PITCHER CARDS

†† in the batting section or # after bunt letter in batting section = The pitcher has his own batting card in addition to a pitcher card in the card set.

#, †, or + after stamina rating = When used in relief and in a save situation, the pitcher does not become fatigued until the game becomes tied or their opponent takes the lead

TOUGH-OUT = Same as TOUGH. Go to batter's TOUGH section. If strikeout, record as normal. If not a strikeout, ignore any other ranges in the TOUGH section and go to the batter's OUT section. The TOUGH-OUT rating means the batter is automatically out.

RANGE = Resolve the same as DEFENSE except all checks are range checks. Find the position being tested as normal, disregarding the Error or Range heading on the chart or reading on the FAC. Once the position is found, perform a range check as normal.

ERROR = Same as RANGE except all checks are error checks. Find the position being tested as normal, disregarding the Error or Range heading on the chart or reading on the FAC. Once the position is found, check for an error as normal.

/IN-PLAY/ = This reading will be followed by an out (P6, P4, G4, G6, F8, etc.). If this is the pitcher's first inning as either a starter or reliever, read as a normal IN-PLAY result. If this reading appears during the pitcher's second or later inning, it is an automatic out. If the % dice result is not within the ranges in the batter's OUT section, then use the out provided. This rating may be played as optional and read as a normal IN-PLAY rating if preferred or when playing cross era/seasons. This rating was introduced in September 2020 with the 1986 season set.

/PATIENT/ or PATIENT-OUT = This reading will be followed by an out (P6, P4, G4, G6, F8, etc.). Go to the batter's PATIENT section. If BB or HBP, record as normal. If not a BB or HBP, ignore any other ranges and go to the batter's OUT section. If the dice result is not within the ranges in the batter's OUT section, then use the out provided next to the /PATIENT/reading. Introduced in September 2020 with the 1986 season set.

IN-PLAY [SINGLE] = This is different and not the same as the normal IN-PLAY rating most pitchers have. Check batter's IN-PLAY section as normal. If 1B, 2B or 3B, resolve as normal. If the IN-PLAY result is an out and current pitcher is the starting pitcher, check if pitcher has allowed a hit in this game. If yes, then batter singles. If no, then go to OUT section as normal. If the IN-PLAY result is an out and a relief pitcher is pitching, the batter singles.

%roll +10 or %roll +20 = This rating is found in the pitcher's supplemental SO area near the bottom of his card and above his stat line. When the pitcher rolls a TOUGH on his card, increase the percentile dice roll (00-99) by 10 or 20 as indicated before checking the batter's TOUGH section. If the adjusted percentile dice roll is greater than 99, then use the original, unadjusted dice roll. For example if the pitcher has %roll +20 and the dice roll was 86, the adjusted amount would be 106 (86 + 20); however, since this amount is greater than 99, ignore the adjustment and use 86 to resolve the at-bat.

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BATTER CARDS

The runner's JUMP rating is the number rating in the player's STEAL section of their card. For example, a player may have a rating of 3 B. 3 is the JUMP rating and B is the stealing grade.

+ after JUMP rating = increase runner's JUMP rating by 1 the first time he reaches base with a steal opportunity each game.

– after JUMP rating = decrease runner's JUMP rating by 1 the first time he reaches base with a steal opportunity each game.

JUMP rating of 1 = Use a JUMP rating of 2 the first time he reaches base with a steal opportunity each game. Do not check for a steal again for that player in the same game.

† after the STEAL letter = Use a catcher's ARM of 3 if the catcher has a 1 or 2 ARM rating. Catcher's with an ARM rating of 3, 4 or 5 remain the same.

0 in HR range on batter's WHEELHOUSE section. [Optional rule] When a 00 is the percentile dice result and the batter has either a blank or 0 next to his HR result, re-roll the percentile dice (00-99). If the result is doubles (00, 11, 22, 33, 44, 55, 66, 77, 88, 99), the batter hits a HR. All other results, check the appropriate Rare Play chart using the 2d6 dice total currently on the table or on the previous FAC if using FAC cards. This is an optional rule and may be ignored if desired.