

Fielding Plays (Roll 6)

Roll 2 D10 dice

Read the y-axis (vertical) first

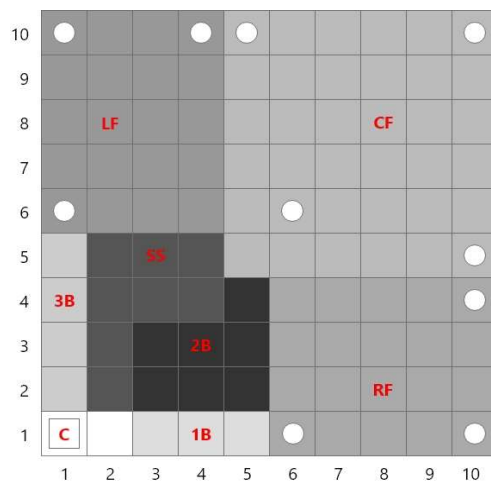
Read the x-axis (horizontal)
second

Circles are range checks

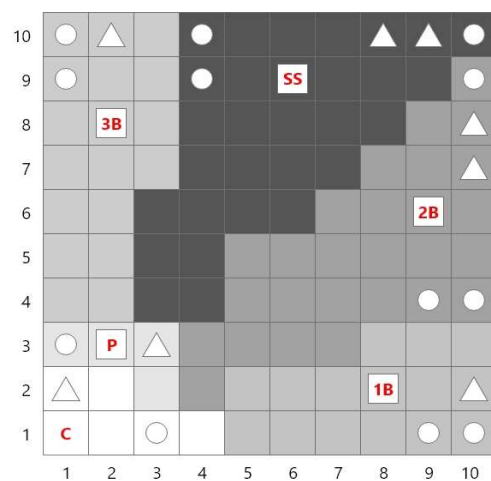
Error check on doubles

Checks are rolled against the
player's Def value

Fly Balls



Ground Balls



Line Drives

