BATTERS (1-3)					PITCHERS (4-6)				
		WAR	Range		WAR Range				
	0-2	2-4	4-6	6+	0-2	2-4	4-6	6+	
	Triple	Double Play * / Strikeout	Ground Out †	Strikeout	Line Out	Triple	Line Out	Triple	
	Ground Out	Ground Out	Strikeout	Strikeout	Triple	Fly Out †	Ground Out	Strikeout	Ī
	Ground Out	Ground Out	Home Run	Single	Ground Out	Ground Out	Single	Ground Out	Ī
	Line Out	Line Out	Ground Out	Line Out	Ground Out	Line Out	Double Play * / Strikeout	Line Out	Ī
	Fly Out	Single	Single	Double	Single	Single	Fly Out	Ground Out	Ī
	Fly Out, Runners Advance	Fly Out, Runners Advance	HBP 1 / Walk 2-9	Fly Out, Runners Advance	ĺ				
	Single	Double	Double	Single	Double	Double	Strikeout	Single	ľ
	Double Play * / Strikeout	Single	Single	Ground Out †	Single	Walk	Double	Double Play * / Strikeout	ĺ
	Strikeout	Strikeout	Single	Double Play ** / Strikeout	Strikeout	Fly Out	Strikeout	Fly Out	ĺ
	Fly Out	Walk	Walk	Walk	Walk	Ground Out	Ground Out	Ground Out	
	Ground Out, Runners Advance	•							
	Strikeout	Foul Out	Triple	Triple	Strikeout	Strikeout	Home Run	HBP 1 / Walk 2-9	ĺ
	Walk	Fly Out	Foul Out	Fly Out	Fly Out †	Single	Fly Out	Foul Out	ĺ
	Fly Out †	Fly Out †	Fly Out	HBP 1 / Walk 2-9	Home Run	Fly Out	Single	Fly Out †	ĺ
	Ground Out	Fly Out	Fly Out	Fly Out	Double	Home Run	Fly Out	Strikeout	
	Double	Triple	Double Play * / Strikeout	Triple	Double	ĺ			
	Double Play ** / Strikeout	HBP 1 / Walk 2-9	Fly Out, Runners Advance	Home Run	HBP 1 / Walk 2-9	HBP 1 / Walk 2-9	HBP 1 / Walk 2-9	Strikeout	ĺ
	Strikeout	Strikeout	Strikeout	Strikeout	Ground Out	Strikeout	Strikeout	Strikeout	ĺ
	HBP 1 / Walk 2-9	Home Run	Line Out	HBP 1 / Walk 2-9	Double Play ** / Strikeout	ĺ			
	Foul Out	Strikeout	Fly Out	Double	Fly Out	Fly Out	Ground Out †	Ground Out	ĺ
	Home Run	Double Play ** / Strikeout	Double Play ** / Strikeout	Ground Out	Foul Out	Foul Out	Foul Out	Home Run	ĺ
	.210 / .286 / .421 / .707	.263 / .333 / .579 / .912	.315 / .381 / .632 / 1.013	.333 / .429 / .722 / 1.151	.315 / .380 / .684 / 1.064	.263 / .333 / .579 / .912	.250 / .286 / .550 / .836	.200 / .238 / .500 / .738	

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

-- Roll d9

† Error Check

-- 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

^{**}Double Play, two most advanced runners out, batter safe

⁻⁻if only one runner or none, strikeout