

Diggin Deep Tennis - Check the Deck Chart

Roll	Name	Ser / Ret	Description
901 - 903	Surface Check: A+	Serve	If passed, the server can dig deep for free for the remainder of the game, and wins this point. If failed, the server double faults, point lost.
904 - 906	Surface Check: A	Serve	If passed, the server can dig deep for free for the remainder of the game, and wins this point. If failed, the server double faults, point lost.
907 - 909	Surface Check: B+	Serve	If passed, the server can dig deep for free for the remainder of the game, and wins this point. If failed, the server double faults, point lost.
910 - 912	Surface Check: B	Serve	If passed, the server can dig deep for free for the remainder of the game, and wins this point. If failed, the server double faults, point lost.
913 - 915	Surface Check: C+	Serve	If passed, the server can dig deep for free for the remainder of the game, and wins this point. If failed, the server double faults, point lost.
916 - 918	Surface Check: C	Serve	If passed, the server can dig deep for free for the remainder of the game, and wins this point. If failed, the server double faults, point lost.
919 - 921	Surface Check: D+	Serve	If passed, the server can dig deep for free for the remainder of the game, and wins this point. If failed, the server double faults, point lost.
922 - 924	Surface Check: D	Serve	If passed, the server can dig deep for free for the remainder of the game, and wins this point. If failed, the server double faults, point lost.
925 - 927	Surface Check: A+	Return	If passed, the returner can dig deep for free for the remainder of the game, and wins this point. If failed, the server delivers an ace, point lost.
928 - 930	Surface Check: A	Return	If passed, the returner can dig deep for free for the remainder of the game, and wins this point. If failed, the server delivers an ace, point lost.
931 - 933	Surface Check: B+	Return	If passed, the returner can dig deep for free for the remainder of the game, and wins this point. If failed, the server delivers an ace, point lost.
934 - 936	Surface Check: B	Return	If passed, the returner can dig deep for free for the remainder of the game, and wins this point. If failed, the server delivers an ace, point lost.
937 - 939	Surface Check: C+	Return	If passed, the returner can dig deep for free for the remainder of the game, and wins this point. If failed, the server delivers an ace, point lost.
940 - 942	Surface Check: C	Return	If passed, the returner can dig deep for free for the remainder of the game, and wins this point. If failed, the server delivers an ace, point lost.
943 - 945	Surface Check: D+	Return	If passed, the returner can dig deep for free for the remainder of the game, and wins this point. If failed, the server delivers an ace, point lost.
946 - 948	Surface Check: D	Return	If passed, the returner can dig deep for free for the remainder of the game, and wins this point. If failed, the server delivers an ace, point lost.
949 - 950	Hometown Favorite	-	If either player is playing in their home country, that player gains five diggin deep opportunities.
951 - 952	Everyone Loves an Underdog	-	If one player is ranked fifty or more spots lower than their opponent, the lower ranked player can dig deep for free for the remainder of the set.
953 - 955	Minor Bolstered Confidence	-	The server for this point gains two diggin deep opportunities that can be used in any situation.
956 - 958	Major Bolstered Confidence	-	The server for this point gains four diggin deep opportunities that can be used in any situation.
959 - 961	Minor Deflated Confidence	-	The server for this point loses two diggin deep opportunities. A player's diggin deep number cannot go below zero.
962 - 964	Major Deflated Confidence	-	The server for this point loses four diggin deep opportunities. A player's diggin deep number cannot go below zero.
965 - 966	Back Against the Wall	Serve	The server is can dig deep for free the next time they are losing a game Love-40
967 - 968	Back Against the Wall	Return	The returner is can dig deep for free the next time they are losing a game Love-40

Roll	Name	Ser / Ret	Description
969 - 970	Staying on a Hot Streak	Serve	The server is can dig deep for free the next time they are winning a game 40-Love
971 - 972	Staying on a Hot Streak	Return	The returner is can dig deep for free the next time they are winning a game 40-Love
973 - 974	Possible Sprained Ankle	Serve	The server tweaks their ankle while attempting a spectacular return. They lose the point, and must check for injury.
975 - 976	Possible Sprained Ankle	Return	The returner tweaks their ankle while attempting a spectacular return. They lose the point, and must check for injury.
977 - 978	Slight Shoulder Sprain	Serve	The server twinges their shoulder while returning a volley, and lose the point. The player stays in the match, but can no longer dig deep for the remainder of the set. If this player is required to make any future injury checks, this player will be forced to retire.
979 - 980	Slight Shoulder Sprain	Return	The returner twinges their shoulder while returning a volley, and lose the point. The player stays in the match, but can no longer dig deep for the remainder of the set. If this player is required to make any future injury checks, this player will be forced to retire.
981 - 982	Leaving it all on the Court	-	Roll one die. If the result falls within the server's first serve range, the serve wins the point on an ace AND can dig deep for free for the remainder of the game. If the roll is a second serve, the server tweaks their shoulder and double faults. Check for injury to server.
983 - 984	You Cannot be Serious!	Serve	After a strong return, the ball was called out by the umpire. The server has a difference of opinion and tells the umpire their thoughts. The server is penalized one point for arguing with the umpire.
985 - 986	You Cannot be Serious!	Return	After a strong return, the ball was called out by the umpire. The returner has a difference of opinion and tells the umpire their thoughts. The returner is penalized one point for arguing with the umpire.
987 - 988	Let	-	Re-roll the serve. If the results is from the server's second serve, ignore the results and re-read as a double fault.
989 - 990	Quiet Please!	-	Due to crowd noise and heckling, the server for this point cannot dig deep for the remainder of the game.
991 - 992	Miraculous Volley	-	On the next long volley, the returner will be considered A+, regardless of the surface.
993 - 994	Abysmal Volley	-	On the next long volley, the returner will be considered F, regardless of the surface.
995 - 996	Crashing the Net	-	On the next long volley, the server may approach the net. On the first long volley roll, the server's long volley rating takes a two grade penalty. If the volley continues, the server has the penalty removed and the gain a two grade bonus to their long volley for the remainder of the point.
997 - 998	Broken Racquet	-	The server breaks their racquet after a strong serve. If the serve does not result in an ace, the point is automatically won by the returner.
999 - 1,000	Incredible Drop Shot	-	The next long volley will be won by the server who instead of volleying, makes a brilliant drop shot for a winner.