

DEADBALL: 1909

W.M. AKERS

QUICK REFERENCE

wmakers.net/deadball

OUT TABLE		ERA	P.D.
0	(K)	0-1.25	d20
1	(1-3)	1.26-1.99	d12
2	(6-3)	2.00-2.49	d8
3	(G-3)	2.50-2.99	d6
4	(4-3)	3.00-3.49	d4
5	(5-3)	3.50-3.99	No Dice!
6	(6-3)	4.00-4.49	-d4
7	(F-7)	4.50-4.99	-d6
8	(F-8)	5.00-5.49	-d8
9	(F-9)	5.50-5.99	-d12
		6.00+	-d20

DEFENSE (D12)	
1-3	Error. Runners take an extra base.
4-9	No change.
10-11	Hit goes down a level. Double reduced to single, runners adv. 2. Triple reduced to double, runners adv. 3. Single remains a single.
12	Hit turned into out. Runners hold.

BASE STEALING (D8)	
1-3	Runner is Out
4-8	Runner is Safe

DOUBLE STEALS (D8)	
1-3	Lead runner is out
4-5	Trailing runner is out
6-8	Both runners advance safely

SWING RESULT TABLE	
0 - 5	Critical hit
6 - BT	Ordinary hit
BT+1 - BT+5	A walk
BT+6-BT+10	Possible error
BT+11 - 70	An out, possibly a productive out
71 - 99	An out, possibly a double play

HIT TABLE (D20)	
1-2	Single+
3	Single, DEF (1B)
4	Single, DEF (2B)
5	Single, DEF (3B)
6	Single, DEF (SS)
7-16	Single, runners adv. 2*
17	Double, DEF (LF)
18	Double, DEF (CF)
19	Double, DEF (RF)
20	Triple, DEF (RF/CF**)*
21+	Home Run

*: Players with certain traits have special results on these rolls.

**:: If MSS is even, right fielder fields ball. If odd, center fielder fields ball.

SEQUENCE OF PLAY
1. Roll MSS (d100+PD)
2. Check MSS against BT
3. Roll on Hit Table*
4. Roll for DEF*
5. Record the Result
*: If Necessary

BASEBALL FEELINGS (D6)	
1-4	There's no crying in baseball!
5	Well, maybe a little...
6	Oh my god! There's so much crying in baseball all the time always!

HIT AND RUN (MSS AND D8 BASE STEALING ROLL)		
BATTING RESULT	STEAL RESULT	HIT AND RUN RESULT
Hit	Success	Runners at 1st and 3rd
	Failure	Runners at 1st and 2nd
Pop up or Strikeout	Success	Batter out, runner stays at 1st
	Failure	Double play
Groundball	Success	Batter out, runner reaches 2nd
	Failure	Double play

BUNTING (D6)		
ROLL	SITUATION	RESULT
1	Position player batting	Single, DEF (3B)
	Pitcher batting	Lead runner advances, batter out
2	S+ Runner batting	Single, runners adv. 1
	All others batting	Lead runner advances, batter out
3-4	All batters	Lead runner advances, batter out
5	Lead runner at 1st or 2nd	Lead runner advances, batter out
	Lead runner at 3rd	Lead runner out, batter safe
6	All batters:	Lead runner out, batter safe

DEADBALL: BASEBALL WITH DICE

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BONUS TRAITS

POWER HITTERS (P+/P++)

P+ hitters add 1 to every HT roll
P++ players add 2 to every HT roll
Can be shifted against

CONTACT HITTERS (C+)

Double on HT rolls of 1-2. No DEF.
Are automatically successful at bunting
Always convert sacrifice flies, unless outfielder is D+

SPEEDY RUNNERS (S+)

Double on HT roll of 1. No DEF.
Triple on HT roll of 2. No DEF.
When stealing 2nd or 3rd, roll d8+1.
Can steal home. Roll a d8. On a roll of 8, S+ runner at third steals home.
Are better at bunting for a hit. When bunting, treat a roll of 2 as a single.
Can't be doubled up. When a Speedy Runner hits a ball that would normally be a double play, lead runner is out, but the Speedy Runner reaches first base safely. (Unless the defender starting the double play is a Great Defender.)

GREAT DEFENDERS (D+)

Add 1 to all DEF rolls
Throw out the lead runner on modified DEF rolls of 13
If a catcher, subtract 1 from all opposing stolen base rolls
Can turn a routine ground ball into a double play. In a double play situation, if the MSS is less than 70, the D+ player to whom the ball was hit can make a DEF roll. On a 10-12, the Great Defender turns a double play.
If a Great Defender catches a fly ball that should bring home a sacrifice fly, the Great Defender has a chance to throw the runner out at the plate by making a DEF roll. On a 10-12, the runner is out.

WEAK HITTERS (P-/P--)

P- hitters subtract 1 from every HT roll
P-- hitters subtract 2 from every HT roll

FREE SWINGERS (C-)

Strike out on HT rolls of 11-12
Subtracts 1 from each bunt roll
Can't hit sac flies
Can be shifted against

SLOW RUNNERS (S-)

Double on HT rolls of 20
Subtract 3 from every stolen base roll
Can't bunt for a hit
In a double play situation, any ball in the infield is a double play

POOR DEFENDERS (D-)

Subtract 1 from all DEF rolls
If a catcher, add 1 to every opposing stolen base roll
If an infielder, must roll for DEF before starting double play. If he rolls a 1 or a 2, all runners are safe.
If an outfielder, always allows sacrifice flies, regardless of MSS
Any player playing out of position counts as a Poor Defender

STRIKEOUT ARTIST (K+)

Add 1 to every MSS
A result of 2 on the Out Table is a strikeout

GROUNDBALL MACHINE (GB+)

Add 1 to every MSS
If MSS is higher than 90, any ball to the outfield is instead a ground ball to short

CONTROL PITCHER (CN+)

Only give up a walk when the MSS is 1-2 points greater than the BT

GREAT STAMINA (ST+)

Begin losing levels on their Pitch Die for every inning pitched past the eighth, not the seventh

PITCHER FATIGUE

STARTERS DROP A PITCH DIE LEVEL

For every run allowed in excess of 1
For every inning pitched past 7 innings

RELIEVERS DROP A PITCH DIE LEVEL

For every run allowed
If they pitch more than two innings

PITCHERS GAIN A LEVEL IF THEY

Strike out 2 batters in an inning
Put up 3 perfect innings
Escape a bases-loaded, no-out jam without allowing a run

If a pitcher's PD improves past d20, add 1 to every MSS. If he improves another level, add 2, then 3, etc.