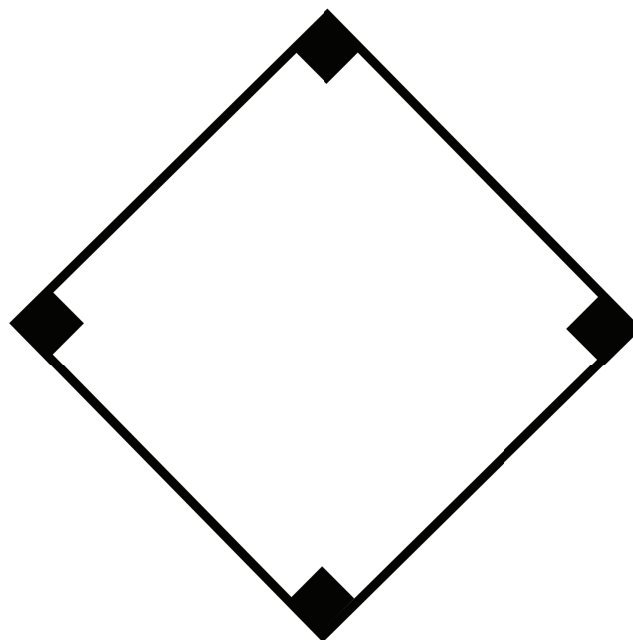


DEADBALL

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	STARTERS DROP A PD LEVEL
0-.99	d20	If they allow 3+ runs in an inning
1-1.99	d12	If they allow 4+ runs over two IP
2-2.99	d8	For every run allowed over 4 runs
3-3.49	d4	For every inning pitched past six
3.5-4	-d4	RELIEVERS DROP A PD LEVEL
4-4.99	-d8	For every run allowed
5-5.99	-d12	If they pitch more than one inning
6-6.99	-d20	PITCHERS GAIN A LEVEL IF THEY
7-7.99	-20	Strike out the side
8-8.99	-25	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.

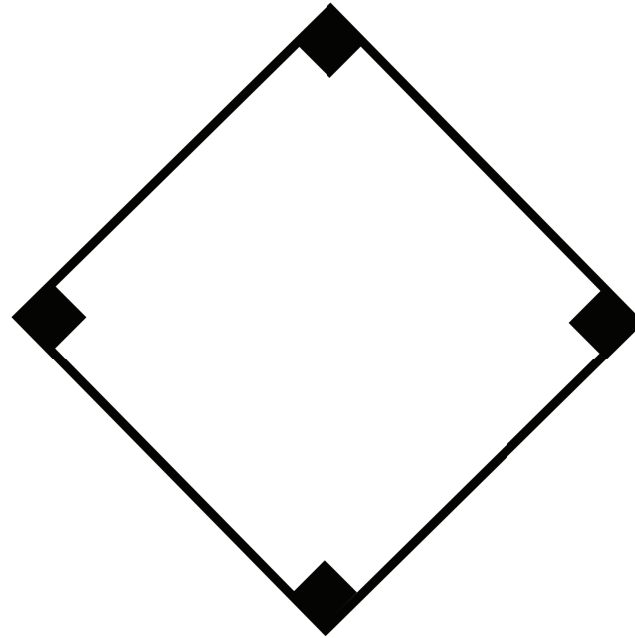
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STARTERS DROP A PD LEVEL

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

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Go three IP without allowing a run

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