

Coaches Conference

Roll decider die to gain
□ additional manager strategy
cards for use this game.

History ★ Maker Baseball

Batting Coach Hitting Tip

Choice to ADD or REMOVE any
batting quality, this at-bat.

History ★ Maker Baseball

Call for Pitcher "Stuff"

Roll one die...

- 1 ★ Strikeout!
- 2 ★ Weak ground out to SS.
- 3 ★ No effect, Roll again on MAIN Chart.
- 4 ★ No effect, Roll again on MAIN Chart.
- 5 ★ No effect, Roll again on MAIN Chart.
- 6 ★ No effect, Roll again on MAIN Chart.

History ★ Maker Baseball

Attempt Stolen Base*

FIRST, roll 2d6. On range below, lead runner gets jump. (DB ACTIVE runners always get jump, STOIC runners cannot get jump.)

	ACTIVE	NORMAL	
Steal 2B	3-9	3-7	On die roll 2, lead runner
Steal 3B	3-6	3-5	picked off.

IF runner gets jump, roll 2d6. On range below, runner SAFE, otherwise runner out.

(vs. CATCHER fielding quality)		
GOLD	NORMAL	IRON
3-7	3-8*	3-9**

* On die roll 2, catcher throwing error, E2!

** On die roll 2, throwing error, E2! On E2, runner safe, runner(s) take additional base.

History ★ Maker Baseball

Video Replay Challenge

Following a 1-3-5 UMPIRE result, roll die to determine if ruling on the field is overturned, based on the quality called-for in the ruling. Cannot be used to challenge a strikeout or walk result.

Umpire	Overturned?
RESPECTED	1-2
(other)	1-3
LENIENT/STRICT	1-4
QUESTIONABLE	1-5

History ★ Maker Baseball

Intimidate Batter

Pitcher throws inside in an attempt to reduce batter's RIGHT NOW quality for the duration of game.

Roll one die...

- 1 or 2 ★ HIT BY PITCH, no change to batter quality.
- 3 or 4 ★ Batter brushed back! HOT batter now NEUTRAL.
- 5 or 6 ★ Batter brushed back! ANY batter now COLD.

History ★ Maker Baseball