

# ALL-STAR LINEUP BASEBALL FAQ/LATEST INFO

This document will serve as a Frequently Asked Questions document for All-Star Lineup Baseball (ASLB), as well as an updated “state of the game” log. This means that your copy of the game is the latest copy and includes any changes that have taken place since the original version shipped, plus you’ll be notified of any upcoming changes here.

## **UPDATE: Change in dice included with the game**

Originally, the game included some custom dice that I’d designed. You may have seen them in some of the videos on the website. However, those custom dice were very expensive relative to the rest and were not really necessary – a simple d6 roll would do the same thing. So, that money was put into better quality player cards, and I think you’ll love them! The game now ships with:

- Black d6, d8
- Red d6
- Green d20
- White d6 (included as an extra d6)

## **What do the colors in the Outcome section of the player cards mean?**

The colors on the Pitcher and Batter card outcome sections match the color of dice you’d use to check the fielder involved.

- Brown – Infield plays (LINEOUT & GROUNDOUT)
- Blue – Outfield plays (DOUBLE, TRIPLE, SAC FLY)
- GREEN – A play to any fielder (SINGLE, FLYOUT)

## **When the OUTCOME is a SINGLE, and the Green d20 roll comes up 1-6 (for an infielder), what does that mean?**

It’s a single over or past that infielder, or any infield hit that would be scored that way when playing live. In the case of the catcher, consider it a swinging bunt – a ball the catcher fields but cannot get to 1B in time to throw the runner out. All runners advance one base regardless of whether the SINGLE is to the infield or outfield.

### **Are there Errors in the game?**

Yes, errors enter the game via the Wildcard deck. When batter and pitcher tie on the initial head-to-head roll, then you draw a Wildcard. There are 2 error cards in the Wildcard deck. In our extensive playtesting, we felt this better represented the number of errors in an average MLB game, rather than doing an error check for every play or something similar.

If you'd prefer to do an error check (in Advanced play mode), then try this. If the fielder in question is:

- Green-rated: NO error check. Play proceeds as usual
- Yellow-rated: Roll any d6. On a result of 1-4, there's no error. On a 5-6, an error is committed.
- Blue-rated: Roll any d6. On a result of 1-3, no error. 4-6, an error is committed.

If your roll shows an error was committed, then all runners would get an extra base.

Play with that and see what you think – or do something you think works better. It's up to you – the data is color coded on the cards, and each player's propensity to commit errors is built into their Fielding rating (the color behind the YEAR on the player card).

### **How does Pitcher Fatigue work?**

For Basic or Advanced play, you use the number next to the pitcher's position (SP, RP, CL, P). That's their Average Innings per Game. When you start the next inning beyond that number (for example if it's 6.7, then when you start the 7<sup>th</sup>), you'll do a fatigue check by rolling a d6. 1-3=Downgrade to a d6. 4-6=No Downgrade. Do this each inning you leave a pitcher in the game after their Average Innings per Game have been exceeded. Of course, you can make exceptions for a pitcher that's pitching well, or worse, than expected.

### **How do I do a Hit-and-Run play in Advanced play?**

Before the initial d8/d6 roll, decide that the hit-and-run is on. If the Batter wins the roll, then assume the runner on 1<sup>st</sup> was already in motion and will get an extra base. If the pitcher wins the roll, depending on what type of out it is, you would

check to see if the runner got back to 1<sup>st</sup> (by checking defense vs the runner's speed rating as shown in the manual), or check to see if they were able to steal the base without the hit.

For example, let's say the runner from 1<sup>st</sup> takes off for your hit-and-run. BUT the pitcher wins the roll, and it's a LINEOUT to 2<sup>nd</sup> base. Check the 2<sup>nd</sup> baseman and 1<sup>st</sup> baseman defensive ratings, then compare to the runner's speed rating. Roll a d6 with the appropriate modifier and see if the runner got back in time or was doubled off. If the pitcher's roll is a GROUNDOUT, then the runner can be the "out" and you'd check to see if the batter was out at first for the double play by doing defensive checks for the play at 1<sup>st</sup> base. On a STRIKEOUT, you'd just check the runner against the defense as if they were stealing the base un-aided.

### **Sacrifice Bunts in Advanced play mode**

Just to clarify, when you're playing in Advanced mode, and you call for a SAC BUNT, if the roll is successful, the baserunner(s) advance one base. In Basic mode, the batter is out, but in Advanced play, you should do a defensive check to see if the batter beat out the throw to 1<sup>st</sup>.

For example, say you've put the bunt on before the d8/d6 roll, and despite any penalty (like a -2 disadvantage for a batter with no number beside SAC BUNT on their card), the batter wins the roll. The bunt is successful, the runners advance, but now you need to know where the bunt was hit. Roll the Brown d6 to find out which infielder fielded the ball, then check his fielding rating plus that of the 1<sup>st</sup> baseman, versus the batter's speed rating. Roll that d6 again after you apply any advantage/disadvantage to see if the batter beat out the throw.

### **OPTIONAL: Speed check for infield SINGLES**

For SINGLES that go to the Pitcher or Catcher, some players like to perform a speed check to see if the batter beat the throw to 1B. In regular play, it's assumed they always make it (after all, it's a SINGLE, not an out), but if you prefer this, then do it for players that have Blue-rated (Below average) speed. Roll either the SAFE/OUT die, or a d6 (1-3=SAFE, 4-6=OUT) as a check on their ability to make it to 1B. If they are OUT, then that would override the result of SINGLE.

## **OPTIONAL: Adjustment for the shift**

Like it or not, the shift has become a huge part of modern MLB play. When a left-handed batter is up, most defenses go into some sort of shift designed to keep them from pulling the ball, challenging them to try to hit over the shift for a homerun, or settle for a single the other way. To simulate this disadvantage, the left-handed batter should have an additional -1 disadvantage. Typically, you'd apply this for power lefties.

## **A word about the number of players included**

All teams include 14-19 position players, at least 10 pitchers, and one placeholder "Pitcher Batter" card to use for NL games. The reason for limiting the total number of players has more to do with the way players with few At Bats (and few Innings Pitched) impact the formulas used.

Any player with less than 20 AB will have a \* beside the year on their card. You should downgrade their hitting skill accordingly (GREEN to YELLOW, YELLOW to BLUE, leaving BLUE alone) to reflect their skewed stats.

On older teams, you'll get more pitchers per team in season sets if they have enough, because the league was smaller (20-24 teams), and because most teams had fewer players back then.

## **What about...???**

ASLB is not designed as a game that has an automatic answer for every situation. Chances are you'll come across a situation that requires you to make a decision or choice, or change the rules to suit you – that's great! My goal was to make sure you had enough data on the tabletop play the game the way you feel it should be played.

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Email me at [craig@barstoolgames.net](mailto:craig@barstoolgames.net) if you have any questions or need further clarification.

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