

FLOW

1. SELECT
 - a. Steal?
2. REVEAL
3. BATTLE
4. RESULT
5. EXTRAS

Battle	Result
≤8	Weak
9-10	Solid
11+	Strong



Snake Eyes:

Pitcher → Batter auto strong

Batter → Pitcher records automatic K.

Approach

P↓ / B →	Pwr	Ctrl	Con
FB	B	-	P
CB	P	B	-
CH	-	P	B

+1 to Winner, -1 To Loser

Location / Setup

P↓ / B →	Back	On	Front	Off
UP		P		B
IN	B		P	
DOWN		B		P
OUT	P		B	

+1 to Winner

Roll	Weak	Solid	Strong
≤6	OUT	1B	1B
7-9	1B	2B	2B+
10+	1B+	2B+	HR

Weak	Solid	Strong
GB	FO+	LO
GB	FO+	LO+
GB+	K	□

PLAYS

Core Philosophy:

- 1.- Weak execution gives the opponent opportunities
- 2.- Strong execution limits opportunities
- 3.- The player trying to accomplish something rolls
- 4.- Snake eyes = critical failure for whoever rolled

Goal: Play baseball decisions.

MATCHUPS (± 1 to battle):

Power beats FB | Control beats CB | Contact beats CH

LOCATION (± 1 to battle):

UP→IN→DOWN→OUT cycle vs Back→On→Front→Off

TIERS: ≤ 8 Weak | 9-10 Solid | 11+ Strong

PLUS MOVES:

POWER+ Win: tier+1 Lose: tier-1 (or K)

CONTACT+ Win: walk ≤ 4 Lose: runners hold

FB+/CB+ Win: +2 result Lose: free base

WHO ROLLS:

Steal attempt → Runner (after select, before reveal!)

DP attempt → Pitcher

Tag up → Batter

Stretch → Batter

STEAL MODIFIERS:

FB: -1 | CH: 0 | CB: +1

Need 7+ to be safe

SNAKE EYES = Critical failure for whoever rolled

Btr	1	2	3		1	2	3
1							
2							
3							
4							
5							
6							
7							
8							
9							