

# History Maker Baseball Out of Town Scoreboard

NORMAL Inning				BIG Inning		HUGE Inning		
Rating	1 run	2 runs	BIG INNING! 3 runs & Roll Again	4 runs	HUGE INNING! 5 runs & Roll Again!	6 runs	7 runs	8 runs
2.0	111 to 125	222 to 223	●666	111 to 114	666	111 to 113		
2.5	111 to 133	222 to 224	666	111 to 115	666	111 to 114	●666	
3.0	111 to 134	222 to 225	666	111 to 116	666	111 to 114	666	
3.5	111 to 134	222 to 225	555 & 666	111 to 122	666	111 to 115	666	
4.0	111 to 135	222 to 226	555 & 666	111 to 123	555 & 666	111 to 115	666	
4.5	111 to 144	222 to 233	566	111 to 123	555 & 666	111 to 116	666	
5.0	111 to 145	222 to 233	566 & 666	111 to 123	566	111 to 116	555 & 666	
5.5	111 to 145	222 to 234	555, 566 & 666	111 to 124	566	111 to 122	555 & 666	
6.0	111 to 145	222 to 235	456 & 666	111 to 124	555, 566 & 666	111 to 123	555 & 666	
6.5	111 to 146	222 to 235	456, 555, 666	111 to 124	456	111 to 123	555 & 666	
7.0	111 to 146	222 to 236	456, 566, 666	111 to 125	456	111 to 123	556	
7.5	111 to 146	222 to 236	345, 456	111 to 125	456 & 666	111 to 123	556	●666
8.0	111 to 146	222 to 244	444 to 456	111 to 125	555 to 666	111 to 123	555 & 556	●666

This chart simulates an "out-of-town" scoreboard for History Maker Baseball by generating half-inning scores with a roll of the three HMB dice. You could do this at the end of each half-inning of the game you are playing to get a report from "around the league." It's great for simulating late September pennant races!

**How it works:** Determine a "Game Rating" for each team (see below for sample ratings and how to rate teams). Start with the Offense Rating for the visiting team and add or subtract the Defense Rating for the home team. Then determine which row in the above chart is closest to that rating. For example, if the visiting team has a 4.6 Offense Rating and the home team has a -0.2 Defense Rating, then the Game Rating for the visitors is 4.4, which is closest to 4.5 on the chart. You will use the 4.5 row for each roll. Do the same for the Home Team, adding 0.2 to its Offense Rating to simulate home field advantage.

**Getting a score:** Once you've determined which row to use, then roll three dice reading them HMB style. If the number appears in the Normal Inning chart, they score that many runs. If it doesn't appear, then they score 0 runs. If the BIG Inning result comes up, they scored 3 runs and have a chance for more, roll again on the BIG inning chart. If the roll does not appear there, they score only 3 runs. If they roll a HUGE inning, then they score 5 runs and you roll again on that chart (these will be very rare). Results with a ● require a successful decider die roll.

**Rating teams:** To rate teams you need the Runs Per Game (RPG) scored and given up for each team (*not* ERA) which can be found on sites like Baseball Reference. Offense Rating is simply RPG scored. Defense Rating is RPG given up minus the league average runs per game. Round all numbers to the tenths digit. For example, Arizona in 2018 scored 4.28 RPG, gave up 3.98 RPG and the league average RPG was 4.45. Arizona's Offense Rating is 4.3, the Defense Rating is 3.98 minus 4.45, or -0.47 rounded to -0.5.

## 2018 Pro Season Ratings

NL Team	Offense	Defense	AL Team	Offense	Defense
Arizona	4.3	-0.5	Baltimore	3.8	1.1
Atlanta	4.7	-0.4	Boston	5.4	-0.5
Chicago	4.7	-0.5	Chicago	4.1	0.8
Cincinnati	4.3	0.6	Cleveland	5.1	-0.5
Colorado	4.8	0.1	Detroit	3.9	0.5
Los Angeles	4.9	-0.7	Houston	4.9	-1.2
Miami	3.7	0.6	Kansas City	3.9	0.7
Milwaukee	4.6	-0.4	Los Angeles	4.5	0.0
New York	4.2	-0.1	Minnesota	4.6	0.3
Philadelphia	4.2	0.0	New York	5.3	-0.3
Pittsburgh	4.3	-0.2	Oakland	5.0	-0.3
San Diego	3.8	0.3	Seattle	4.2	-0.1
San Francisco	3.7	-0.1	Tampa Bay	4.4	-0.5
St. Louis	4.7	-0.2	Texas	4.6	0.8
Washington	4.8	-0.2	Toronto	4.4	0.7