

## CHEDDAR BOB

Bush League



"No excuses. No equipment.  
Just hands and dice."

v1.2 Player Manual

### WHAT YOU NEED

- 2 dice (2d6) per player
- Your hands (for RPS)
- Optional: scorecard

### GAME OVERVIEW

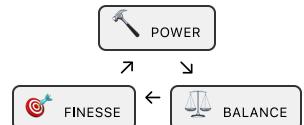
Two players: Pitcher vs Batter.  
Score more runs in 3 innings to win.  
Every at-bat is a contest — both players pick  
strategy, roll dice, determine outcome.

### THE TURN



1. Both secretly pick strategy
2. Reveal together (like RPS)
3. Roll 2d6 + mods, high wins
4. Winner rolls for outcome

### STRATEGY



Arrow points to **loser**

**Winner gets +2 to battle roll**  
Tie = no modifier

**Hand signals:** Fist=Power, Flat=Balance,  
Point=Finesse

### OUTCOMES

<b>1B</b>	Single: R1→2, R2→3, R3 scores
<b>2B</b>	Double: R2+R3 score, R1→3
<b>HR</b>	Home Run: Everyone scores!
<b>BB</b>	Walk: Forced runners advance
<b>O-RA</b>	Out: Runners advance 1
<b>O-RC</b>	Out: Runner may challenge
<b>O-RF</b>	Out: Runners freeze
<b>DP</b>	Double Play: 2 outs

**Productive Out:** Batter wins but OUT? Runners advance 1.

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### PITCHER WINS

	Weak	Solid	Strong
Weak	BB	O-RA	O-RC
Solid	O-RA	O-RC	O-RF
Strong	O-RC	O-RF	DP

### CRITICALS

- 🐍 Snake Eyes (2) = Worst for you  
🚂 Boxcars (12) = Best for you  
*In Battle: Batter 12=HR, Pitcher 12=DP*

### BATTER WINS

Battle tier → columns | Result tier → rows

	Weak	Solid	Strong
Weak	OUT	OUT	1B
Solid	BB	1B	2B
Strong	1B	2B	HR

*Example: Solid battle + Strong result = 2B*

### TIERS & BATTLE

THE MAGIC NUMBER: 7-9

<b>≤6</b>	<b>7-9</b>	<b>10+</b>
Weak	Solid	Strong

### BATTLE PHASE

1. Both roll 2d6
2. Add +2 if you won strategy
3. Higher total wins
4. Tie? Re-roll (no mods)

*Winner's roll determines their Battle Tier*