

INJURY CHART

RESULT	Prone	Normal	Durable	Iron
Player okay. No Injury	0 - 10	0 - 30	0 - 69	0 - 69
Injured remainder of game	11 - 15	31 - 50	70 - 84	70 - 89
Injured rem. + 1 game	16 - 20	51 - 65	85 - 94	90 - 99
Injured rem. + 1d6 games	21 - 30	66 - 84	95 - 99	
Injured rem. + 10 games	31 - 50	89 - 99		
Injured rem. + 20 games	51 - 75			
Injured rem. + 50 games	76 - 89			
Injured remainder of season	90 - 99			

Injured rem.: Player is injured the remainder of this game. This will be followed by an additional number of games to be missed, such as +1 game. Player misses 1 additional game.

+1d6 games: roll 1d6, player misses that number of games due to injury.

PITCHER REST CHART

Innings Pitched	Days to Rest		
	Starter	Long	Short
0 - 1.0	1	0*	0**
1.1 - 2.0	1	0*	0*
2.1 - 3.0	2	1	1
3.1 - 4.0	2	2	2
4.1 - 5.0	3	3	3
5.1 - 9.0	3+	4	^
9.1 - 11.0	4+	5	^

+ Pitcher with inning stamina below 7 requires an extra days rest (4 or 5 days). Reduce stamina by 2 on short rest starts.

* Pitcher cannot pitch in more than two consecutive games and requires 2 days rest afterward.

** Pitcher cannot pitch in more than three consecutive games and requires 2 days of rest afterward.

^ Pitcher should not pitch more than 5 innings and requires 5 days rest if he does. Check for injury if pitcher pitches more than 5 innings.

FATIGUED PITCHER CHARTS

All BALLPARK results are automatically rolled on the batter's WHEELHOUSE section. Do not check the ballpark card first. Instead use the percentile dice result directly on the batter's WHEELHOUSE section. When pitcher result is PATIENT or TOUGH, use the percentile dice roll and the fatigued pitcher charts below to determine which pitch rating to use. The result may stay the same or change to WHEELHOUSE, IN-PLAY or the batter may hit a SINGLE. Use the normal runner advancement rules to resolve any base runner advancement. When using the basic base running rules, use the PATIENT rules when the original pitcher result was PATIENT and TOUGH when the original result was TOUGH.

If the pitcher has a special result on his card (/PATIENT/; PATIENT-OUT; TOUGH-OUT; /IN-PLAY/) ignore the special quality when the pitcher is fatigued and read the result as a normal PATIENT, TOUGH or IN-PLAY result.

STARTING PITCHER

PATIENT - Starter (SP)	
% dice roll	Read as
01 - 67	PATIENT
68 - 71	SINGLE
72 - 79	IN-PLAY
80 - 99	WHEELHOUSE
TOUGH	
% dice roll	Read as
01 - 54	TOUGH
55 - 66	IN-PLAY
67 - 99	WHEELHOUSE

RELIEF PITCHER

PATIENT - Reliever (RP)	
% dice roll	Read as
01 - 37	PATIENT
38 - 41	SINGLE
42 - 79	IN-PLAY
80 - 99	WHEELHOUSE
TOUGH	
% dice roll	Read as
01 - 54	TOUGH
55 - 66	IN-PLAY
67 - 99	WHEELHOUSE