

POWER CHART

(Consult when white die is identical to either two dice)

WHITE AND RED (OR WHITE AND GREEN) DIE	GREEN (OR RED) DIE	USE POWER VALUE AT POSITION
1+1	1	Spot 4
1+1	2	Bench F
1+1	3	Bench E
1+1	4	Spot 5
1+1	5	Spot 7
1+1	6	Spot 9
2+2	1	Spot 3
2+2	2	Spot 4
2+2	3	Bench A
2+2	4	Spot 2
2+2	5	Spot 6
2+2	6	Bench B
3+3	1	Bench D
3+3	2	Spot 3
3+3	3	Spot 4
3+3	4	Spot 1
3+3	5	Spot 5
3+3	6	Bench C
4+4	1	Spot 5
4+4	2	Spot 2
4+4	3	Spot 3
4+4	4	Spot 4
4+4	5	Spot 1
4+4	6	Spot 6
5+5	1	Spot 8
5+5	2	Spot 7
5+5	3	Spot 6
5+5	4	Spot 3
5+5	5	Spot 4
5+5	6	Spot 2
6+6	1	Bench B
6+6	2	Spot 8
6+6	3	Spot 5
6+6	4	Bench A
6+6	5	Spot 3
6+6	6	Spot 4

SPEED CHART

(Consult when green die is identical to red die)

RED AND GREEN DICE	WHITE DIE	USE SPEED VALUE AT POSITION
1+1	1	Spot 5
1+1	2	Bench A
1+1	3	Bench B
1+1	4	Spot 3
1+1	5	Spot 6
1+1	6	Spot 2
2+2	1	Spot 1
2+2	2	Spot 8
2+2	3	Spot 3
2+2	4	Spot 4
2+2	5	Spot 7
2+2	6	Bench C
3+3	1	Spot 1
3+3	2	Spot 1
3+3	3	Spot 1
3+3	4	Spot 1 *
3+3	5	Spot 1
3+3	6	Spot 1
4+4	1	Spot 2
4+4	2	Bench C
4+4	3	Bench F
4+4	4	Spot 2
4+4	5	Spot 3
4+4	6	Bench E
5+5	1	Spot 6
5+5	2	Spot 2 *
5+5	3	Spot 8
5+5	4	Bench D
5+5	5	Spot 2
5+5	6	Spot 1
6+6	1	Spot 7
6+6	2	Bench B
6+6	3	Spot 4
6+6	4	Bench A
6+6	5	Spot 3
6+6	6	Spot 5

*Use "Spot 9" SPEED if playing with the DH rule.

FIELDING CHART

Consult this chart to designate the opposing team fielder in action when the sum of the dice is 10 or less

SUM	ODD GREEN DIE	EVEN GREEN DIE
3	BENCH E	-
4	BENCH D	BENCH F
5	BENCH B	BENCH C
6	CATCHER	BENCH A
7	SHORTSTOP	FIRST BASEMAN
8	THIRD BASEMAN	SHORTSTOP
9	CENTER FIELDER	LEFT FIELDER
10	SECOND BASEMAN	RIGHT FIELDER

RUNS TO ASSIGN TO RELIEVERS

ERA	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5
1	0/0	0/0	0/0	0/0	0/0	0/1	0/1	0/1	1/1	1/1	1/1
2	0/0	0/0	0/0	0/0	0/1	0/1	1/1	1/1	1/2	1/2	1/2
3	0/0	0/0	0/0	0/1	0/1	1/1	1/2	1/2	1/2	1/2	2/3
4	0/0	0/0	0/1	0/1	1/1	1/2	1/2	1/2	2/3	2/3	2/4
5	0/0	0/1	0/1	1/1	1/2	1/2	1/2	2/3	2/3	2/4	3/5
6	0/1	0/1	1/1	1/2	1/2	1/2	2/3	2/3	3/4	3/5	4/6
7	0/1	1/1	1/1	1/2	1/2	2/3	2/3	3/4	3/4	3/5	4/6
8	1/2	1/2	1/2	2/3	2/3	2/3	3/4	3/4	3/5	4/6	5/7

Cross reference the total number of runs allowed (earned first and unearned separately) and the difference between the opponents white and green die (white minus green). If the bullpen pitched less than three innings, look at the number on the left of the slash, if the bullpen pitched three innings or more look at the number on the right of the slash.

INNINGS PITCHED

Cross-reference the WHITE die with the END value of the opposing starting pitcher to find the number of innings pitched by bullpen. Obtain as a difference the number of innings pitched by the starter.

	6	5	4	3	2	1
END 0	3.0	3.1	3.2	4.0	4.1	4.2
END 1	2.2	3.0	3.1	3.2	4.0	4.1
END 2	2.1	2.2	3.0	3.1	3.2	4.0
END 3	2.0	2.1	2.2	3.0	3.1	3.2
END 4	1.2	2.0	2.1	2.2	3.0	3.1
END 5	1.1	1.2	2.0	2.1	2.2	3.0
END 6	1.0	1.1	1.2	2.0	2.1	2.2
END 7	0.2	1.0	1.1	1.2	2.0	2.1
END 8	0.1	0.2	1.0	1.1	1.2	2.0

ADD 1.0 INNING IF THE DICE SUM IS 10 OR LESS

A team pitches 9.0 innings unless in a loss on the road (8.0). In an extra-inning game assign 10.0 inning or 9.2 in a loss on the road.

RELIEVERS TO USE

BLP INN	1	2	3	4	5	6
more	4	4	4	5	5	5
4.2	4	4	4	4	5	5
4.1	3	4	4	4	4	5
4.0	3	3	4	4	4	4
3.2	3	3	3	4	4	4
3.1	2	3	3	3	4	4
3.0	2	2	3	3	3	4
2.2	2	2	2	3	3	3
2.1	2	2	2	2	3	3
2.0	1	2	2	2	2	3
1.2	1	1	2	2	2	2
1.1	1	1	1	2	2	2
1.0	1	1	1	1	2	2
0.2	1	1	1	1	1	2
0.1	1	1	1	1	1	1

To find the number of relievers used in the game cross reference the opponent red die with the number of innings pitched by the bullpen.