

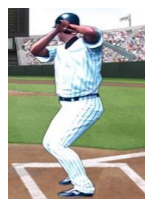
## Auto Strategy

### Starting Pitcher (Roll 2D6)

#### Pitching Rotation

	<b>1st</b>	<b>2nd</b>	<b>3rd</b>	<b>4th</b>	<b>5th</b>
<b>Die Roll</b>	<b>6,7</b>	<b>5,8</b>	<b>2-4,11</b>	<b>9,12</b>	<b>10</b>

### Hit Locations (for "choice" IF and unspecified OF results) (Roll 1D6)



Outfield	
<b>CF</b>	<b>RF</b>
<b>1-2</b>	<b>3-6</b>

Infield	
<b>2B</b>	<b>1B</b>
<b>1-4</b>	<b>5-6</b>

**LHB**



Outfield	
<b>CF</b>	<b>LF</b>
<b>1-2</b>	<b>3-6</b>

Infield	
<b>SS</b>	<b>3B</b>
<b>1-4</b>	<b>5-6</b>

**RHB**

### Bunting, Hit & Run, Base Stealing Attempts (Roll 3D6)

**Decider Die = ●**

Add black and white die

<b>2-3,5</b>	<b>Hit &amp; Run</b>
<b>6-7,9-10</b>	<b>Check Bunt Chart</b>

**Decider Die = [blank]**

Add black and white die

**Check Steal Attempt Chart**

#### Bunt Chart

Check silver die against **Batter's Qualities**

Is Batter...?	Bunt if silver die=
<b>STOIC</b>	<b>No Bunt</b>
<b>STOIC ●</b>	<b>1</b>
<b>RUNNING</b> quality = [blank]	<b>1-2</b>
<b>ACTIVE ●</b>	<b>1-3</b>
<b>ACTIVE</b> or <b>SAD SACK ●</b>	<b>1-5</b>
<b>DBL ACTIVE</b> or <b>SAD SACK</b>	<b>Bunt</b>

#### Steal Attempt Chart\*

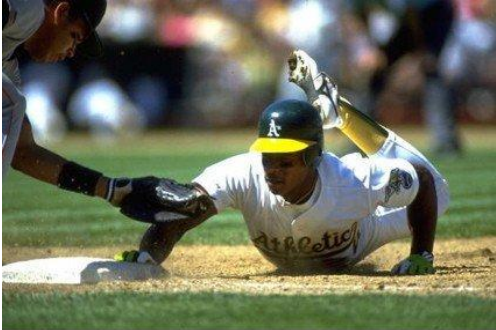
Attempted Stolen Base? (add black and white die)

Runner on 1st's Run Rating	Steal Attempt
<b>STOIC</b>	<b>No Steal</b>
<b>STOIC ●</b>	<b>2-4,12</b>
<b>[None]</b>	<b>2-6</b>
<b>ACTIVE ●</b>	<b>2-7,12</b>
<b>ACTIVE</b>	<b>3-8</b>
<b>DBL ACTIVE</b>	<b>2-8,11,12</b>

**\*If a Steal Attempt is made, go to Base Stealing resolution Chart**

**Base Stealing Resolution (Roll 3D6)**

Base Stealing Chart		Roll 3 die: Add black and white die and check total on Steal Chart (left). Use silver die for Runner Safe? Chart
2	Runner Safe?	
3	Runner Safe?	
4	Runner Safe?	
5	Stolen Base	
6	Runner Safe?	
7	Stolen Base	
8	Runner Safe?	
9	Caught Stealing	
10	Runner Safe?	
11	Stolen Base	
12	Runner Safe?	



Otto Greule Jr., Getty Images

Runner Safe? Chart					
Use this chart to resolve Runner Safe? results on Base Stealing Chart					
If silver die is less than or equal to number below, then runner is SAFE					
	Catcher Defence Ratings				
Is Runner...?	Gold	Gold ●	[Blank]	Iron ●	Iron
STOIC	CS	CS	CS	1	2
STOIC ●	CS	CS	1	2	3
[blank]	1	2	3	4	5
ACTIVE ●	2	3	4	5	SB
ACTIVE	3	4	5	SB	SB
DBL ACTIVE	4	5	SB	SB	SB

**CS** = Caught Stealing      **SB** = Stolen Base

2-6-6 Roll - Runner Out at First Base		
Roll one die against Runner on 1st's Run Rating		
Is Runner...?	Pickoff	CS
STOIC	1-6*	
STOIC ●	1-2	3-6
[blank]	1-3	4-6
ACTIVE ●	1-4	5-6
ACTIVE	1-5	6
DBL ACTIVE	1-6*	

\* On a '6,' roll DECIDER DIE:  
●=Pickoff/[Blank]=Caught Stealing

# **HMB Auto Strategy Notes**

**David Gambrill, Toronto, ON**

First off, let me start by saying I am a Johnny-come-lately baseball fan. I am not a devout disciple of saber-metrics, and I am not a math expert or statistician. All of these admissions will tell you that, while I have done some research regarding the numbers that helped me formulate these charts, I am positive that my 16-year-old stepson could develop charts with much greater accuracy than the ones I have created here. Feel free to modify the odds in the charts at your discretion.

I developed these charts because I play a lot of one-off games and standalone series. Since I have no investment in a long-term campaign, it's easy to make biased decisions, knowing they will carry no consequences later down the road. To avoid any tendency to make good decisions for the teams that I like and poor strategic decisions for teams I hope will lose, I developed a way to take basic strategic moves out of my hands.

So here we go. I present seven charts, covering the following five aspects of play during HMB:

- 1) starting pitching;
- 2) hit locations for left- and right-handed batters;
- 3) bunting, base-stealing and hit-and-run attempts;
- 4) base-stealing resolution that brings a catcher's defence into the mix; and
- 5) a chart for the 2-6-6 roll that sees a runner called out at first base.

## **Starting Pitcher Chart**

Sometimes I like picking my own starting pitchers for a one-off game. Other times, I like the dice to surprise me. To automate the selection of starting pitchers, simply throw 2 six-sided die, add them to get a number between 2-12. Find the appropriate 'Pitching Rotation' number over the dice total. This will tell you the starting pitcher for that day's game. For example, the pitching rotation header just above the dice total of 7 is "1<sup>st</sup>". And so, on a die roll of 7, the starting pitcher for the day's game is the first pitcher in the team's rotation. Sometimes I use this method to see who starts the first game in a standalone series, and follow the regular rotation thereafter.

## **Hit Locations Chart**

I use this chart for situations in which a field or fielder is not specified, or an out is assigned to a "choice" infielder or outfielder. Roll 1 six-sided die and consult the appropriate chart for either the left-handed or right-handed batter. Check the die roll under the relevant field, either the infield or the outfield. The result will tell you the fielder to which the hit was directed. For example, a left-handed batter grounds out to a "choice infielder." I roll 1 die and consult the LHB chart. On a 1-4, he grounds out to 2B. On 5 or a 6, he grounds out to 1B. Had it been hit into the outfield, he would have hit it to the center fielder on a 1 or a 2, and the right fielder on a 3,4, 5 or 6.

## **Bunting, Hit & Run, Base Stealing Attempts Chart**

I use this strategy chart when a runner is on first with zero outs or one out. Steals from the main game chart always take precedence. When a runner reaches first base and the main game chart does not call for a runner to steal, throw the black, white, silver and decider dice. Add the black and white dice to get a total between 2-12. The silver die will be read as 1 die. Consult the Bunting, Hit & Run and Base Stealing Attempt Chart as follows:

**If the decider die shows a bullet**, check the black and white dice total:

On a 2,3 or a 5, the team calls a hit and run strategy. Go to the normal game charts to resolve.

When the black and white dice total is a 6,7,9, or 10, a bunt MAY be called. Consult the bunt chart, and check the silver die against the batter's qualities. If the batter has a certain quality listed in the chart, check in the same row to see if the silver die falls within the bunter's range. If it does, the batter has bunted. Check the normal game chart to resolve the bunt.

On the bunt chart, if a batter has two of the listed qualities – for example, he is both a Stoic runner (No bunt) AND a Sad Sack batter (Automatic Bunt) – he will use the higher of the two bunt ranges (an Automatic Bunt, in this example).

If the decider die shows a bullet, but the roll – a 4 or an 8, for example – falls outside both the bunt and hit and run ranges, then the batter swings away. No strategy.

**If the decider die comes up blank**, then add the black and white die and refer to the Steal Attempt chart. Check the run rating of the runner on first. If the black and white die total falls within the range listed next to the runner's quality, he has got a good jump and may attempt to steal a base. Go to the Base Stealing Resolution Chart to see whether he is safe or out.

If the dice total falls outside the steal attempt range, then the batter swings away. No stolen base attempt.

## **Base Stealing Resolution Chart.**

If a runner attempts a stolen base as a result of a Strategy roll (see above), roll 2 six-sided dice and total them to get a number between 2 and 12. Roll the silver die as well. The silver die roll will be used if the Runner Safe? Result comes up.

First, check the total of the black and white and dice on the Base Stealing Resolution Chart. On die rolls of 5,7, and 11, the runner automatically steals the base successfully. No further check required.

On a die roll of a 9, the runner is out, caught stealing. No further check required.

If the 'Runner Safe?' result comes up, use the silver die roll and consult the Runner Safe? Chart. The outcome of the base stealing attempt in this case will depend on the speed of the runner and the defence of the catcher. Cross reference the base stealer's speed with the defence of the catcher, matching the proper row with the column to get a boxed result. If a 'CS' result appears in the box, the runner is automatically caught stealing. If

an 'SB' result appears in the box, the runner is automatically safe. If a number appears in the box, then the runner is safe if the silver die number is less than or equal to the number.

Let's say a Semi-Active runner is on first with one out. An initial strategy roll under the Steal Attempt Chart has him take off for second.

He throws three die: the black and white die are added to get a total of 6. The silver die is a 4. On the Base Stealing Resolution Chart, a 6 is a 'Runner Safe?' result, suggesting a close play at second.

The catcher has a Semi-Gold defence.

Looking at the Runner Safe? Chart, a Semi-Active runner against a Semi-Gold catcher will be safe if the silver die is a 1, 2 or 3. It's a 4, so the runner is caught stealing on a close play to second.

### **2-6-6 Roll: Runner Out on First**

When a 2-6-6 roll comes up, I roll 1 six-sided die and consult this chart to see whether the runner was caught stealing or picked off at second base.

Stoic and Double Active runners will be picked off first on all throws except for a 6. If the roll is a 6, throw the Decider Die to see if the out was a pickoff [bullet] or a stolen base [blank].