BAM Pocket Edition

PRINT & PLAY PROTOTYPE · 52 CARDS · V0.3 · NOV 2026

The full Baseball Army Men game in a deck of cards, for trips, restaurants and waiting rooms. Bring two or three figures (or BAM keychains) to stand on the diamond if you like.

How to print

1. Print pages 2–13 **two-sided, flip on the long edge**, at **100% / "Actual size"** (not "Fit to page") on **heavy cardstock** (65–110 lb).
2. Cut on the dashed lines. Each card is **2.5 × 3.5 in** (poker size), so it fits standard card sleeves. Sleeving the cards over a regular playing card makes them sturdy and shuffle-friendly.
3. Backs: **baseball stitching = Alpha**, **bat-brown frame = Bravo**, **green frame = shared**, so you can sort the hands face down. They are mostly light, so they use little ink. No duplex for thick paper? Print the odd pages, reload the printed sheets the way your printer's manual shows, then print the even pages. Test on plain paper first and hold it up to a light to check alignment. (Fronts only also works: print pages 2, 4, 6, 8, 10, 12.) The coloured frame shows whose hand it is: **red frame = Alpha**, **blue frame = Bravo**, grey = shared. (In BAM the green army men always bat and the tan army men always pitch, so the two players' hands are called Alpha and Bravo instead.)

What's in the deck

Cards	Alpha / Bravo	Total
Pitch Type: Fastball, Changeup, Curveball (Kfacts), Forkball (Phantom)	4	8
Location: High/Middle/Low × Inside/Outside	6	12
Swing: Power, Normal	2	4
Steal (White Base)	3	6
Throw Out Runner (Red Base)	3	6
Special Ops players	—	12
Diamond, Scoreboard, 2 rules cards	—	4
Total		**52**

Setup

- Each player takes one hand (**Alpha** or **Bravo**, 18 cards) and keeps it all game: you use the same hand when pitching and when batting. Decide who is **Away** (bats first). Put the Diamond and Scoreboard cards between you. Runners go on the bases (green runner tokens, coins or keychains); the batting player's runners are always green, just like the figures. The red marker sits on OUTS, the brown marker on TOP/BOTTOM. Clip a slider (or paperclip) on the Diamond's inning edge and on each side of the Scoreboard.
- Pick Special Ops players: **one each, at the start of the game**. Away picks first (Rules card 2).
- Every pitch, both players lay their cards **face down**, then flip together. Pick your cards back up after each pitch, except Steal / Throw Out cards and used-up Special Ops abilities.

Printable tracking pieces (optional)

PITCH TYPE · FB

ALPHA

Fastball



Standard pitch. Pitchers may throw it; batters may guess it.

Pitcher: throw it · Batter: guess it

T-01

PITCH TYPE · CH

ALPHA

Changeup



Standard pitch. Pitchers may throw it; batters may guess it.

Pitcher: throw it · Batter: guess it

T-02

PITCH TYPE · CB

ALPHA

Curveball



Kfacts only. Only a pitcher with Kfacts may throw it. Batters may always guess it against Kfacts.

Pitcher: throw it · Batter: guess it

T-03

PITCH TYPE · FK

ALPHA

Forkball



Phantom only, once per inning. Batters can never guess it, so a Forkball is always an Out.

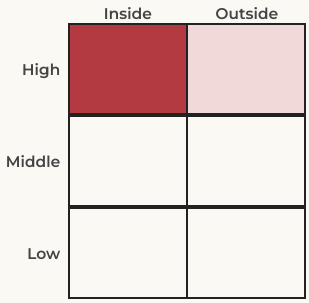
Pitcher: throw it · Batter: guess it

T-04

LOCATION

ALPHA

High · Inside



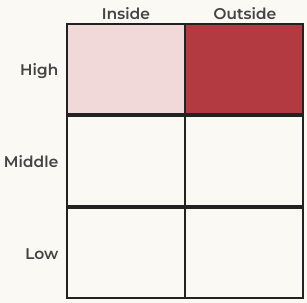
Power Swing: the exact box counts. **Normal Swing:** only the row (High) counts.

T-05

LOCATION

ALPHA

High · Outside



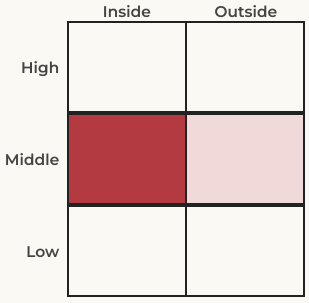
Power Swing: the exact box counts. **Normal Swing:** only the row (High) counts.

T-06

LOCATION

ALPHA

Middle · Inside



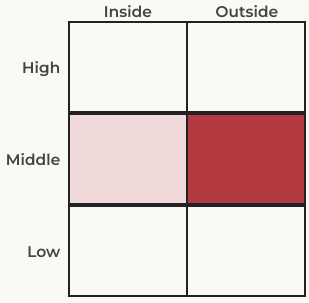
Power Swing: the exact box counts. **Normal Swing:** only the row (Middle) counts.

T-07

LOCATION

ALPHA

Middle · Outside



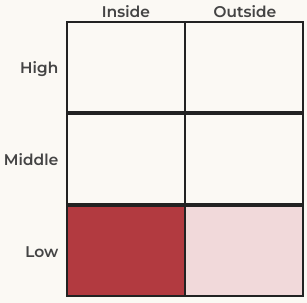
Power Swing: the exact box counts. **Normal Swing:** only the row (Middle) counts.

T-08

LOCATION

ALPHA

Low · Inside



Power Swing: the exact box counts. **Normal Swing:** only the row (Low) counts.

T-09


A
ALPHA
COMPANY
BASEBALL ARMY MEN · POCKET

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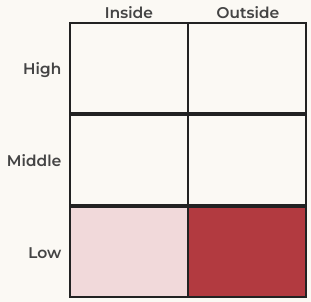
A
ALPHA
COMPANY
BASEBALL ARMY MEN · POCKET

A
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LOCATION

ALPHA

Low · Outside



Power Swing: the exact box counts. **Normal Swing:** only the row (Low) counts.

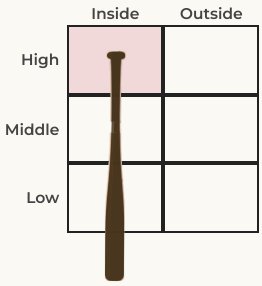
T-10

SWING · BATTER ONLY

ALPHA

Power Swing

Guess the **exact box** and the **pitch**. Bat stands up, knob in the box.



Box + pitch match	**HOME RUN**
Box only	**TRIPLE**
Wrong box	**OUT**

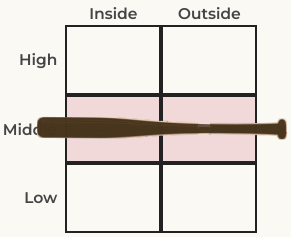
T-11

SWING · BATTER ONLY

ALPHA

Normal Swing

Guess the **row** (High, Middle or Low) and the **pitch**. Bat lies across the row.



Row + pitch match	**DOUBLE**
Row only	**SINGLE**
Wrong row	**OUT**

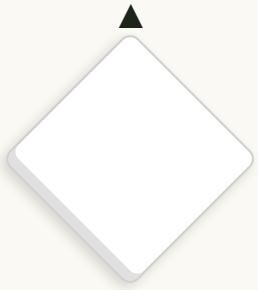
T-12

WHITE BASE · 1 OF 3

ALPHA

Steal

POINT AT THE STEALING RUNNER



Play face down with your swing, **arrow pointing at the runner's base** on the diamond. One card per stealing runner.
Hit: runner takes one extra base. **Out:** runner still moves up one (no run on the 3rd out). **Used up when played.**

T-13

WHITE BASE · 2 OF 3

ALPHA

Steal

POINT AT THE STEALING RUNNER



Play face down with your swing, **arrow pointing at the runner's base** on the diamond. One card per stealing runner.
Hit: runner takes one extra base. **Out:** runner still moves up one (no run on the 3rd out). **Used up when played.**

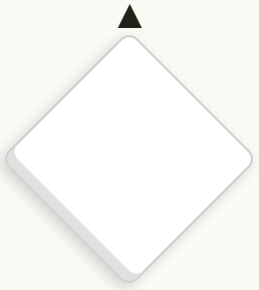
T-13

WHITE BASE · 3 OF 3

ALPHA

Steal

POINT AT THE STEALING RUNNER



Play face down with your swing, **arrow pointing at the runner's base** on the diamond. One card per stealing runner.
Hit: runner takes one extra base. **Out:** runner still moves up one (no run on the 3rd out). **Used up when played.**

T-13

RED BASE · 1 OF 3

ALPHA

Throw Out Runner



Play face down with your pitch if you think someone is stealing.
On an Out: the batter is out **and** the stealing runner is caught: **2 outs**. **On a hit:** the stealing runner is thrown out at the extra base (unless the hit already scores them). Only the lead runner can be caught. **Nobody stealing:** wasted. **Used up when played.**

T-14

RED BASE · 2 OF 3

ALPHA

Throw Out Runner



Play face down with your pitch if you think someone is stealing.
On an Out: the batter is out **and** the stealing runner is caught: **2 outs**. **On a hit:** the stealing runner is thrown out at the extra base (unless the hit already scores them). Only the lead runner can be caught. **Nobody stealing:** wasted. **Used up when played.**

T-14

RED BASE · 3 OF 3

ALPHA

Throw Out Runner



Play face down with your pitch if you think someone is stealing.
On an Out: the batter is out **and** the stealing runner is caught: **2 outs**. **On a hit:** the stealing runner is thrown out at the extra base (unless the hit already scores them). Only the lead runner can be caught. **Nobody stealing:** wasted. **Used up when played.**

T-14


A
ALPHA
COMPANY
BASEBALL ARMY MEN · POCKET

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BASEBALL ARMY MEN · POCKET

PITCH TYPE · FB

BRAVO

Fastball



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T-01

PITCH TYPE · CH

BRAVO

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PITCH TYPE · CB

BRAVO

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PITCH TYPE · FK

BRAVO

Forkball



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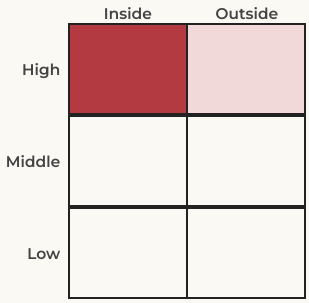
Pitcher: throw it · Batter: guess it

T-04

LOCATION

BRAVO

High · Inside



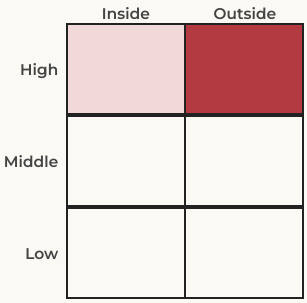
Power Swing: the exact box counts. **Normal Swing:** only the row (High) counts.

T-05

LOCATION

BRAVO

High · Outside



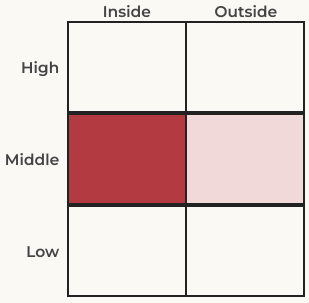
Power Swing: the exact box counts. **Normal Swing:** only the row (High) counts.

T-06

LOCATION

BRAVO

Middle · Inside



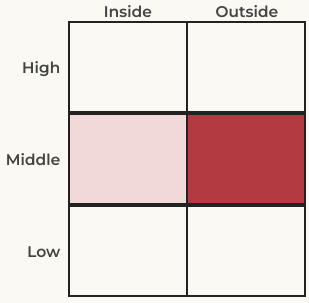
Power Swing: the exact box counts. **Normal Swing:** only the row (Middle) counts.

T-07

LOCATION

BRAVO

Middle · Outside



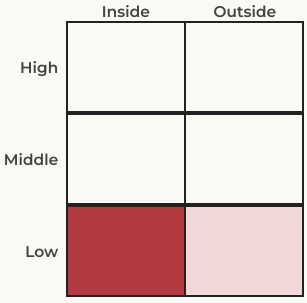
Power Swing: the exact box counts. **Normal Swing:** only the row (Middle) counts.

T-08

LOCATION

BRAVO

Low · Inside



Power Swing: the exact box counts. **Normal Swing:** only the row (Low) counts.

T-09

B



BRAVO

COMPANY

BASEBALL ARMY MEN · POCKET

B



BRAVO

COMPANY

BASEBALL ARMY MEN · POCKET

B



BRAVO

COMPANY

BASEBALL ARMY MEN · POCKET

B



BRAVO

COMPANY

BASEBALL ARMY MEN · POCKET

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BRAVO

COMPANY

BASEBALL ARMY MEN · POCKET

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BRAVO

COMPANY

BASEBALL ARMY MEN · POCKET

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BRAVO

COMPANY

BASEBALL ARMY MEN · POCKET

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BRAVO

COMPANY

BASEBALL ARMY MEN · POCKET

B



BRAVO

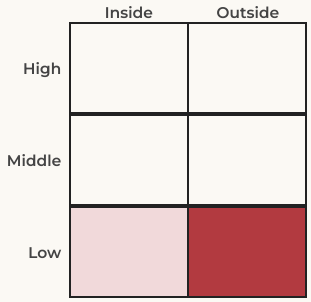
COMPANY

BASEBALL ARMY MEN · POCKET

LOCATION

BRAVO

Low · Outside



Power Swing: the exact box counts. **Normal Swing:** only the row (Low) counts.

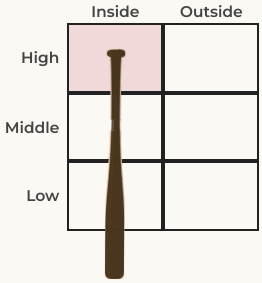
T-10

SWING · BATTER ONLY

BRAVO

Power Swing

Guess the **exact box** and the **pitch**. Bat stands up, knob in the box.



Box + pitch match	**HOME RUN**
Box only	**TRIPLE**
Wrong box	**OUT**

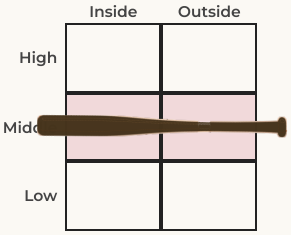
T-11

SWING · BATTER ONLY

BRAVO

Normal Swing

Guess the **row** (High, Middle or Low) and the **pitch**. Bat lies across the row.



Row + pitch match	**DOUBLE**
Row only	**SINGLE**
Wrong row	**OUT**

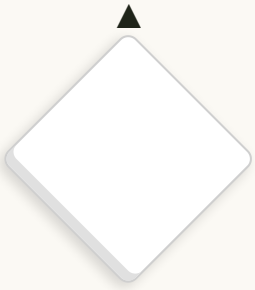
T-12

WHITE BASE · 1 OF 3

BRAVO

Steal

POINT AT THE STEALING RUNNER



Play face down with your swing, **arrow pointing at the runner's base** on the diamond. One card per stealing runner.
Hit: runner takes one extra base. **Out:** runner still moves up one (no run on the 3rd out). **Used up when played.**

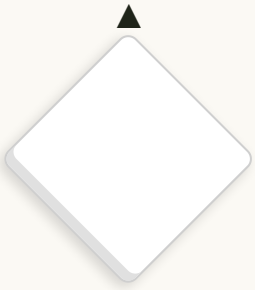
T-13

WHITE BASE · 2 OF 3

BRAVO

Steal

POINT AT THE STEALING RUNNER



Play face down with your swing, **arrow pointing at the runner's base** on the diamond. One card per stealing runner.
Hit: runner takes one extra base. **Out:** runner still moves up one (no run on the 3rd out). **Used up when played.**

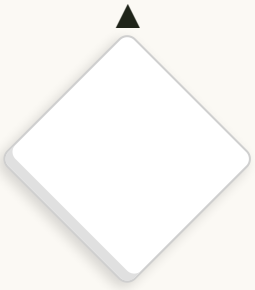
T-13

WHITE BASE · 3 OF 3

BRAVO

Steal

POINT AT THE STEALING RUNNER



Play face down with your swing, **arrow pointing at the runner's base** on the diamond. One card per stealing runner.
Hit: runner takes one extra base. **Out:** runner still moves up one (no run on the 3rd out). **Used up when played.**

T-13

RED BASE · 1 OF 3

BRAVO

Throw Out Runner



Play face down with your pitch if you think someone is stealing.
On an Out: the batter is out **and** the stealing runner is caught: **2 outs**. **On a hit:** the stealing runner is thrown out at the extra base (unless the hit already scores them). Only the lead runner can be caught. **Nobody stealing:** wasted. **Used up when played.**

T-14

RED BASE · 2 OF 3

BRAVO

Throw Out Runner



Play face down with your pitch if you think someone is stealing.
On an Out: the batter is out **and** the stealing runner is caught: **2 outs**. **On a hit:** the stealing runner is thrown out at the extra base (unless the hit already scores them). Only the lead runner can be caught. **Nobody stealing:** wasted. **Used up when played.**

T-14

RED BASE · 3 OF 3

BRAVO

Throw Out Runner



Play face down with your pitch if you think someone is stealing.
On an Out: the batter is out **and** the stealing runner is caught: **2 outs**. **On a hit:** the stealing runner is thrown out at the extra base (unless the hit already scores them). Only the lead runner can be caught. **Nobody stealing:** wasted. **Used up when played.**

T-14

B



BRAVO

COMPANY

BASEBALL ARMY MEN · POCKET

B



BRAVO

COMPANY

BASEBALL ARMY MEN · POCKET

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BRAVO

COMPANY

BASEBALL ARMY MEN · POCKET

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BRAVO

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BASEBALL ARMY MEN · POCKET

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BRAVO

COMPANY

BASEBALL ARMY MEN · POCKET

B



BRAVO

COMPANY

BASEBALL ARMY MEN · POCKET

PITCHING

ALWAYS ACTIVE

Kfacts

Strikeout Commander



While pitching, you have three pitches: Fastball, Changeup **and Curveball**. The batter may guess Curveball.

SPECIAL OPS

PITCHING

ONCE PER INNING

Phantom

Ghost Operative



Once per inning, throw a **Forkball**. The batter cannot select Forkball, so it is an **Out**.

SPECIAL OPS

CATCHER

ONCE PER INNING

Punch

Framing Sergeant



Once per inning, make the batter's pitch guess **count as incorrect**: an Out (strike three). Play this card face down **before the reveal**. Stealing runners still advance, as on any out.

SPECIAL OPS

INFIELDER

ALWAYS ACTIVE

Wizard

Field Marshal



While pitching, any **Single** becomes an **Out**.

SPECIAL OPS

INFIELDER

ONCE PER GAME

Captain

Rear Guard



Once per game, while pitching, turn **any hit that would score a run into an Out**. Home runs are the exception.

SPECIAL OPS

UMPIRE

ONCE PER GAME

Blue

Replay Colonel



Once per game, **reverse the most recent play**: a hit becomes an Out, or an Out becomes a Single. Use after the reveal.

SPECIAL OPS

OUTFIELDER

ALWAYS ACTIVE

Hawk

Recon Commander



While pitching, **all Triples and Doubles become Singles**. *Vs Bomber:* Hawk robs the home run but drops it, so it's a **Double**.

SPECIAL OPS

OUTFIELDER

ONCE PER GAME

Thief

Air Defense Commander



Once per game, while pitching, **rob a Home Run**: it becomes an Out and no runs score.

SPECIAL OPS

HITTER

ALWAYS ACTIVE

Bomber

Home Run General



While batting, every **Normal Swing Double** becomes a **Home Run**.

SPECIAL OPS



BAM

FIELD MANUAL

BASEBALL ARMY MEN · POCKET



BAM

FIELD MANUAL

BASEBALL ARMY MEN · POCKET



BAM

FIELD MANUAL

BASEBALL ARMY MEN · POCKET



BAM

FIELD MANUAL

BASEBALL ARMY MEN · POCKET



BAM

FIELD MANUAL

BASEBALL ARMY MEN · POCKET



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BASEBALL ARMY MEN · POCKET



BAM

FIELD MANUAL

BASEBALL ARMY MEN · POCKET



BAM

FIELD MANUAL

BASEBALL ARMY MEN · POCKET



BAM

FIELD MANUAL

BASEBALL ARMY MEN · POCKET

HITTER

ONCE PER GAME

Slugger

Heavy Artillery



Once per game, with at least one runner on base, turn **any hit into a Home Run**.

SPECIAL OPS

BASERUNNER

ONCE PER INNING

Missile

Basepath Specialist



Once per inning, while batting, turn an **Out into a Single**. Use after the reveal.

SPECIAL OPS

BASERUNNER

ALWAYS ACTIVE

Hustle

Point Man



While batting, runners already on base **advance two bases on every hit**.

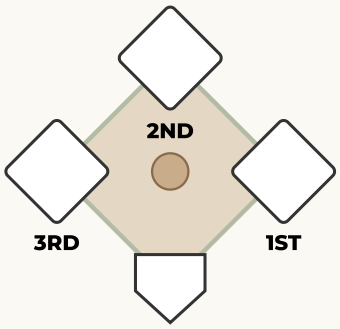
SPECIAL OPS

INNING

1 2 3 4 5 6 7 8 9

SLIDER

DIAMOND



HOME · BATTER UP

OUTS 0 1 2

TOP — away bats

BOT — home bats

AWAY	HOME
0	0
1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10

SLIDER

SLIDER

SCORE BOARD

◀ AWAY RUNS
HOME RUNS ▶

Clip a BAM slider on each edge (or use a paperclip).

Move it one number for every run that scores.

Past 10? Keep a coin on 10 and start at 0.

Don't sleeve this card
(or print the Sleeved slider)

RULES 1 OF 2

Pitch & Swing

PITCHER (FACE DOWN)

- 1 **Pitch Type** + 1 **Location**. Standard pitches: Fastball, Changeup.
- + **Throw Out Runner** if you think someone steals.

BATTER (FACE DOWN)

- 1 **Swing** + 1 **Pitch guess** + 1 **Location guess**.
- + **Steal** cards, arrow at each stealing runner.

FLIP TOGETHER

- **Power:** box + pitch = HR · box only = 3B
- **Normal:** row + pitch = 2B · row only = 1B
- Anything else = **Out**.

Runners move as many bases as the hit. HR: everyone scores.

R-1

RULES 2 OF 2

Game Flow

- Pick **3, 6 or 9 innings**. Away bats first. 3 outs per half-inning.
- **No run scores** on a play that ends with the 3rd out.
- Tied? Extra innings start each half with a **runner on 2nd**.
- Each player has **3 Steal + 3 Throw Out** cards for the whole game.

SPECIAL OPS

- Each player picks **one** at the start of the game and keeps it all game. **Away picks first**, then Home picks any other player.
- always on · once per inning (resets each half-inning) · once per game

Full rules: baseballarmymen.com

R-2



BAM

FIELD MANUAL

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