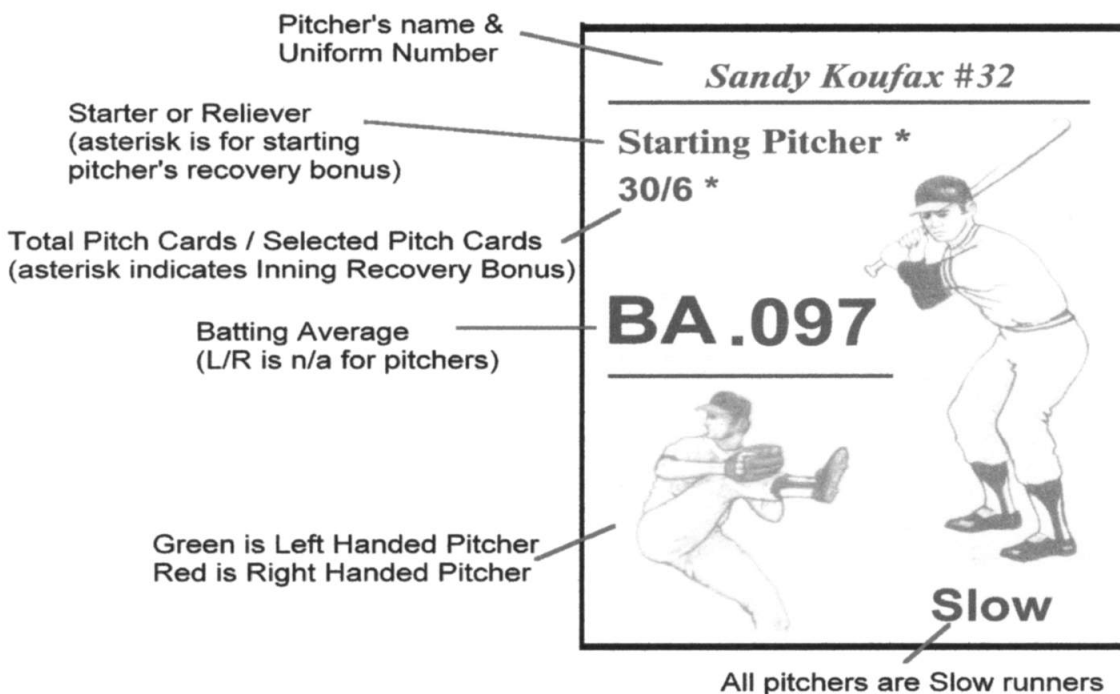


Legends Strategy Baseball

Legends Strategy Baseball is a variant of Avalon Hill's Baseball Strategy game using the 100 Greatest Baseball Players, as determined by the Society for American Baseball Research (SABR - <http://baseball-almanac.com/legendary/lisab100.shtml>). Additionally, 5 relief pitchers were added to this list to accommodate tournament play and the options for additional pitchers specializing in relief pitching. The relief pitchers added were listed in the top ten of career saves and relief appearances.

This Legends variant is played using the same standard set of rules for baseball strategy, with the exception being in the player numbers having any significant meaning, since the numbers listed on the new Legends player cards are the player's actual playing numbers, or in some cases no number at all (for those players on the list that played before uniform numbers existed). Also, if the standard pitching rules are used, all pitchers should be considered aces.

It is strongly suggested however that the new pitching rules be employed (i.e. using the new mini-pitching cards). The allotment of pitch cards given to each pitcher is listed on the pitcher's player card, see diagram.



The numbers on the pitching card show the total number of pitch cards given to the pitcher and the number of cards that may be selected beforehand. Example; a pitch card number of 37/6 means the pitcher (player) may select any 6 of the pitch cards for that pitcher and then randomly draw another 31 pitch cards for a total of 37.

An asterisk next to the pitch card numbers indicates that the pitcher receives an "inning bonus". At the end of each inning the pitcher completes, he may return one played pitch card to his un-used hand of

pitch cards, but only from a card used that inning that resulted in an out being recorded.

Also, if a pitcher has an asterisk next to his position (starting pitchers only), he receives a "recovery bonus". This is used only for tournament play when calculating the number of pitch cards he recovers for each day of rest. A pitcher with a recovery bonus may recover 1 additional card per day of rest, above the normal pitcher recovery rate.

Taking a Pitch

Batters with an average greater than 0.315 may take a pitch while at bat. Batters with an average greater than 0.330 may take 2 pitches. Taking a pitch is performed by the offensive player announcing first what pitch type the batter will NOT swing at, and then the swing. Pitch types are Fast Ball (A and D), Breaking Pitch (B and E) and Off Speed (C and F). The pitch card is then revealed and if it is one of the "taken" pitches, another pitch card and swing are selected. If the pitch card is NOT one of the types being "taken" then the results are applied as usual.

Playing a Game

If playing a single game of Legends Strategy Baseball, use the following procedure for selecting teams:

- divide the Legends player cards into 5 groups:
 - starting pitchers
 - relief pitchers
 - infielders
 - catchers
 - outfielders

Player cards that list more than one fielding position are place in the group of the first position listed.

- Each player is randomly dealt cards from each group as follows:
 - starting pitchers: 2 cards
 - relief pitchers: 1 card
 - infielders: 4 cards
 - catchers: 1 card
 - outfielders: 3 cards
- Next, players may pick up 5 additional cards to supplement their team. Add the defensive strength of the cards selected above, and the player with the lower defensive total may pick first. Players alternate selecting from any of the remaining player cards.
- Proceed with the game.

For Tournament play, follow the same basic procedures above, for up to 4 separate teams, with the following exceptions:

- deal each player 10 random cards to start, not from separated groups.
- if any player has more than two relief pitchers, he must exchange one of them for another card and return the extra relievers to the un-picked card pool (player may pick which of the relievers he keeps)
- player draft for a total of 25 players per team.
- at the end of the draft, players may make any trades with other player/teams that are mutually agreeable to both.

BASIS OF PLAYER RATINGS

Player ratings that appear on the cards are based on their career statistics as provided by SABR, through the 2003 season (only applicable to currently active players).

Defensive Rating is relative to the Legends cast of players, therefore while a specific player may be an above average fielder when compare to all the major league players ever to play at a given position, compared to fellow legends, a player may be rated average or even poor. Defensive ratings are based on the top ten fielding percentages for a given position as found in the 1981 version of the Baseball Encyclopedia. A padding factor was added to the outfield position since that comprises the single largest group of player positions. Basically, if a player has a career fielding percentage that ranks him in the top ten, then he is given an "excellent" rating. If a player falls just below the top ten (within a fielding percentage range comparable to the top ten range), he is rated "average". Anything below that is considered "poor".

A player's speed is also relative to his fellow legends, and is based on a combined factor of triples per hit (i.e. percentage of a player's hits that were triples) and stolen bases per year. An intelligence factor was applied to sluggers that qualified as "fast", but down graded to slow because their stolen base stats did not support a "fast" rating. In these cases it is assumed that the triples came from more power then speed.

A player was determined to be a slugger instead of a hitter if his career slugging percentage was greater than (or equal to) .500.

Player's left/right batting averages were based off their career batting average and a general rule of thumb that they would have faced twice as many right handed pitchers as left handed pitchers. Therefore, the "against left handed pitching" average is +/- 10 percentage points, while the "against right handed pitching" average is +/- 5 percentage points.

Fielding positions were based on the most common position played by the player during his career. While most players have played more than one position at sometime in their career, only those that played a significant number of different positions are given more than one position on their player card.

Pitching ratings are based on average number of games per year, average innings per game, ERA, and strikeout to walk ratio. Intelligence factors have been applied to "old-time" pitchers (those without a uniform number), because their pitching stats become very distorted when compared to "modern" era pitchers.

The number of cards a pitcher gets when he first enters a game is based on his average number of innings per game, but a factor is subtracted from this total if he qualifies for an Inning Bonus.

The number of cards the pitcher may select to start with is a measure of how much control he has, and is determined by ERA and strikeout to walk ratio.

The Inning Bonus is a measure of the pitcher's control beyond the selected card rating for pitchers with both very low ERAs and very high strikeout to walk ratios.

The Recovery Bonus is awarded to starting pitchers that appear in more than the normal number of games per year.