

BATTERS (1-3)				PITCHERS (4-6)			
WAR Range				WAR Range			

*Double Play, batter and most advanced runner out
 -- if bases empty, strikeout

**Double Play, two most advanced runners out, batter safe
 --if only one runner or none, strikeout

† Error Check
 -- Roll d9
 -- if value = 1, 1-base error on the fielder

Steal/Tag/Extra Base
 -- Roll d9
 -- if value > player Spd value, runner out

Sac Bunt
 -- Roll d9
 -- if value > 3, bunt successful