

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

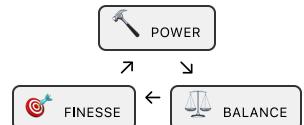
Two players: Pitcher vs Batter.
Score more runs in 3 innings to win.
Every at-bat is a contest — both players pick
strategy, roll dice, determine outcome.

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

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

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

+ = can attempt stretch (runner challenge)

TIERS & BATTLE

THE MAGIC NUMBER: 7-9		
≤6	7-9	10+
Weak	Solid	Strong

BATTLE PHASE

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

Winner's roll determines their Battle Tier