

## **BUNTING d20**

- 1-3 popup bunt, batter out, runners do not advance (a natural 1 always results in a popup)
- 4-8 unsuccessful bunt, lead runner thrown out
- 9-17 successful bunt. Batter out, runners advance (except to home)
- 18 successful bunt. Batter out, all runners advance (even at home)
- 19 error. Everyone is safe
- 20+ bunt single. Runners advance 1 base.

+1 modifier to roll for every 10 SB, up to a max bonus of +5

\*on a suicide squeeze attempt, the player must announce that they are sending the runner from 3rd, otherwise it is assumed he stays at 3rd. On a result of 4-17, the runner from 3rd is thrown out going home.

## **SACRIFICE FLY ATTEMPT d20**

- 1-2 K
- 3-4 K or BB
- 5 GIDP, lead forced runner, batter
- 6 groundout, lead runner
- 7 popout, no runners advance
- 8-17 successful sac fly, runners advance
- 18 error, everybody safe, runners advance 1 base
- 19 1B/2B
- 20+ HR

+1 to roll for every 40 RBI

notes:

- 3-4 If either batter or pitcher has more BB than K, then it's a BB. Otherwise, K.
- 5 GIDP. Lead forced runner, batter. Runner on 3rd holds unless he's forced, in which case he's out at home.
- 6 groundout, lead forced runner. Runner on 3rd holds unless he's forced, in which case he's out at home.
- 19 1B/2B roll d20, multiply result x2. If result is less than or equal to his 2B, it's a 2B. Otherwise, 1B

## **STOLEN BASES d100 (roll 2d10, or %dice)**

when stealing 2nd or 3rd: Base 45% chance, +1% per SB, up to 90%.

stealing home: base 10% chance, plus 1% per SB, up to 45%.