

Single Runner 1-3

On throw, then secondary runner advance if 2d6 roll <= BR; if 2d6 roll is 12 then that runner is out at next base

Left	Center	Right
Color D6 1-2	Color D6 3-4	Color D6 5-6
(H&R)	(H&R)	(H&R)
(2 Out 6+)	(2 Out 6+)	(2 Out 6+)
(Wheelhouse)	(Wheelhouse)	(Wheelhouse)
(In-play 9+)	(In-play 8+)	(In-play 7+)
(Defense 6+)	(Defense 6+)	(Defense 6+)
Else Choice	Else Choice	Else Choice

(Choice) Roll 2d6 and compare total to lead runner's RUN and fielder's ARM ratings. If the total is equal to or less than both, the runner is safe. If the total is greater than both, the runner is out. If the total is greater than one rating and equal or less than the other, then roll the 1d10 result—

(1-5 SAFE) (6-9 Out) (10 check error 2nd d10 even throw/odd catch)
Roll for error check on thrower or catcher of throw. No error=out

Single Runner 2-H

On throw, then secondary runner advance if 2d6 roll <= BR; if 2d6 roll is 12 then that runner is out at next base

Left	Center	Right
Color D6 1-2	Color D6 3-4	Color D6 5-6
(H&R)	(H&R)	(H&R)
(2 Out 6+)	(2 Out 6+)	(2 Out 6+)
(Wheelhouse)	(Wheelhouse)	(Wheelhouse)
(In-play 8+)	(In-play 7+)	(In-play 8+)
(Defense 6+)	(Defense 6+)	(Defense 6+)
Else Choice	Else Choice	Else Choice

(Choice) Roll 2d6 and compare total to lead runner's RUN and fielder's ARM ratings. If the total is equal to or less than both, the runner is safe. If the total is greater than both, the runner is out. If the total is greater than one rating and equal or less than the other, then roll the 1d10 result—

(1-5 SAFE) (6-9 Out) (10 check error 2nd d10 even throw/odd catch)
Roll for error check on thrower or catcher of throw. No error=out

Double Runner 1-H

On throw, then secondary runner advance if 2d6 roll <= BR; if 2d6 roll is 12 then that runner is out at next base

Left	Center	Right
Color D6 1-2	Color D6 3-4	Color D6 5-6
(H&R)	(H&R)	(H&R)
(2 Out 6+)	(2 Out 6+)	(2 Out 6+)
(Wheelhouse)	(Wheelhouse)	(Wheelhouse)
(In-play 8+)	(In-play 7+)	(In-play 8+)
(Defense 6+)	(Defense 6+)	(Defense 6+)
Else Choice	Else Choice	Else Choice

(Choice) Roll 2d6 and compare total to lead runner's RUN and fielder's ARM ratings. If the total is equal to or less than both, the runner is safe. If the total is greater than both, the runner is out. If the total is greater than one rating and equal or less than the other, then roll the 1d10 result—

(1-5 SAFE) (6-9 Out) (10 check error 2nd d10 even throw/odd catch)
Roll for error check on thrower or catcher of throw. No error=out

Steal Bases

Roll vs pitcher hold rating if roll <= then good jump, if > then bad jump. If roll is a 2 or 3 auto steal no throw, if 12 possible pick-off

C Arm1 -2	C Arm2 -1	Steal Rat A=9
C Arm2 -1	C Arm3 0	Steal Rat B=8
C Arm3 0	C Arm4 +1	Steal Rat C=7
C Arm4 +1	C Arm5 +2	Steal Rat D=6
C Arm5 +2	Steal 2B +0	Steal Rat F=5
Steal 3B -2		Bad Jump -1
		Good Jump 0

Steal Home -4 no C Arm Only Steal Rat B or A

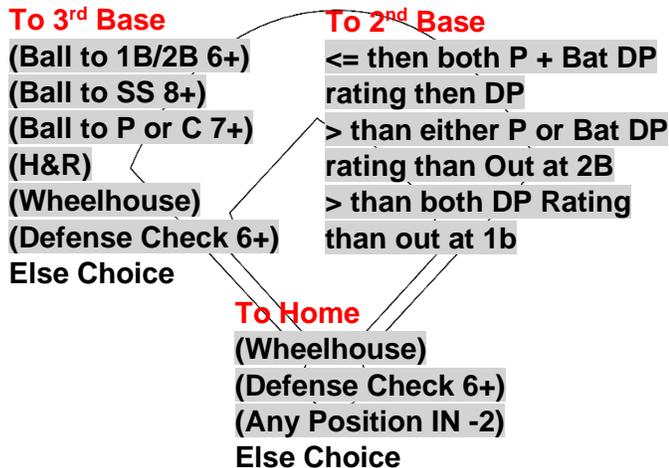
(Steal) Roll 2d6 if total is <= to final steal rating then safe otherwise out. If roll is 12 then roll error on catcher throw.

(Pick Off) Roll 2d6 and compare total to the final steal rating and the pitchers hold rating. If the total is equal to or less than both, the runner is back safe. If the total is greater than both, the runner is out; If the total is greater than one rating and equal or less than the other, then roll the 1d10 result—

(1-5 SAFE) (6-9 Out) (10 check error 2nd d10 even throw/odd catch)
Roll for error check on thrower or catcher of throw. No error=out

Ground Out Advance

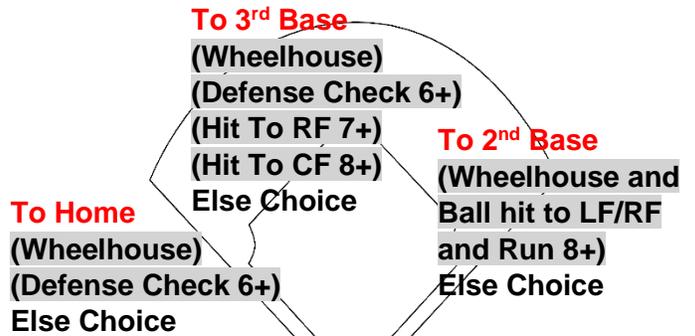
If defense is trying for Double Play, then it is an auto advance



(Choice) Roll 2d6 and compare total to lead runner's final RUN rating if equal to or less the runner is safe, otherwise out. On roll of a 12 than check colored d10 for error even on throw/odd catch.

Fly Out Advance

On throw, then secondary runner advance if 2d6 roll <= BR; if 2d6 roll is 12 then that runner is out at next base

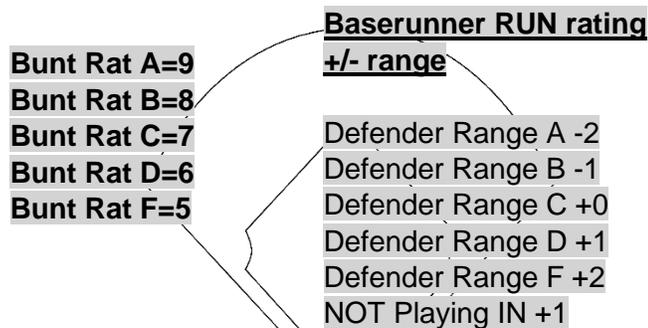


(Choice) Roll 2d6 and compare total to lead runner's RUN and fielder's ARM ratings. If the total is equal to or less than both, the runner is safe. If the total is greater than both, the runner is out. If the total is greater than one rating and equal or less than the other, then roll the 1d10 result—

(1-5 SAFE) (6-9 Out) (10 check error 2nd d10 even throw/odd catch)
 Roll for error check on thrower or catcher of throw. No error=out

Sacrifice Bunt

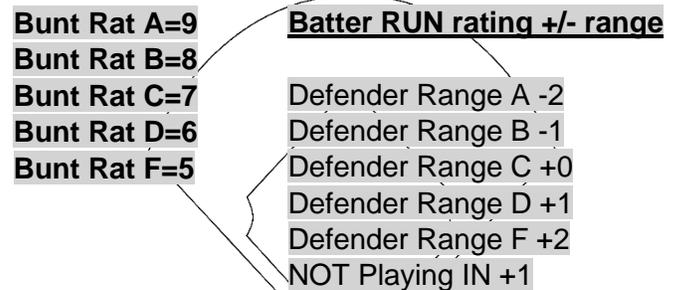
Colored Die (1-2 Pitcher) (3-4 Catcher) (5 3rd Base) (6 1st Base)



(Bunt) Roll 2d6 if die roll is <= to bunt rating then a good sacrifice bunt. If die is > than rating, then defensive player can choose to throw out lead runner. Roll 2d6 and if roll is <= final base runner run rating then safe. If roll is > final run rating runner out at base and bunter safe at 1st. If bunt rating dice roll was a 12 than roll 1d10 for result. (1-2 pop out) (3-4 bad bunt double play) (5-6 out on strikes) (7-8 roll for error on throw) (9-10 roll error on catch)

Bunt for Hit with Bases Empty

Colored Die (1-2 Pitcher) (3-4 Catcher) (5 3rd Base) (6 1st Base)



(Bunt for Hit) Roll 2d6 if die roll is <= to bunt rating then a good bunt go to step 2. If die > than Bunt rating, then out at first. Step 2, roll 2d6 and if die roll is <= to final run rating then safe at first. If die roll is > than final run rating out at first. If bunt rating dice roll was a 12 then check colored d10 for error on even throw/odd catch

Hit and Run Plays

Hit and Run Results

On all hits runners take an extra base
Batters DP rating is -2, minimum of 4
LH batters a G6 turns into a Single
RH batters a G4 turns into a Single
All Lineouts are double or triple plays
depending on how many runners on base
All Wheelhouse HR become Doubles
All Wheelhouse Doubles become Singles
If batter strikes out, then runner must steal
with a -2 to rating – do not roll for jump

Outfield Playing In

On all hits check colored D6, 1-2 LF, 3-4 CF, 5-6 RF

Outfield Playing IN

All singles hit off of "Tough" become an out if it is an Odd number. O of odd, O for out.
All singles hit off of "In-play" if Odd number become outs. O for odd, O for out.
All "Defense" checks to all outfielders are auto failure (auto error, auto range failure)
All In-play singles become double
All doubles hit to RF become triples.
All Wheelhouse singles become doubles.
Subtract 2 to the outfielder's arm rating for any "choice" advancements by base runners.

Defense Plays

First D10 Even#=Error Odd#=Range

2nd D10 is position to check, on a roll of 0 LHB=2B RHB=SS

Error 2d6

2-9 One base error

10-12 Two base error

A single digit # is 1 base error while a double digit # is a 2 base error

Failed Range 2d6

2-9 Single

10-12 Double

A single digit # is a single and a double digit # is a double

(Defense Plays) Because defense plays are at the extreme end of the player's skill or endurance they don't give the fielder time to make normal play. No double plays, runners with 6+ run rating take an extra base, runners with run rating of 6+ can advance on fly outs, and runners with 6+ run rating can advance home on ground outs.

Defense Playing IN

Pitcher and Catcher are always considered IN

(Defense Position IN)

On throws to home -2 to base runners RUN rating
Double plays with bases full will go X-2-3.

Wheelhouse all ground outs to players IN result in a hit

In-play even number ground outs to position playing IN will result in a base hit instead of an out
O of odd, O for out
Even for hit
(Wheelhouse and In-play to the pitcher and catcher ignore these rules...)

Email IDJESTER at: jdjesterlive@gmail.com if you have any questions, comments, or ideas. Thanks for trying out my payoff pitch charts and I hope you enjoy using them in your game.

Please watch the following link to learn how to use these charts..

<https://www.youtube.com/watch?v=raBam1J3CQE>