

Argue with Umpire

Manager zeal improves team **CHEMISTRY** for NEXT at-bat.

ANY team gains HARMONY

Roll one die, die roll of "1" or "6" manager ejected, no more strategy cards can be used rest of game.

History ★ Maker Baseball

Manager Influence

Use **CHEMISTRY** chart this at-bat, observe applicable statuses.

(Can be used by pitching or batting team.)

History ★ Maker Baseball

Dugout Chatter

Manager chatter improves Team **CHEMISTRY** for this at-bat.

DISSONANT team becomes NEUTRAL
NEUTRAL team gains HARMONY.

History ★ Maker Baseball

Dugout Chatter

Manager chatter improves Team **CHEMISTRY** for this at-bat.

DISSONANT team becomes NEUTRAL
NEUTRAL team gains HARMONY.

History ★ Maker Baseball

Attempt Extra Base*

*Can be used multiple times during game.

FIRST, roll "decider die" to see if extra base is even possible on play; if YES, then roll die and refer to table below...

- ★ ACTIVE 1-5 SAFE, 6 OUT
- ★ NORMAL 1-4 SAFE, 5-6 OUT
- ★ STOIC 1-3 SAFE, 4-6 OUT

History ★ Maker Baseball

Attempt Stolen Base*

*Can be used multiple times during game.
FIRST, roll "decider die" to see if runner gets jump (STOIC runners cannot get jump); if YES, then roll die and refer to table below...

Catcher

	GOLD	NRM	IRON
Second Base	1-3	1-4	1-5
Third Base	1-2	1-3	1-4
Home	1	1-2	1-3

On range above, runner steals base.

Otherwise...

Runner thrown out stealing.

History ★ Maker Baseball

One-on-One Pep Talk

Interaction with player improves player **RIGHT NOW**, this at-bat.

COLD player becomes NEUTRAL
NEUTRAL player becomes HOT.

History ★ Maker Baseball

One-on-One Pep Talk

Interaction with player improves player **RIGHT NOW**, this at-bat.

COLD player becomes NEUTRAL
NEUTRAL player becomes HOT.

History ★ Maker Baseball

Manager Influence

Use **RIGHT NOW** chart this at-bat, observe applicable statuses.

(Can be used by pitching or batting team.)

History ★ Maker Baseball

Attempt Pickoff at 1st

Roll one die...

- 1-5 ★ No effect.
- 6 ★ ROLL AGAIN...
- 1-4 ★ Runner at first picked off!
- 5-6 ★ Wild throw, runner advances.

History ★ Maker Baseball

Attempt Bunt*

*Can be used multiple times during game.

Roll one die...

- 1 ★ Safe at first, runner(s) advance. Roll decider die for ruling, single or error.
- 2 ★ ACTIVE runner safe at first, runner(s) advance; other batters out at first, runner(s) advance.
- 3-4-5 ★ Out at first, runner(s) advance.
- 6 ★ ROLL AGAIN...
- 1-2 ★ Safe at first, FC, lead runner out.
- 3-4 ★ Pop out, runners hold.
- 5 ★ Pop out, lead runner out, double play.
- 6 ★ Strikeout.

History ★ Maker Baseball

Attempt HIT and RUN*

*Can be used multiple times during game.

Runner on 1st Base

Runners on 1st and 3rd Bases

Roll on Main Chart, adjust as follows...

- ★ Runner(s) advance one base on any ground out, two bases on any hit.
- ★ Any "lineout" becomes a double play, batter and lead runner both out.
- ★ Any Home Run becomes strikeout.
- ★ If batter walks or strikes out, runner on first must attempt steal of second--Roll "decider die" to see if he makes it.

History ★ Maker Baseball

Manager Coaching Tip

Pitcher or batter considered to be **ICON** player, this at-bat.

(Can be used by pitching or batting team.)

History ★ Maker Baseball

Manager Coaching Tip

Pitcher or batter considered to be **ICON** player, this at-bat.

(Can be used by pitching or batting team.)

History ★ Maker Baseball

Manager Influence

Use **EXPERIENCE** chart this at-bat, observe applicable statuses.

(Can be used by pitching or batting team.)

History ★ Maker Baseball

Walk to Pitching Mound

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

(Can be used only once per inning.)

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