Fielding Plays (Roll 6)

Roll 2 D10 dice

Read the y-axis (vertical) first

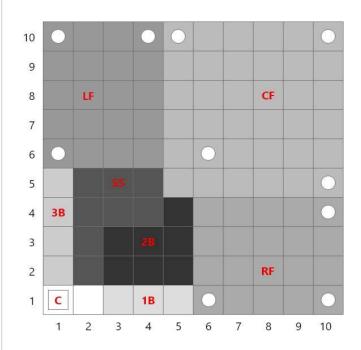Read the x-axis (horizontal) second

Circles are range checks

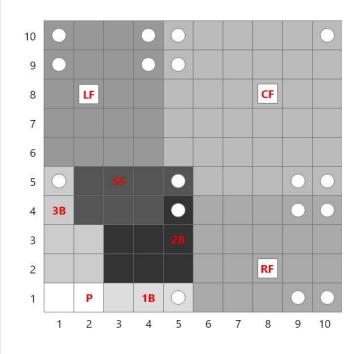Squares are error checks

Triangles are automatic double plays

Checks are rolled against the player's Def value

Fly Balls

Line Drives

Ground Balls