

WHAT YOU ROLL EVERY INNING	RED 1D20	RED 1D10	WHITE 1D20	BLUE 1D20	BLUE 1D10	GREEN 1D20
USED FOR	KEY PLAYER		SCORE, H and W	KEY PLAYERS HIT TYPE		RUNS and K

RED 1D20	RED 1D10	FIND THE KEY PLAYER
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WHITE 1D20	CHECK AGAINST THE KEY PLAYERS SCORE VS PITCHERS SCORE RATING
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SCORING NO		
BLUE 1D20	BLUE 1D10	CHECK KEY PLAYERS HIT TYPE

IN KEY PLAYERS HIT RANGE EXCEPT FOR HR	OUTSIDE OF KEY PLAYERS HIT RANGES OR INSIDE HR
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GIVE KEY PLAYER CREDIT FOR HIT TYPE, PITCHER HAS GIVEN UP 1 HIT SO FAR	NO HIT FOR KEY PLAYER, PITCHER HAS NOT GIVEN UP A HIT SO FAR
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WHITE 1D20	NOT A REROLL	CHECK AGAINST THE PITCHERS H RATING
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IN PITCHERS H RANGE	NOT IN PITCHERS H RANGE
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PITCHER GAVE UP 1+ HITS GIVEN UP FROM PLAYERS HIT TYPE CHECK	PITCHER GAVE UP A HIT ONLY IF GIVEN UP FROM PLAYERS HIT TYPE CHECK
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GREEN 1D20	CHECK AGAINST PITCHERS K RATE
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WHITE 1D20	NOT A REROLL	CHECK AGAINST THE PITCHERS W RATING
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SCORING YES		
BLUE 1D20	BLUE 1D10	CHECK KEY PLAYERS HIT TYPE

IN KEY PLAYERS HIT RANGE SO USE THAT HIT TYPE FOR RUN CREATION	OUTSIDE OF KEY PLAYERS HIT RANGE SO USE THE 1B FOR RUN CREATION
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GREEN 1D20
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CHECK ROLL AGAINST KEY HIT TYPE COLUMN TO GET NUMBER OF RUNS SCORED
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CREDIT KEY PLAYER WITH RBIs BASED ON RUNS SCORED AND COLOR KEY FOR RBIs
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WHITE 1D20	NOT A REROLL	CHECK AGAINST THE PITCHERS H RATING
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IN PITCHERS 2H OR H RANGE	NOT IN PITCHERS H RANGES
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PITCHER GAVE UP HITS EQUAL TO RUNS + 1 FOR THE INNING	PITCHER GAVE UP HITS EQUAL TO RUNS FOR THE INNING
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GREEN 1D20	NOT A REROLL	CHECK AGAINST PITCHERS K RATE
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WHITE 1D20	NOT A REROLL	CHECK AGAINST THE PITCHERS W RATING
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CHECKING FOR EARNED OR UNEARNED RUNS CAN BE DONE WITH ANY 1D20 AT THE END OF AN INNING OR GOING BACK AT THE END OF A GAME
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