

<b>Line-up</b>	<b>New York Mets 1986</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>
LF	Mookie Wilson#	SN	AA	25	32	34	35	40	53	53	53	88	E-5	CD-4	T-4	0.289	0.775	DD	0	88/88	CF-LF-RF
CF	Lenny Dykstra*	LN	A	23	32	34		37	42	46	46	88	E-2	CD-4	T-4	0.295	0.822	BB	0	11/87	CF-LF
1B	Keith Hernandez*	LN	D	25	34	34	35	40	43	52	53	88	E-1	CD-5		0.31	0.859	DD	0	11/87	1B
RF	Darryl Strawberry*	LP	A	14	22	23	27	32	57	64	65	88	E-3	CD-1	T-2	0.259	0.865	DD	0	11/87	RF-LF
DH-3B	Kevin Mitchell	RN	C	20	30	31	33	36	50	51	51	88	E-9	CD-1	T-4	0.277	0.811	CC	0	87/88	LF-RF-SS-CF-3B-1B
3B-ben	Ray Knight	RN	D	27	35	35	36	41	45	45	46	88	E-6	CD-2		0.298	0.775	CC	0	87/88	3B-1B
C	Gary Carter	RP	D	20	23	23	26	31	34	37	40	88	E-2	CD-4	Th-B	0.255	0.776	DD	0	87/88	C-1B-RF-LF-3B
SS	Rafael Santana	RN	E	23	26	26		31	33	33	34	88	E-3	CD-5		0.218	0.539	CC	1	87/88	SS-2B
2B	Wally Backman#	SN	A	33	40	41		44		44	44	88	E-4	CD-3		0.32	0.761	AA	2	88/88	2B
	Pitcher bats 1986	P	E	11'-17	18			21	45	47						0.137	0.348				
<i>Pos</i>	<i>Suggested Reserves</i>	<i>Bats</i>	<i>OBR/SP</i>	<i>1b</i>	<i>2b</i>	<i>3b</i>	<i>HR</i>	<i>Deep</i>	<i>K</i>	<i>W</i>	<i>HPB</i>	<i>Out</i>	<i>Error</i>	<i>CD</i>	<i>Th</i>	<i>BA</i>	<i>OPS</i>	<i>Sac</i>	<i>H&amp;R</i>	<i>Cht</i>	<i>Pos</i>
LF	Lee Mazzilli# (+4) RN	SN	B	21	26	26	30	33	44	56	62	88	E-2	CD-3	T-3	0.276	0.848	DD	0	88/88	LF-1B-RF
LF	Danny Heep*	LN	D	24	31	32	33	36	44	52	53	88	E-3	CD-3	T-3	0.282	0.799	DD	0	12/88	LF-RF
3B	Howard Johnson#	SP	A	14	23	23	26	31	56	63	64	88	E-10	CD-1		0.245	0.787	CC	0	88/88	3B-SS-LF
LF	George Foster	RP	D	16	21	22	27	32	52	52	52	88	E-8	CD-1	T-3	0.227	0.718	DD	0	88/11	LF
C	Ed Hearn	RN	E	24	30	30	31	34	41	41	41	88	E-3	CD-2	Th-C	0.265	0.712	CC	0	88/12	C
2B	Tim Lincecum	RN	D	17	27	27		32	40	42	42	88	E-3	CD-1		0.247	0.693	CC	0	88/11	2B-1B-3B
SS	Kevin Elster	RN	E	15	21	21		24	50	51	51	88	E-4	CD-3		0.167	0.442	DD	0	88/14	SS
<b>Throws:</b>	<b>New York Mets 1986</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>					
LHP	Bob Ojeda	2-8	17	6	8	21		44	51	52	54	88	E-10	CD-2		2.57	SP				SacFly if: lf Home, DEEP = HR
RHP	Ron Darling	2-8	18	0	9	21	22	46	54	56	60	88	E-10	CD-2		2.81	SP		Pit bats	61-88	11-58 HR
RHP	Dwight Gooden	2-8	18	0	9	17	21	46	54	55	57	88	E-3	CD-5		2.84	SP				
LHP	Sid Fernandez	2-7	17	6	8	14		44	53	55	57	88	E-10	CD-2		3.52	SP				
RHP	Rick Aguilera	4-7	17	6	7	25	27	53	60	62	64	88	E-10	CD-2		3.88	SP				
RHP	Bruce Berenyi	2-4	15	5	4	27		52	62	66	70	88	E-10	CD-2		6.35	SP				
LHP	Jesse Orosco	2-8	0	4	3	15		42	51	53	55	88	E-10	CD-2		2.33	rp-CL				
RHP	Rick Anderson	2-7	14	5	5	23	26	45	52	53	55	88	E-10	CD-2		2.72	rp				
RHP	Roger McDowell	2-7	0	4	3	18	22	43	51	52	54	88	E-10	CD-2		3.02	rp				
RHP	Doug Sisk	2-7	0	5	3	26	27	47	56	60	62	88	E-10	CD-2		3.06	rp				
LHP	Randy Niemann	4-7	10	3	3	31		53	61	64	66	88	E-10	CD-2		3.79	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. On 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)																					