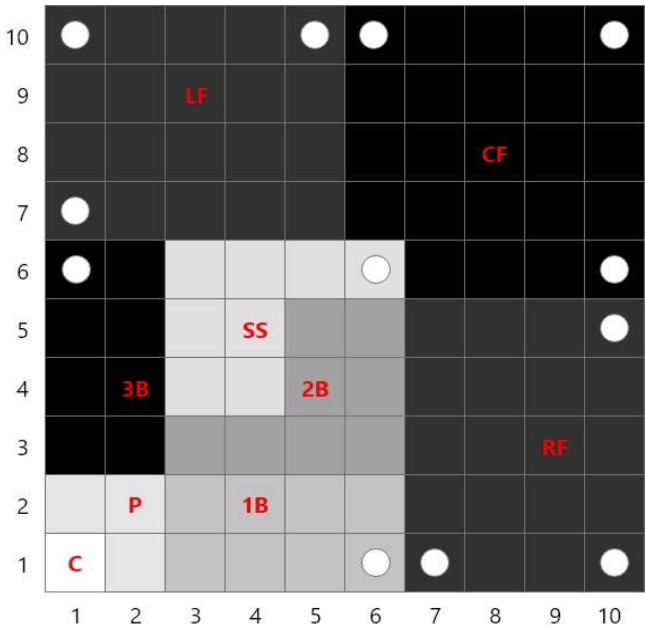


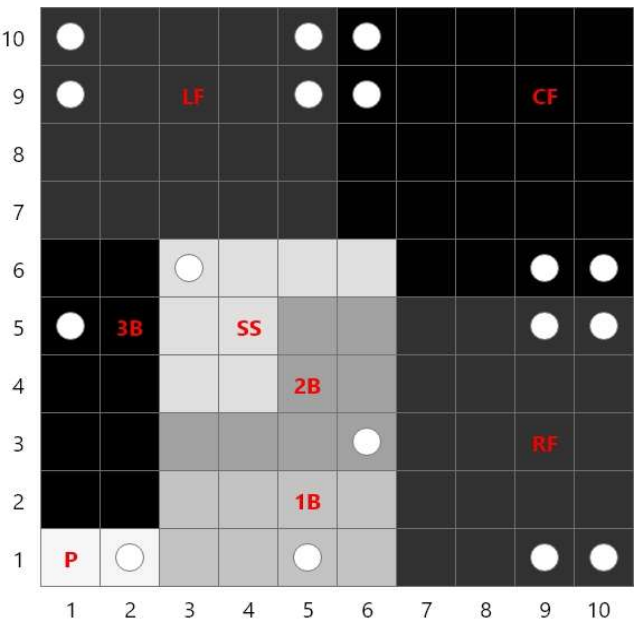
# Fielding Plays (Roll 6)

- 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



# Line Drives



# Ground Balls

