

<b>Line-up</b>	<b>Boston Red Sox 1946</b>	<b>Bats</b>	<b>OBR/SP</b>	<b>1b</b>	<b>2b</b>	<b>3b</b>	<b>HR</b>	<b>Deep</b>	<b>K</b>	<b>W</b>	<b>HPB</b>	<b>Out</b>	<b>Error</b>	<b>CD</b>	<b>Th</b>	<b>BA</b>	<b>OPS</b>	<b>Sac</b>	<b>H&amp;R</b>	<b>Cht</b>	<b>Pos</b>
CF	Dom DiMaggio	RN	B	30	35	36		41	42	45	45	88	E-4	CD-3	T-3	0.316	0.82	AA		1 88/11	CF
3B	Leon Culberson	RN	B	27	35	36	37	42	43	43	43	88	E-5	CD-4		0.313	0.799	AA		1 88/11	3B-RF-CF-LF
LF	Ted Williams	LP	B/E	25	32	34	43	46		75		88	E-3	CD-4	T-4	0.342	1.164	EE		2 Nov-88	LF
SS	Johnny Pesky*	LN	C	32	42	43		46		47	50	88	E-4	CD-1		0.335	0.827	AA		2 12/88	SS
1B	Rudy York	RP	D	21	27	30	32	35	44	51	51	88	E-2	CD-5		0.276	0.808	CC		0 88/11	1B
2B	Bobby Doerr	RP	C	20	27	31	33	36	40	42	42	88	E-2	CD-5		0.271	0.799	AA		0 88/11	2B
C	Hal Wagner*	LN	C	20	23	24	25	30		41	42	88	E-4	CD-3	Th-B	0.23	0.675	BB		2 12/88	C
DH-ben	Pinky Higgins	RN	E	24	32	33		36	41	44	45	88	E-6	CD-4		0.275	0.726	CC		1 88/11	3B
RF	George Metkovich*	LN	A	20	26	27	30	33	40	43	43	88	E-7	CD-1	T-2	0.246	0.689	CC		0 12/88	RF-LF-CF
P	Mickey Harris*	LN	E	24	25			30	52	55		88				0.231	0.562	BB		0 13/X	
	<i>Pitcher bats 1946</i>	<i>P</i>	<i>E</i>	<i>11'-21</i>	<i>22</i>				<i>41</i>	<i>44</i>						<i>0.172</i>	<i>0.42</i>				
<b>Pos</b>	<b>Suggested Reserves</b>	<b>Bats</b>	<b>OBR/SP</b>	<b>1b</b>	<b>2b</b>	<b>3b</b>	<b>HR</b>	<b>Deep</b>	<b>K</b>	<b>W</b>	<b>HPB</b>	<b>Out</b>	<b>Error</b>	<b>CD</b>	<b>Th</b>	<b>BA</b>	<b>OPS</b>	<b>Sac</b>	<b>H&amp;R</b>	<b>Cht</b>	<b>Pos</b>
C	Roy Partee (+1) RN	RN	E	31	36	40		43	46	50	50	88	E-6	CD-3	Th-B	0.315	0.783	BB		1 88/12	C
RF	Tom McBride	RN	E	33	37	41		44		44	44	88	E-2	CD-1	T-3	0.301	0.699	CC		2 88/12	RF-LF-CF
C	Eddie McGah	RN	E	16	21	24		27	40	51	51	88	E-4	CD-3	Th-B	0.216	0.638	CC		0 88/14	C
3B	Don Gutteridge	RN	E	15	24	24	25	30	36	36	36	88	E-9	CD-1		0.234	0.627	CC		0 88/13	3B-2B
3B	Eddie Pellagrini	RP	B	13	20	22	24	27	52	52	54	88	E-10	CD-1		0.211	0.62	CC		0 88/13	3B-SS
3B	Rip Russell	RP	D	15	21	21	23	26	30	30	30	88	E-6	CD-4		0.208	0.564	BB		0 88/11	3B-2B
3B	Ernie Andres	RN	E	10	16			21	25	25	25	88	E-2	CD-4		0.098	0.305	DD		0 88/14	3B
<b>Throws:</b>	<b>Boston Red Sox 1946</b>	<b>PB</b>	<b>SR</b>	<b>RR</b>	<b>Max IP</b>	<b>1b</b>	<b>BK</b>	<b>K</b>	<b>W</b>	<b>WP</b>	<b>CD-C</b>	<b>88</b>	<b>Error</b>	<b>Clutch Def</b>	<b>ERA</b>	<b>zPos</b>					
RHP	Tex Hughson	2-7	18	6	9	23		46	52	52	54	88	E-2	CD-4		2.75	SP				SacFly if: If Home, DEEP = HR
RHP	Joe Dobson	2-7	17	6	7	21	22	43	52	53	55	88	E-2	CD-4		3.24	SP		Pit bats	41-88	11-38 HR
RHP	Dave Ferriss	2-7	20	7	8	25		44	51	51	53	88	E-2	CD-5		3.25	SP				
LHP	Mickey Harris	4-7	20	7	8	25		47	55	56	60	88	E-3	CD-3		3.64	SP				
RHP	Jim Bagby	4-7	22	7	7	25		40	47	50	52	88	E-8	CD-1		3.71	SP				
RHP	Charlie Wagner	2-4	19	6	5	24		44	54	54	56	88	E-10	CD-2		5.87	SP				
RHP	Bob Klinger	2-8	15	5	4	21		37	46	47	51	88	E-8	CD-1		2.37	rp-CL				
RHP	Mace Brown	2-7	0	4	3	23		42	52	52	54	88	E-10	CD-2		2.05	rp				
RHP	Randy Heflin	2-7	20	7	4	23		42	53	53	55	88	E-10	CD-2		2.45	rp				
RHP	Bill Zuber	2-7	15	5	5	14		33	44	46	50	88	E-2	CD-2		2.54	rp				
RHP	Mike Ryba	4-7	0	4	3	23		43	52	56	60	88	E-10	CD-2		3.55	rp				
LHP	Earl Johnson	4-7	18	6	4	22		43	52	53	55	88	E-6	CD-2		3.71	rp				
LHP	Clem Dreisewerd	2-6	18	6	4	26		46	54	54	56	88	E-6	CD-2		4.18	rp				
Step 1 - roll two dice for result of 2-12				If within PB range, Column C, then next roll will be on pitcher's card. If not, will be on batters card.																	
Step 2 - roll two 8-sided dice for 11-88.				Roll between 11 and the 1B number is a single. The other numbers show the HIGHEST number in range for different results.																	
Click <a href="https://tinyurl.com/4x4jcff5">https://tinyurl.com/4x4jcff5</a> for the rest of the rules - or you can use the following simple rules. Under simple rules, if 2-12 roll in step 1 is a 4 (four) with an OUT and man on 1st, it is a double play.																					
Step 3 (simple rules) To try to steal or go an extra base on a hit or out, roll a 6-sided die and only a "6" is an OUT. Under OBR/SP an AA steals on 1-5, an A on 1-4, B on 1-3, C 1-2 & D on 1. Oon out, batter out instead.																					
Step 4 (simple rules) - If the 2-12 rule is either a 2 or a 12 (but not 3 to 11) check again for error. Roll both 6-sided die again and their HIGHER die is the player who might make an error (6=ss, 5=3b,4=2b, 3=1b, 2=c, 1+p)																					
Step 4a - Roll one 8-sided die and if it is EQUAL TO OR LOWER than the fielder's error number it is an error. (e.g. an 8-sided die roll of 3 means an E-0, E-1 or E2 is NOT an error, but an E-3, E-4, or higher is)																					