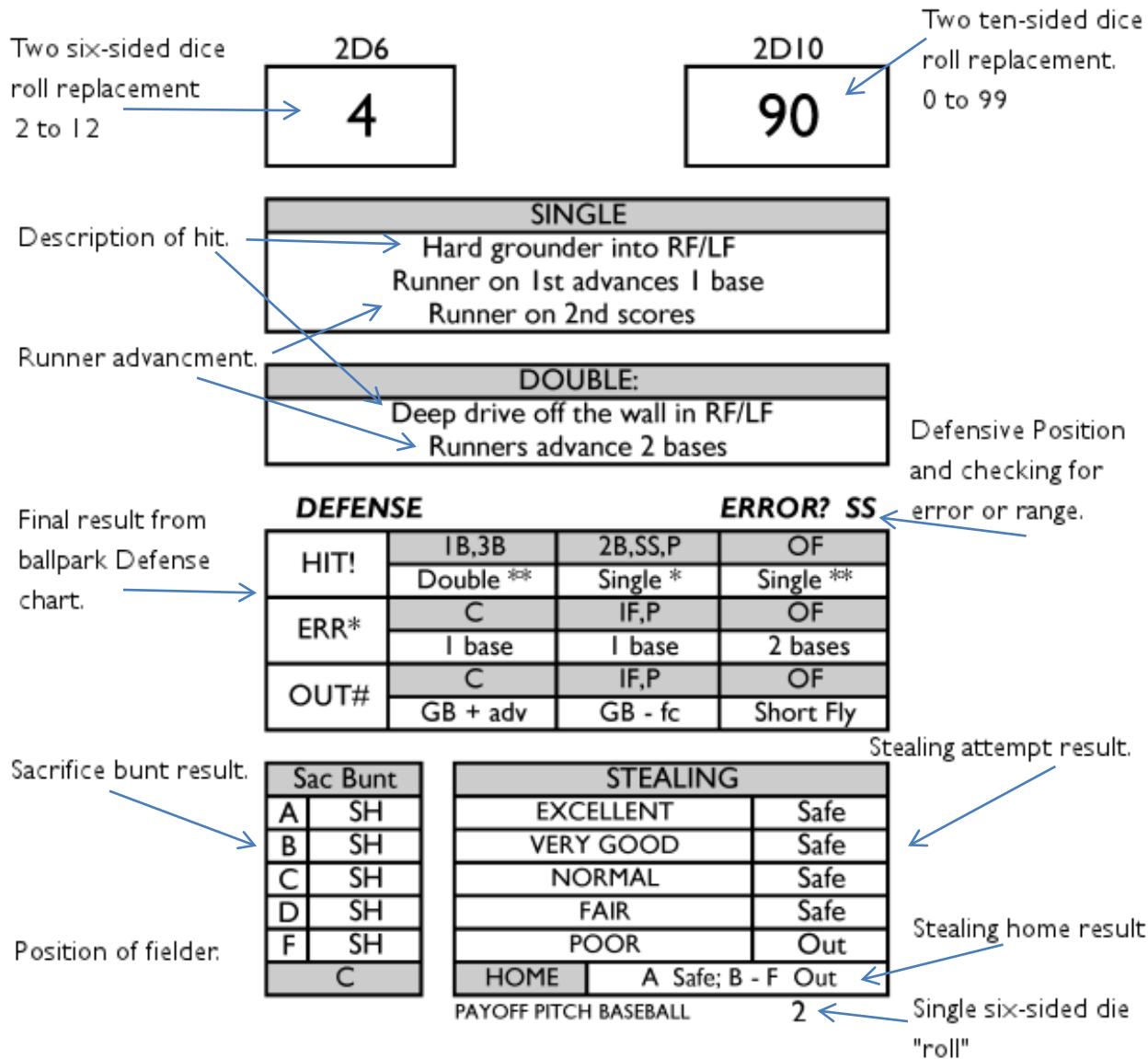


Payoff Pitch Baseball FAC Instructions

©2013 Sideline Strategy Games
Designed by Joe Bryan

The Fast Action Card system (FAC) allows a game of Payoff Pitch Baseball to be played with no dice and minimal chart lookups. An understanding of how to play Payoff Pitch Baseball is assumed and only the instructions and charts for the FAC will be explained below.

Let's review a sample FAC.



Printing the FAC

Where possible, please set Page Scaling to None when printing the Fast Action Cards (FAC). The cards are intended to be printed on one side and include thick black cut lines to accommodate as many printer configurations as possible. Most printers will allow the FAC to be printed double-sided. They will not line up perfectly, but should still be functional. In my 2-sided printing tests, using Adobe Acrobat Pro the Short Edge (Top) Binding Location option produced the best results.

Using the FAC

Thoroughly shuffle the FAC before beginning a game. To ensure randomness, it is recommended to re-shuffle the FAC after every three full innings of play.

The FAC replaces the dice by showing the total of two six-sided dice (in the box under the heading 2D6) and the reading of two ten-sided dice (in the box under the heading 2D10). This top section of the card can be thought of as the dice roll.

When a chart or instruction calls for a roll of the dice turn over the next card and refer to the appropriate "dice roll" section. In addition to the dice rolls represented on the top of the card, the bottom right corner of the card contains a number from 1 to 6. Use this number whenever a 1d6 roll is called for. In rare circumstances, a chart or instruction will ask for a 1d10 roll. In those cases, refer to the 2D10 card result. Ignore the first number and use the rightmost number (for example, if a 1d10 roll is requested and the card reads 73, ignore the 7 and use 3 as the result). When the 2d10 is a single digit number (0 to 9), use that result as the 1d10 roll with no modification.

Instead of rolling all four dice to start an at-bat, turn over the top card. Check the 2D10 result first, If the 2D10 result is not 0, then read the 2D6 result on the same card and reference the pitcher card. If the result is WHEELHOUSE, PATIENT, TOUGH, or IN-PLAY, turn over the next FAC, read the 2D10 result and check the appropriate section of the batter's card to resolve the at-bat.

If the 2D6 result on the pitcher's card is BALLPARK, turn over the next FAC, read the 2D10 result and refer to the home team's ballpark chart. Once WHEELHOUSE or IN-PLAY is determined, turn over the next FAC, read the 2D10 result and check the appropriate section of the batter's card to resolve that at-bat.

If the 2D6 result on the pitcher's card is DEFENSE, turn over the next FAC and check the DEFENSE section in the middle of the card. The right side of the card will show Range? or Error? and a fielding position (for example, ERROR? SS). Turn over the next card and find the 2D10 result on the home team's ballpark chart. The result will be HIT!, ERR*, or OUT#. Turn over the next FAC to resolve the play using the appropriate HIT!, ERR*, or OUT# section and the fielder's position. When checking the DEFENSE section, the result may read RARE. In that case, a rare fielding play may have occurred. Turn over the next FAC to determine the fielder involved and then turn over another FAC, read the 2D6 result and refer to the DEFENSE RARE PLAY chart.

When the first FAC to start the at-bat has a 2D10 result of 0, then a rare play may have occurred. Turn over the next FAC, read the 2D6 result and refer to the appropriate Rare Play (Bases Empty or Runners on Base) chart.

Runner Advancement

The FAC provides an alternative runner advancement system to speed up and streamline game play.

Whenever a single or double result occurs with a runner(s) on base, turn over the next FAC to determine runner advancement by checking under the Single or Double section of the card. The type and location of the hit will be displayed on the first line. If there is a split position, such as RF/LF, the fielder on the left fields the ball when a Left Handed Batter is batting and the fielder on the right fields the ball when a Right Handed Batter is batting.

In general, runners advance the same number of bases as the hit (Single = 1 base; Double = 2 bases; Triple = 3 bases). The FAC provides additional instructions for the runner on 1st and runner on 2nd when a single is hit and the runner on 1st when a double is hit.

Any result followed by a +? Indicates runners advanced the number of bases as stated and the lead runner has the option of attempting for an extra base. When actively managing the batting team, decide if the runner will attempt to advance or not. When not actively managing the batting team, compare the runner's Run rating to the number in the lower right corner of the FAC. If the runner's Run rating is higher than the number on the FAC, the runner will attempt to advance. Follow the instructions on the Runner Advancement Coach's Choice / Attempting an extra base chart. It was intended to use the number on the same FAC with the +? result, but the 1d6 number on the next FAC may be used instead.

If preferred, the basic runner advancement rules may be used with the FAC. When using the basic runner advancement rules, use the hit type and location included on the FAC, but ignore the runner advancement instructions. For convenience, both the Basic and FAC Runner Advancement rules are included in the glossaries and charts at the end of these instructions.

Stealing

All stealing options work the same with the FAC as they do with the dice and charts with the following exceptions. When using the Auto-Steal option, use the 2D6 result on the last card drawn. For example, if there are no runners on base and the batter singles, use the 2D6 result on the same FAC as the 2D10 result that determined the batter had singled. If it is less than or equal to his Stealing number, he attempts to steal.

When using the "Get a Jump" option, read the 2D6 result on either the last drawn card to determine if the runner attempts to steal or not.

If preferred, draw the next FAC instead of using the 2D6 on the last drawn card with either option above.

Regardless of which stealing option is used, once it is determined the runner is trying to steal the next base turn over the next FAC and refer to the STEALING section on the bottom right side of the card. To simplify the readings on the FAC, the chance of success (Excellent, Very Good, Normal, Fair, Poor) is listed. To determine the chance of success, combine the runner's Steal letter with the Catcher's Arm rating. For example, a Steal letter of B and an arm rating of 3 would be combined as B3. Find B3 on the Stealing glossary and the chance of success is Very Good. Read the result next to Very Good on the FAC to determine if the runner was safe or out. A key detailing all possible results is included on the Stealing glossary.

Sacrifice Bunts

Sacrifice bunts work the same with the FAC as they do with the dice and charts.

When using the Auto Bunt option, check the 2D6 result against the batter's Sac Bunt range first. If the 2D6 number is included in the range, the batter will attempt to sacrifice this at-bat and advance the runners by bunting.

If the Auto Bunt option is not being used, simply choose when to attempt a sacrifice bunt.

When the batter attempts to bunt, turn over the next FAC. Refer to the Sac Bunt chart on the bottom left side of the FAC and find the result next to the batter's Sac Bunt letter rating. Use the key on the Sacrifice Bunt glossary card to determine if the bunt attempt was successful or not.

Final Thoughts

There is no wrong way to use the FAC. A new card may be drawn for each event or the last drawn card's result may be used as noted in the instructions above.

While the FAC will not be as random as actual dice rolls, shuffling the deck after each three innings of play should provide a good variety of results. To improve randomness the FAC deck may re-shuffled after each inning or every other inning. It is not advisable to use the deck from start to finish as that will reduce the amount randomness and could have an adverse effect on the results.

The remaining pages include the glossaries and keys for the results found on the FAC. Also included are the supplemental charts and instructions for actions not included on the FAC. To use these supplemental charts, use the 2D6 and 2D10 results on the top of the FAC and find the result on the chart.

The FAC may be used in conjunction with dice if desired. Simply use actual dice rolls instead of the results given on the FAC when a dice roll is needed during the game.

I believe that covers everything needed to use the Fast Action Cards with Payoff Pitch Baseball. If something was not clearly explained or additional information is needed, please use the Delphi game forum, <http://forums.delphiforums.com/sidelinegames>, or contact me directly by email, joe@sidelinestrategy.com (please note, replies may be sent from my sttfrk@yahoo.com account; both accounts are checked daily and either may be used to contact me).