

SACRIFICE LOOKUP TABLE

DICE ROLL	BUNT RATING		
	B3	B2	B1
11	1	1 (F batter -11)	11 (S batter - 1)
12	25	25	25
13	14	14	14
14	30	30	30
15	13	2	2(F batter -11)
16	28	28	28
21	24	28	28
22	13	7	3
23	12	12	12
24	24	24	28
25	13	8	4
26	13	13	13
31	13	13	5
32	26	26	26
33	6	6	6
34	31	31	31
35	13	9	7
36	33	33	33
41	37	39	38
42	13	13	8
43	29	29	29
44	13	7	9
45	14	14	14
46	13	13	13
51	13	13	7
52	27	27	27
53	(0 OUT)20/19(1 OUT)	(0 OUT)16/17(1 OUT)	(0 OUT)16/15(1 OUT)
54	32	32	32
55	13	7	7
56	34	34	34
61	23	23	25
62	13	13	7
63	31	31	31
64	13	13	13
65	35	35	35
66	1 (F batter -11)	1 (F batter -11)	11 (S batter - 1)

Instead of using the batter's card look under the batter's bunt rating.

PITCHING TABLE FOR BASIC GAME USING ENHANCED GRADES

AEEB Grade\DR	1,2	3,4	5,6
ABC	ABC	ABC	ABC
ABC-	ABC	ABC	AC
AC+	ABC	AC	AC
AC	AC	AC	AC
AC-	AC	AC	A
A+	AC	A	A
A	A	A	A
A-	A	A	B
B+	A	B	B
B	B	B	B
B-	B	B	C
C+	B	C	C
C	C	C	C
C-	C	C	D
D+	C	D	D
D	D	D	D
D-	D	D	E
E+	D	E	E
E	E	E	E

AEEB Pitching Grade - lookup in this row.

DR - Third Die Roll - use the basic grade in this column.

E - treat the same as D but a 12 is changed to single runners advance 1 base.

ABC - only hits count that are a hit against A, B and C grades.

To use the AEEB enhanced pitcher's grades always roll a third die. Lookup the pitcher's enhanced grade on the left column and then use the Basic game grade that corresponds to the dice roll. For example a B+ pitcher with a third die roll of 2, would be a Basic game A on that play or a C- pitcher with a third die roll of 5, would be a Basic game D for that play.

When the pitcher reaches the limit of batters faced (the Q#), his grade drops by one with each successive batter. For example a B+ pitcher with Q29, will drop to a B on the 30th batter faced, B- on the 31st etc. Once reaching E the pitcher will lose his Z rating and then add a W rating, so the pitcher will end up an E W if he stays in the game.

AEEB STEAL SYSTEM

You can use the AEEB steal system in place of the automatic steal attempts that occur on the basic game boards (Ignore all game board steal attempts).

First figure out the teams STEAL DEFENSE RATING by adding the pitcher's MF rating and the catcher's throw rating. On the most recent AEEB cards the catcher's throw rating is the second value in the catcher's fielding rating (C-9+4+0 is throw rating of +4 and a PB0, C-7-2+1 is a throw rating of -2 and a PB1). A total of 4 or more is a STEAL DEFENSE RATING of 1, a total of 1 to 3 is a STEAL DEFENSE RATING of 2 and a total of 0 or less is a STEAL DEFENSE RATING of 3.

Each batter has three sets of steal ratings on the bottom of the card, that look something like 2/64 2/61 2/53. These are the batter's steal ratings against STEAL DEFENSE RATING 3 (2/64), then 2 (2/61) and then 1 (2/53).

Attempting to steal second base.

If second base is unoccupied a player may attempt to steal second one time. Roll all three dice, if the number on the third die is greater than the first number in the appropriate steal rating, the batter holds first, no steal is attempted. If the third die value is less than or equal to the first value in the steal rating, if the total of the second dice is less than or equal to the second part of the steal rating the steal is successful. otherwise the runner is out stealing (2-4 or 2-6). For example against STEAL DEFENSE RATING 2, the runner above had a steal rating of 2/61. If the third die is 3 or more, the runner holds first base, when the third die is 1 or 2, the steal is attempted, a total of 61 or less on the other two dice indicates a successful steal, 62 or more on the other two dice indicates that the runner is caught stealing (runner out 2-4 with a right handed batter or 2-6 with a left handed batter).

Attempting to steal third base.

A stealing of third base can be attempted in the same way as a steal of second base, except that you must reduce the value of the first part of the steal rating by 1, so that 2/61 would become 1/61. In this example the steal attempt would only occur on a third die roll of 1. If caught stealing the play is scored 2-5.

Attempting a double steal of third and second base.

Handle the lead runner the same as an attempted steal of third base. The defense must decide before the dice roll whether to make the play at third base

or second base. If the dice roll allows the lead runner to attempt the steal, the runner on first base will always try to steal second regardless of his steal rating. If the defense makes the play at third base the runner is safe or out according to the rules for stealing third above and the trailing runner advances to second base. If the defense makes the play at second that runner is safe or out depending upon his steal rating according to a steal of second above, except that the runner is out if he would have held first base. For example if the runner on second has rating of 3/61 and the runner on first has a rating of 1/36. If the dice roll was 2/11 and the defense made the play at third base, both runners would be safe. If the defense made the play at second, that runner would be out since he would not be allowed to attempt a steal of second base with a two as the third die roll.

Hit and Run plays.

On play numbers 13 and 14 ignore the board results for the runners. Instead the roll the 3 dice and use the runners steal numbers. If the runner would successfully steal second according to the steal of second rules above, the runner is credited with the steal, in all other cases the runner is out at second. For example if the runner has a 3/61 rating against the steal defense, the runner would be out on a roll of 4/16, since he would normally not be allowed to attempt a steal.