

Deadball Ballpark Generator  
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**Park Named For**

*1909: Roll d20-2*

*Modern: Roll d20+2*

1-4: The City (Buffalo Ballpark, Des Moines Ball Yard, Tuscaloosa Grounds)

5-9: The Geography (Mountaintop Park, Lakefront Stadium, Bayou Ball Yard)

10-12: The Owner (Finney Stadium, Burke Park, Louisa M. Grimes Memorial)

13-15: A Player (Riblet Stadium, Ellis Ballpark, The Wigley Grounds)

16-20: The Sponsor (Parkington's Chewing Gum Stadium, Corinthian Bank Park, Oasis Railroad Ballpark)

**Stadium Type: 1909**

*Roll d20*

1-10: Wood Frame Pavilion (Simple wooden stands, with overflow seating in the outfield)

- Base capacity: 5,000
- Roll twice for Quirk

11-19: Jewel Box (A cozy two-deck ballpark with odd angles and obstructed views)

- Base capacity 35,000
- Roll 1-2 times for Quirk
- Add 1 to Earnings Roll

20: Baseball Palace (A triple-decker giant, a cathedral of the game)

- Base capacity: 50,000
- Roll 0-1 times for Quirk
- Add 2 to Earnings Roll

**Stadium Type: 2017**

*Roll d20*

1-3: Jewel Box

- Base capacity 35,000
- Roll once for Quirk
- Add 2 to Earnings Roll

4-5: Baseball Palace

- Base capacity 50,000
- Add 1 to Earnings Roll

6-10: Space Age Stadium (Glass, concrete and steel)

- Base capacity 50,000

11-14: Concrete Donut (A big, round multipurpose stadium, with ragged turf and football in the winter)

- Base capacity 55,000
- Subtract 1 from Earnings Roll

15-20: Retro Ballpark (Manufactured charm, with luxury boxes pushing the upper deck towards the sky)

Base capacity 38,000

- Roll once for Quirk

### Capacity

*Roll d10. Add result, multiplied by 1000, to the base capacity.*

### Quirks

*Roll d20 as many times as your stadium type requires. If given a choice of how often to roll, follow your heart. If you roll the same quirk twice, either double the effect of the quirk, or re-roll. If a pair of quirks makes no sense, re-roll as needed.*

1: Short Left Field Porch

- An MSS of 47 or 57 is a home run.

2: Short Right Field Porch

- An MSS of 49 or 59 is a home run.

3: High Left Field Fence

- On a home run with an MSS between 20 and 29, right handers double, and runners advance 3.
- In a ballpark with a short left field porch, the effects of both quirks cancel out.

4: High Right Field Fence

- On a home run with an MSS between 20 and 29, left handers double, and runners advance 3.
- In a ballpark with a short right field porch, the effects of both quirks cancel out.

5: Deep Left Field Gap

- On a home run with an MSS between 20 and 29, right handers fly out to left.

6: Deep Right Field Gap

- On a home run with an MSS between 20 and 29, left handers fly out to right.

7: Left Field Oddity (A hill, a divot, a flag pole, a strangely-angled wall)

- Subtract 1 from all LF DEF rolls made by away team.

8: Center Field Oddity

- Subtract 1 from all CF DEF rolls made by away team.

9: Right Field Oddity

- Subtract 1 from all RF DEF rolls made by away team.

10: Fast Infield

- Add 1 to all stolen base rolls
- Subtract 1 from all infield DEF rolls

11: Slow Infield

- Subtract 1 from all stolen base rolls
- Add 1 to all infield DEF rolls

12: High Mound

- Add 1 to every MSS

13-17: Beautiful

- Add 1 to finances roll

18-20: Hideous

- Subtract 1 from finances roll

**Outfield**

*1909: Roll d20+2*

*Modern: Roll d20-2*

1-3: Claustrophobic

- MSSs of 47, 48, 49, 57, 58 and 59 are home runs.

4-7: Cozy

- MSSs of 47, 48, 49 are home runs.

8-13: Sensible

14-17: Expansive

- Home runs with MSSs of 20-25 are fly outs.

18-20: Infinite

- Home runs with MSSs of 20-29 are fly outs.

**Turf**

*1909: Roll d6*

*Modern, all ballparks besides Concrete Donut: Roll d10*

*Concrete Donut: Roll d20*

1-2: Ragged

- Subtract 1 from all stolen base rolls
- Subtract 1 from all infield DEF rolls

3-10: Fine

11-20: Astroturf

- Add 1 to all stolen base rolls
- Subtract 1 from all infield DEF rolls

## **Roof**

*1909: There are no roofs*

*Modern, Jewel Box or Baseball Palace: No roof*

*Modern, All Other Ballparks: Roll d20*

1-13: No Roof

14-15: Permanent Roof

16-20: Retractable Roof

## **Condition**

*1909: Roll d20-1*

*Modern: Roll d20*

1: Falling Apart

- Subtract 3 from fans roll

2-6: Decrepit

- Subtract 2 from fans roll

7-15: Well-Worn

16-20: Sparkling

- Add 2 to fans roll

## **Fans**

*Roll d20, applying modifiers according to condition, and any appropriate modifiers based on team's recent performance.*

1-2: Non-Existent

- Subtract 3 from finances roll

3-5: Indifferent

- Subtract 2 from finances roll

6-10: Fair Weather

- Subtract 1 from finances roll

11-17: Loyal

- Add 1 to finances roll

18-20: Obsessive

- Add 3 to finances roll

## **Finances**

*Roll d20, applying modifiers according to stadium type, fan roll, and recent performance.*

1-5: Broke

6-10: Breaking Even

11-15: Prosperous

16-20: Printing Money