

<b>Line-up</b>	<b>Montreal Expos 1994</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	Marquis Grissom	RN	AA	25	33	34		37	44	44	44	88	E-3	CD-5	T-5	0.288	0.771	DD	0	88/11	CF
SS	Wil Cordero	RN	A	21	31	32	33	36	44	44	46	88	E-5	CD-1		0.294	0.853	CC	0	88/11	SS
RF	Larry Walker*	LP	A	17	33	34	36	41	53	55	56	88	E-2	CD-4	T-4	0.322	0.981	DD	0	12/88	RF-1B
LF	Moises Alou	RP	B	24	34	35	40	43	51	51	52	88	E-3	CD-5	T-5	0.339	0.989	DD	0	88/11	LF-RF
3B	Sean Berry	RN	A	21	30	31	32	35	44	44	45	88	E-7	CD-1		0.278	0.8	CC	0	88/11	3B
C	Darrin Fletcher*	LN	E	17	26		30	33			34	88	E-1	CD-3	Th-B	0.26	0.749	DD	2	12/88	C
DH-ben	Rondell White (+2) RN	RN	C	15	31	32		35	47	47	53	88	E-10	CD-1	T-3	0.278	0.822	DD	0	88/12	LF-CF
2B	Mike Lansing	RN	A	24	32	33		36		36	40	88	E-3	CD-5		0.266	0.696	CC	2	88/11	2B-3B-SS
1B	Cliff Floyd*	LN	A	24	33	34		37	52		53	88	E-2	CD-3		0.281	0.731	CC	0	12/88	1B-LF-RF
	Pitcher bats 1994	P	E	11'-17	18				43	45						0.154	0.375				
<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	Lenny Webster (+1) RN	RN	E	20	30		31	34	44	45	52	88	E-2	CD-3	Th-B	0.273	0.817	CC	0	88/12	C
2B	Juan Bell# (+1) RN	SN	A	25	31		31	34	51	57		88	E-2	CD-3		0.278	0.753	CC	0	88/88	2B-SS-3B
LF	Lou Frazier#	SN	AAA	30	32	33		36	45	50	51	88	E-3	CD-3	T-3	0.271	0.666	CC	0	88/88	LF-CF-2B-1B
1B	Randy Milligan	RN	E	21	24	24		27	47	56	56	88	E-5	CD-3		0.232	0.666	DD	0	88/13	1B
2B	Freddie Benavides	RN	E	12	21	22		25	37		40	88	E-2	CD-2		0.188	0.493	DD	0	88/13	2B-3B-SS-1B
3B	Jeff Gardner	SN	D	14	17		18	23	48	55	56	88	E-10	CD-1				CC	0		3B-2B
C	Tim Spehr	SN	D	14	17		18	23	48	55	56	88	E-2	CD-3	Th-C			CC	0		C-LF
<b>Throws:</b>	<b>Montreal Expos 1994</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</b>	<b>Def</b>	<b>ERA</b>	<b>zPos</b>				
LHP	Butch Henry	2-9	14	5	6	23		46	53	54	56	88	E-0	CD-2		2.43	SP				SacFly if: If Home, DEEP = HR
LHP	Jeff Fassero	2-8	16	0	8	21		46	54	57	61	88	E-0	CD-5		2.99	SP		Pit bats	61-88	11-58 HR
RHP	Ken Hill	2-8	17	0	8	23		45	52	53	55	88	E-4	CD-5		3.32	SP				
RHP	Pedro Martinez	2-7	15	5	8	17		46	54	57	61	88	E-10	CD-1		3.42	SP				
LHP	Kirk Rueter	4-7	14	0	6	30		51	56	57	61	88	E-5	CD-3		5.17	SP				
LHP	Gabe White	2-5	13	4	5	23		46	55	55	57	88	E-10	CD-2		6.08	SP				
RHP	John Wetteland	2-8	0	3	3	15		44	52	52	54	88	E-10	CD-1		2.83	rp-CL				
RHP	Tim Scott	2-8	0	3	3	23	26	50	56	57	61	88	E-2	CD-1		2.7	rp				
RHP	Mel Rojas	2-8	0	4	3	21		50	56	60	62	88	E-2	CD-1		3.32	rp				
RHP	Gil Heredia	2-7	14	5	4	27	28	54	60	63	65	88	E-6	CD-1		3.46	rp				
RHP	Jeff Shaw	2-7	0	4	3	24		47	54	60	62	88	E-2	CD-1		3.88	rp				
LHP	Denis Boucher	2-5	14	5	3	31		60	67	72	74	88	E-10	CD-2		6.75	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)																					