

HIT TYPE d20 (ADVANCED)

1-8	1B! (runners can try for 2 bases)
9-13	1B (runners advance 2 bases)
14-15	1B/2B% (batter can try for double, d20x2. Runners advance 2 bases)
16-17	2B
18	2B/3B* (3B check on d20)
19	2B/3B# (batter can try for triple)
20+	HR

+1 to die roll for every 10 HR

! if the result is 1-8, the runner can try for 2 bases. Roll d20. If the result is less than or equal to the runner's SB (up to 18), he is safe going for the extra base. If it is higher, or if it is 19-20, he is thrown out.

% if the result is 14-15, the batter can try to stretch a 1B into 2B. Roll d20, multiply the result by 2. If this number is less than or equal to the number of doubles that player has on his card, he is safe at 2nd. Otherwise he is thrown out. A roll of 20 is always an out.

* if a player rolls 18, roll d10. If the 2nd roll is equal to or lower than their 3B total from their card, the hit is a triple. Otherwise it is a double. For a player with at least 10 3B on their card, this is an automatic triple.

if a player rolls 19, he MAY settle for a double, or he MAY roll d10 and try for 3rd. If his roll is equal to or lower than his 3B total from his card, the hit is a triple. Otherwise he is out trying for 3rd. A roll of 10 (0) here is always an out.

NOT A HIT d20 (ADVANCED)

1	HBP
2	BB
3-4	BB or K
5-8	K
9	K or error
10	K or lineout (DP lead runner)
11	lineout (no runners advance)
12-13	flyout (runner on 3rd advances only)
14	flyout (all runners advance)
15	popout (no runners advance)
16-17	groundout (runners advance)
18	groundout (lead runner out, batter safe)
19	GIDP
20	GIDP/GITP

notes:

3-4 if result is 3 or 4, if either the batter OR the pitcher has more BB than K on their card, the result is BB. Otherwise it is K.

9 if the result is 9, if the pitcher has twice as many strikeouts (or more) than ER (earned runs), then it is a K. Otherwise, error, runners advance, everyone safe

10 if the result is 10, if the pitcher has twice as many strikeouts (or more) than ER (earned runs), then it is a K. Otherwise lineout into DP (lead runner)

19 if the result is 19 and there are less than two outs with a runner on, result is ground into double play (lead forced runner/batter). Otherwise, groundout.

20 if the result is 20 and there are 2 on and no outs, roll d20 again. A result of 15+ is a triple play. Otherwise double play.