

ON BASE
A D V A N C E D

On Base Advanced with Pitch Selection

A new version of *On Base Advanced* is ready for you to demo. These cards allow you to roll for the type of pitch thrown or to choose the type of pitch yourself. Each hitter and batter card has been refigured for performance based not only on each pitch type but with L/R splits on every roll. The game is basically the same with a few wrinkles. Here is a summary of the different rolls.

Roll 1

Roll the 2 D10 to see what type of pitch was thrown.

	Pitch %	
FA	46	45
BR	41	53
OF	13	2

Here are the three pitch types:

FA = Fastball

BR = Breaking Ball

OF = Offspeed

For example, if the roll for the above pitcher is facing a RHB (use red numbers) and the roll result is 32 then the pitch is a fastball. If the pitcher is facing a LHB (use black numbers) and the roll result is 72 then the pitch is a breaking ball.

You can also declare which pitch you want to throw and then skip this roll.

Roll 2

Roll 2 looks at the pitch type and determines if the pitch was throw in the strike zone or out of the strike zone.

If the pitcher is facing a RHB (red numbers), the pitch type is a fastball, and the roll result is 13 then the ball is thrown in the strike zone. If the pitcher is facing a LHB (black numbers), the pitch type is a breaking ball, and the roll result is 89 then the ball is thrown out of the zone.

Zone	
54	58
36	40
41	21

Roll 3

If the ball was throw in the zone then go to the z-Swing (zone swing) values for roll 3. If the ball was thrown out of the zone use the o-Swing (out of zone swing) values for roll 3.

	o-Swing	
FA	26	18
BR	47	36
OF	29	41

If the pitch type is a fastball thrown out of the zone against a RHB and the roll 3 result is 56, then there is no swing on the play. Anything greater than the number shown is no swing. If the result of roll 3 was 07 then the result would be a swing. The same mechanism works for the z-Swing. If there was a swing on the pitch then go to Roll 4. If there was no swing on the play then mark a ball or strike and then go back to Roll 1.

Roll 4

Roll 4 determines if contact was made when the batter swung at the pitch. Red numbers are for RHB and black numbers for LHB. If the result of Roll 4 is equal to or lower than the number then contact was made with the ball. Proceed to roll 5.

If the roll result is greater than the number shown then the result is a swing a miss. Mark a strike and go back to Roll 1 unless the result is strike 3.

o-Cont	
82	80

29	28
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71	78
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For each roll, remember what pitch type was thrown and cross reference it against the number above. From top to bottom each pitch type is Fastball, Breaking Ball, and Offspeed.

Roll 5

If contact has been made with the ball then the focus of the at bat goes to the batter card. The result of Roll 5 will determine if the batter hit the ball safely.

	1B		2B		3B		HR	
FA	19	16	1	6	0	1	4	12
BR	17	19	0	5	0	1	3	4
OF	14	3	9	0	5	0	18	6

First, find the pitch type that the pitcher threw in Roll 1. Using the example of the player above, if the pitcher was a RHP, the result of Roll 5 was 05, and the pitch was a fastball, then you would first find the FA row and go across, looking at the red numbers (used vs. a RHP). A roll of 1-16 is a single, a roll of 17-22 is a double, a roll of 23 is a triple, and a roll of 24-35 is a home run. For our example roll of 05 the batter hits a single. You can continue to roll and find out where the ball was hit and if there is any advancement of the batter or other runners or simply go to the next batter.

If our example roll had been 85 then the result of this roll is not an automatic hit. If this is the case then proceed to Roll 6.

Roll 6

Roll 6 determines what type of contact the batter made on the play. There are four types of contact:

FB = Fly Ball

GB = Ground Ball

LD = Line Drive

PU = Pop Up

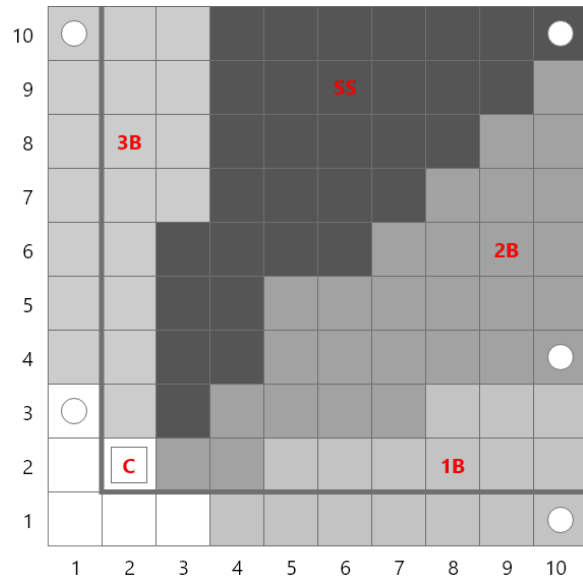
The mechanics of this roll work exactly like Roll 5.

	FB		GB		LD		PU	
FA	18	26	51	43	20	27	11	4
BR	32	22	21	42	37	30	10	6
OF	31	24	53	60	13	12	3	4

In this example, the RHP threw a fastball to the batter. The result of Roll 6 is 67. We first find the FA row (for fastball) and go across the table to the right, looking at red numbers because the batter is facing a RHP. A roll of 1-26 is a fly ball, a roll of 27-69 is a ground ball, a roll of 70-96 is a line drive, and a roll of 97-100 is a pop up. If the batter is facing a LHP you would use the black numbers. Once you know the hit type proceed to Roll 7.

Roll 7

Roll 7 is the final roll of the at bat and determines where the batted ball went in the field. You will need to look at the appropriate fielding matrix to determine the final result of the play. This is the Pop Ups matrix, for example:



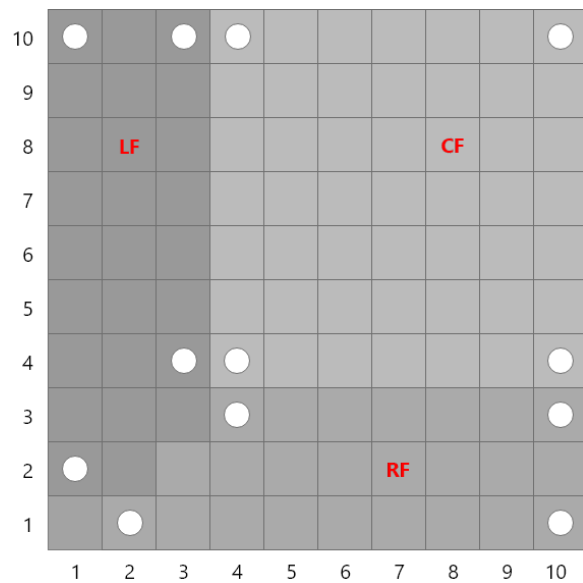
Roll both D10 dice and then take note of each die. One die should be recognizable as the “first” die and the other as the “second” die. Choosing different colored dice makes this easy.

The roll result of the first die should be read along the y-axis (bottom to top on the chart above). The roll result of the second die should be read along the x-axis (left to right on the chart above). You can remember it as “up and over.”

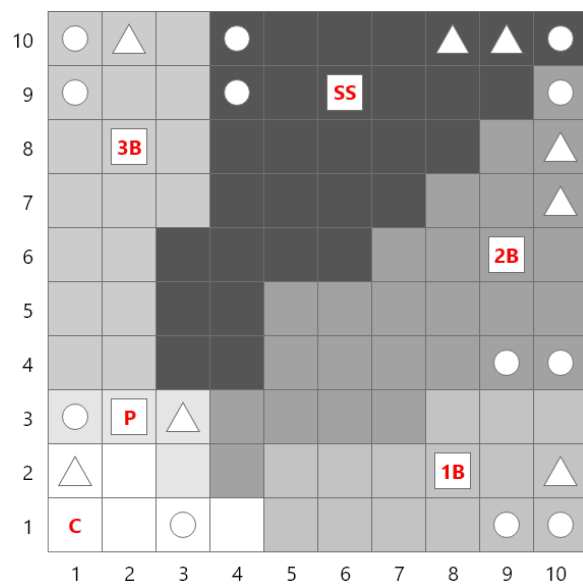
Take note of the dark lines in the chart above. This represents the baseline separating fair and foul territory. If the pop up is hit to 1-7 then that would be a foul out to the first baseman. However, if it is hit to 2-7 it is a pop up to the first baseman. If you need to do a range check on a ball hit into foul territory and the player does not make the play then the result is a strike, not a safe hit.

Here are the other fielding matrices:

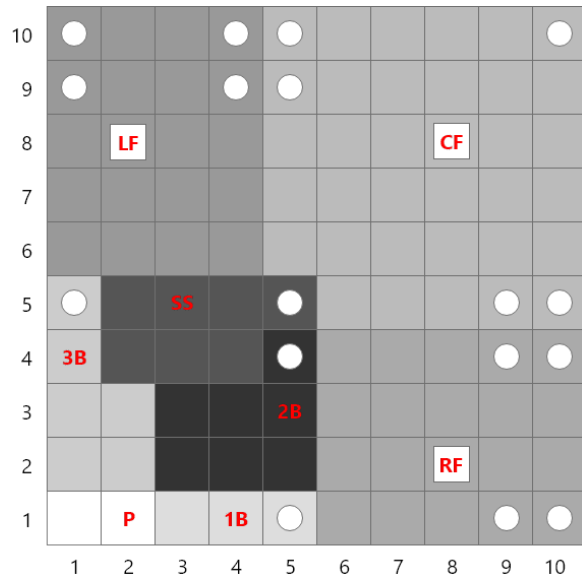
Fly Balls



Ground Balls



Line Drives



If there are no symbols on the resulting grid square then the result of the play is an out to the defender in that zone. Each zone has a different color tone.

Here are the different symbols on the matrices:

Circle = Range check

Triangle = Automatic double play

Square = Error check

Range Check

To perform a range check find the Def value of the fielder and roll both D10 dice. If the result of the dice is equal to or less than the Def value then the fielder makes the play. If the result is greater than the Def value then the defender didn't make the play and the result is a safe hit.

Automatic Double Play

On a ground ball there are opportunities for automatic double plays. If a ball is hit to a grid square with a triangle then the player who fielded the ball starts an automatic double play. You can ultimately choose where the ball goes first but most double plays will happen second base to first base. However, it might be more appropriate to go home to first or third to first on a double play.

Error Check

To perform an error check find the Def value of the fielder and roll both D10 dice. If the result of the dice is equal to or less than the Def value then the fielder makes the play. If the result is greater than the Def value then the defender didn't make the play and the result is a one base error.