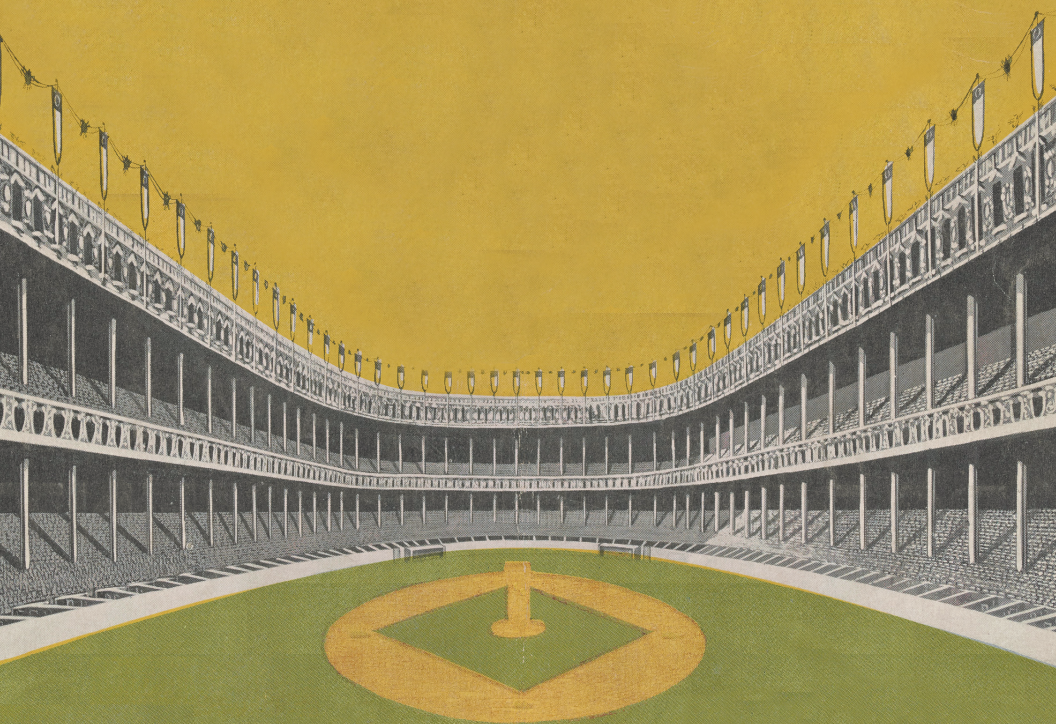


DEADBALL

Baseball With Dice



W.M. AKERS

DEADBALL

Baseball With Dice

W.M. AKERS

*Baseball has begun. East and west, this is
the week of the unfurled bunting, the flexed
mayoral or gubernatorial wing, the restored
hope, the repainted seat, the April fly ball
falling untouched on resodded turf, the
windblown shout, and the distant row of
pitchers and catchers huddling deeper into
their windbreakers as the early-spring sunlight
deserts the bullpen. Now everything counts;
from now until October, every pitch and every
swing will be recorded.*

Roger Angell, "The Short Season,"
March, 1968.

*Baseball's so much simpler than life. In
baseball I always know where I'm at.*

Coach Ernie Pantusso

All text copyright W.M. Akers, 2017.

All images courtesy of the New York Public Library digital collection.

*For more, including free scorecards and other supplementary materials,
visit ***wmakers.net/Deadball****

TABLE OF CONTENTS

1. GETTING STARTED	7
Setting Up	10
Baseball Scorekeeping	13
2. THE RULES	15
Basic Rules	16
Advanced Rules	22
Two Player Rules	27
Three Innings of Play	28
3. THE TEAMS	31
Sample Teams	32
<i>Deadball</i> Stars	33
Random Players	34
Player Generation	37
4. THE SOUTHERN CIRCUIT	43
Broad Street Peacocks	44
Charlottesville Flycatchers	45
Paducah Red Birds	46
Tallahassee Wrens	47
Gettysburg Owls	48
Williamsburg Ospreys	49
Cooper River Chickadees	50
Knoxville Grackles	51
5. THE FIVE TOOL SYSTEM	53
<i>Deadball</i> Stars: 5 Tool Version	56
Vital Tables	61

1. GETTING STARTED



WHY DEADBALL?

If you scrape your heels across the dirt, tighten your batting gloves, and wait for trouble to come from sixty feet, six inches away, that is the game.

If you perch in the upper deck, and watch a bigger, stronger person do what you can't, that is the game.

If you see it on television, that is the game.

If you press a radio to your ear, that is the game.

If you stare at colored dots on your phone, and scream when "In play, run(s)" turns a loss into a win, that is the game.

If you gaze out a frosted window, mourning seasons that were lost before you were born and dreaming of championships that will never come, that is still the game.

How far can we get from the diamond before the game stops being the game? I created *Deadball* to find out.

I wanted a lightweight baseball game with rules so simple they were almost invisible. I wanted it random enough that even the worst teams can win, that identical lineups produce a pitcher's duel one day and a slugfest the next. I wanted it to feel like the game.

I knew it was working the first time I developed an irrational hatred for an imaginary player—light-hitting Nashville third baseman Arthur Tuft, whom I benched after an ugly slump threatened to drag the entire team into the cellar. Numbers I knew to be random, numbers generated according to rules I wrote, made me angry. That's how I knew it was baseball.

Even in real life, the result of an at bat might as well be a random number. If your team rolls low, you will be happy. If they roll high, you will despair.

You have no control over your favorite player, and whatever personality you see in his swing is so lightly connected to reality that it may as

well be your imagination. Putting your faith in the man on the field is no less silly than betting your mood on the dice.

I don't mean to undermine the way your team makes you feel. I think that feeling is one of the simplest, most beautiful things in the world, and I made this game to help you feel it even when the ballparks are closed. Because what I realized, the more I rolled the dice, is that no matter how far you get from the diamond, baseball loses none of its power, because the part of the game that really matters has been happening in your head all along.

You don't know the players, but you love them. That love does not grow from the infield dirt. It comes from you, and it's the reason that no matter how many layers you put between yourself and the diamond—a television, a radio, a phone, a decade—you will feel it just as sharply.

That's why I think that even in its most basic form, *Deadball* works. A player can be nothing but a name, a position and a few simple numbers,

and if she goes 0-4, you will curse her. If she goes 3-4 with a walk-off double, love will bloom. This is a kind of gentle psychosis. Treasure it. Others do not fall in love so easily.

Deadball is not the most detailed baseball game on the market, nor the most realistic. I consider that a strength. If the game feels like baseball, then extra rules are useful only if they deepen that feeling. Where the game has gaps, fill them with yourself, or leave them alone. If a rule doesn't satisfy you, change it. If it slows play, let it

go. As long as both teams play by the same rules, the game will always be fair.

Play alone, with dice in your left hand and a pen in your right, and tear through the innings as fast as you can. Play with a friend, and linger over each at bat, telling each other stories about what the names on the page are thinking, and why the dice are rolling the way they are. Yell. Get angry. Drink beer. It is, after all, the game.

In this little book, you hold baseball at its rawest. May it treat you well.

“How far can we get from the diamond before the game stops being the game?”

Setting Up

WHAT IS THIS GAME?

Deadball is a dice-based baseball game for one or two players. It uses real statistics to simulate a baseball game between two teams from history, modern day, or your own imagination.

WHAT YOU NEED

- Paper, or one of the scorecards available with the free supplements at wmakers.net/Deadball
- Pen or pencil
- A dice-rolling app or a standard set of roleplaying dice, including a d4, d6, d8, d12, d20 and d100
- Love for baseball
- About 30 minutes

THE DICE

What the heck is a d4? It's a four-sided die. When I ask you to roll a d4, or a d6, or a d8, that means you roll the die with four sides, or six, or eight. If I ask you to roll 2d6, that means roll two six-sided dice. If I ask you to roll d8-1, that means roll an eight-sided die and subtract 1 from the result.

Things get a little trickier when I ask you to roll a d100. A d100 is actually two 10-sided dice that you roll together to get a two digit number

under 100. Usually one of the dice will say 10, 20, 30, 40..., while the other says 1, 2, 3, 4.... Roll them together. If one die says 40 and the other says 3, then the result is 43. If I ask you to roll a d10, just roll the die with single digits.

You can get a complete set of these dice on Amazon, or at your local game store, for a few dollars. For apps, Quick Dice Roller and Dice Bag both work well. I think real dice are worth the investment, as there are literally thousands of games you can play with them.

HOW TO START

First, we need two teams. If you're playing alone, pick a team to play as, and one to play against. If you're playing with a friend—or enemy, I guess—you'll each fill out your own scorecard.

Where do the teams come from? Anywhere you'd like. In *Deadball*, you can play with any team that's ever existed, so long as you have a few simple stats.

One of the quickest ways to get started is to go to the Baseball Reference page for your favorite team's best season. Click on "Schedule," and choose a game from late in the year. This will give you complete

lineups and all the stats you need. Or you can open up the newspaper and draft players from the day's box scores. Play with your fantasy baseball team. Draw random baseball cards until you get two complete lineups. You can even create whole teams randomly, using the player generation rules on page 37, or jump straight into the action by using the sample teams on page 32. The important thing is, we need 18 players, and they all need batting averages.

Next, fill out your scorecard. Start with the away team, because they bat first. Write the team name at the top of the scorecard. Down the left-hand side, write the lineup: each player's name, his position, and the first two digits of his batting average, rounded to the nearest whole number. A .256 batting average becomes 26; a .292 average becomes 29, etc. We call this the Batter Target, or BT. Next to the BT, write R, L or S—for right-handed, left-handed or switch hitter.

You'll also want the pitcher's ERA. Write it under his place in the batting order. (I do hope you're not playing with a Designated Hitter.)

If you're playing with the Basic Rules—and your first time through, I suggest you do—you're almost ready to go. Proceed to "Wrapping Up," on the next page. It's nearly time for first pitch.

BONUS TRAITS

Of course, there's a lot more to a baseball player than his batting average. There are sluggers, speedsters, slap-hitting shortstops and defense-first catchers, and all of them have a place in *Deadball*.

Pick one or two players who have power. If they're the type to hit 20 home runs a year, write P+ next to their name. If they have otherworldly power—think 35 or more home runs—write P++.

Who's the fastest player on your team, tearing up the basepaths, stealing bases, and turning doubles into triples? Write S+ by his name.

Are any of your players professional contact hitter types, who can always be counted to lace a double up the middle, or bring home a sacrifice fly? Write C+ beside their name.

And who are the best defenders on your team, the guys who fly across the outfield to make highlight-reel catches or the slick-fielding infielders who turn sparkling double plays? Write D+ next to one or two of their names.

If you'd like a detailed guide to what kinds of numbers qualify a player for each bonus, consult the player creation rules on page 37. In general, though, I think it's easier to go with your gut.



That's a balanced spread of Bonus Traits. If you'd rather have a team built on speed, or great defense, or raw power, dispense the bonuses as you see fit.

There are also guys who can't run, have no pop, or swing at everything that comes their way, and *Deadball* loves those players, too. If you hand out more than four Bonus Traits, start giving out Negative Traits—a P- for a guy with no pop, S- for a batter with lead feet, C- for a low-average hitter, and D- for a lousy defender. A P++ counts as two bonuses, because P++ players are no joke.

Each player can have two traits—positive, negative, or one of each. A P+ C- hitter hits bombs, but strikes out a ton. A D+ S+ shortstop is fast and great with a glove, while a D+ S- catcher calls a great game, but can't run to save his life.

Hand out any negative traits your team deserves. Additionally, write P- next to the pitcher's BT, unless your pitcher happens to be a capable hitter.

WRAPPING UP

Once you've done all this for the away team, you should have something like this:

NAME	POS	BT	1
Clyde Shaud Jr. S+	SS	32S	
Ian White P+	2B	27R	
Lee Ann Stone D+	CF	28R	
Philip McGrath P+	C	26L	
Pete Dragasakis P++ S-	RF	22R	
Charles Pearson P+ S-	1B	25L	
Michael Stahl D+	3B	23L	
Casey Matteson	LF	23L	
Jimmy Parker K+	P: d4	9L	

Do the same for the other team and you've got a scorecard! Now, what do we put in all those boxes? Home runs! Strikeouts! Double plays! All presented through the magic of:

Baseball Scorekeeping

Deadball uses a simplified version of baseball scorekeeping to keep track of the action. It allows you to look back over the game at the end and see how every inning unfolded. There is no board in *Deadball*. All of the action takes place on your scorecard and in your mind. (Thus keeping your brain fit and this game cheap!)

If you already know how to keep score, skip this section, and use whatever notation system you prefer. If not, here's a quick guide to the system I use:

The column on the scorecard to the right of the lineup represents the first inning. On each line, write what the player did that inning. Once his at bat is over, move down a line to the next player. When the inning is done, move over to the next column. If every player in an inning bats, and you come back to where you started, continue scoring in the column for next inning.

When a player goes up to bat, either he gets on base, or he's out. If he's out, write how it happened. Either he struck out, which we denote with a K, or he made an out in the field, which we record using the standard system of notation for baseball fielders shown at the top of the next column.

PLAYER POSITIONS	
1	Pitcher
2	Catcher
3	First baseman
4	Second baseman
5	Third baseman
6	Shortstop
7	Left fielder
8	Center fielder
9	Right fielder

F-9 means he flied out to the right fielder. 4-3 means he grounded out to the second baseman, who threw the ball to the first baseman to complete the out. G-3 means a ground-ball to the first baseman, who took the ball to the bag himself.

On a double play, every player involved is marked, so when the ball goes from second baseman to shortstop to first base, write 4-6-3—or just mark down DP, if you don't care about the details. It can get a lot more complicated than that, but for *Deadball*, this is all we need.

Hopefully, once in a while, a player gets on base. When that happens, draw the first leg of a diamond to show his trip to first base. Next to that, draw horizontal lines to show how he got on base (1 for a single,





2 for a double, etc.), or write bb for base on balls—a walk—or HR for home run. Draw the second leg when he goes to second, and the third when he goes to third. When he scores, complete the diamond and fill it in.

Using this system to track each runner’s trip around the bases means you can always glance at the column for the current inning and see who’s on base, how many runs have been scored this inning, and how many outs have been made.

In this example, I’ve played the first half-inning of a game between the all stars of the Southern Circuit—an imaginary eight-team league whose complete rosters are included on page 43.

In the top of the first, Clyde Shaud, Jr., led off by striking out (K), before Ian White hit a home run (the black diamond labeled HR), Lee Ann Stone struck out (K), and Philip McGrath singled. McGrath advanced to second on Dragasakis’ single. Charles Pearson hit a double with two men on, scoring McGrath and sending Dragasakis to third, before Michael Stahl flied out to left (F-7) to end the inning.

Hopefully, this got you thinking about baseball. Perhaps you imagined White’s home run clearing the bleachers in right field, or heard Stone arguing with the umpire to

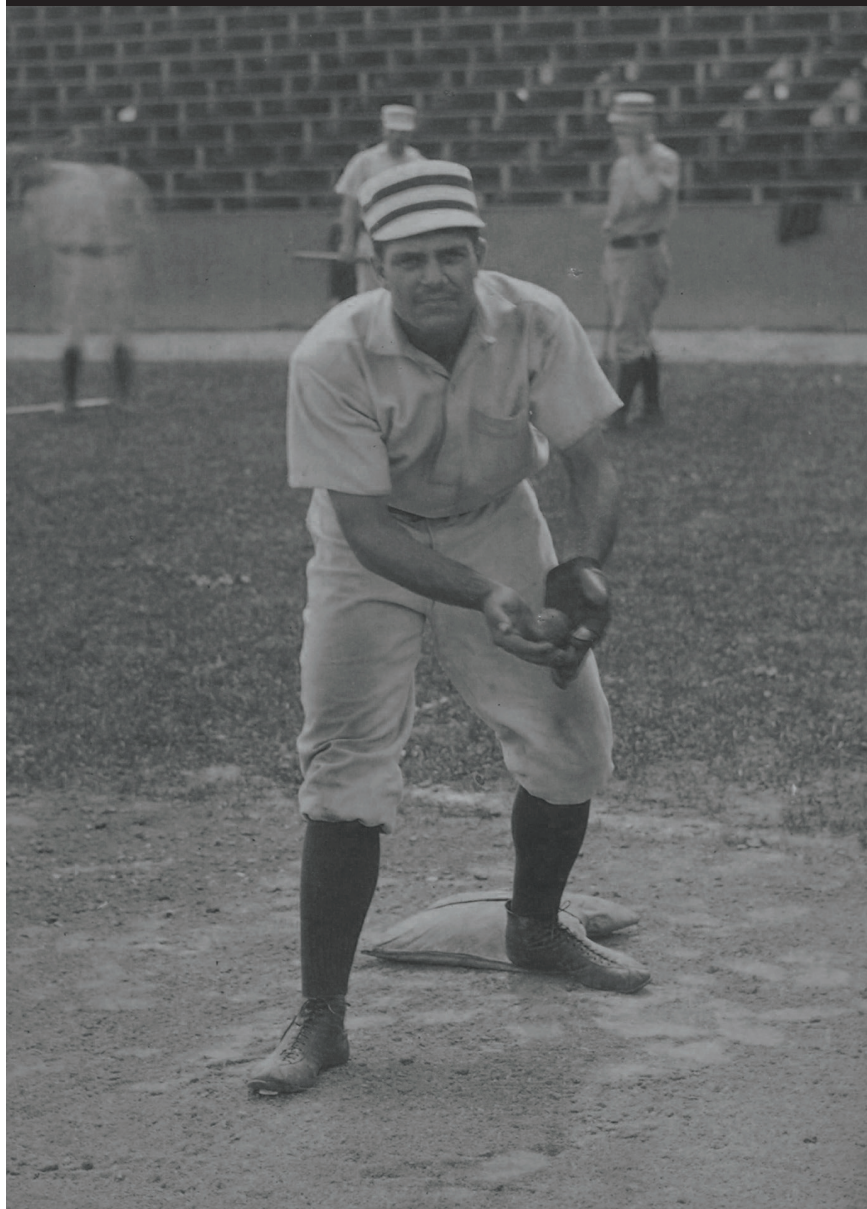
NAME	POS	BT	1
Clyde Shaud Jr. S+	SS	32S	K
Ian White P+	2B	27R	
Lee Ann Stone D+	CF	28R	K
Philip McGrath P+	C	26L	
Pete Dragasakis P++ S-	RF	22R	
Charles Pearson P+ S-	1B	25L	
Michael Stahl D+	3B	23L	F-7
Casey Matteson	LF	23L	
Jimmy Parker K+	P: d4	9L	

protest her strikeout. Maybe the phrase “flied out to left to end the inning” made you feel the anguish of a three-run homer that fell just short. When this game is working right, you can see the action in your head.

Hate keeping score? Just don’t have time? Included with the supplements on wmakers.net/Deadball, you’ll find a handsome playmat which allows you to play the game without ever keeping score, along with some truly lovely player tokens made by *Deadball* backer Mark Aubrey. But I think that if you play through a few innings while keeping score, you’ll pick it up quickly and never look back.

Enough paperwork. Let’s play.

2. THE RULES



Basic Rules

THE BATTER

The fundamental unit of a baseball game is an at bat, and *Deadball* is just the same. For each at bat, the batter rolls a d100 (that's two 10 sided dice, each representing one digit), to get his Swing Score. If the Swing Score is equal to or less than the Batter Target—the number based on his batting average that you wrote beside his name—he got a hit. If it's one to five points higher than the Batter Target, it's a walk.

This means that the higher the batting average, the more likely the player is to get on base. Nifty, right?

THE PITCHER

For each at bat, the pitcher rolls a Pitch Die, adding the result to the Swing Score, making it harder for the batter to get on base.

To find out what Pitch Die the pitcher uses, find her ERA on this nifty little table:

ERA	PITCH DIE
0-.99	d20
1-1.99	d12
2-2.99	d8
3-3.49	d4
3.5-4	-d4
4-4.99	-d8
5-5.99	-d12
6-6.99	-d20
7-7.99	-20
8-.8.99	-25

A spectacular pitcher, with an ERA of less than 2, rolls a d12 or even a d20 against the batter. A terrible pitcher subtracts her die roll from the Swing Score. If a position player is called on to pitch, his Pitch Die is automatically -d20.

We call the result of adding the Pitch Die to the Swing Score the Modified Swing Score, or MSS.

EXAMPLE OF TWO AT BATS

The Southern Circuit all star home team comes to bat in the bottom of the first trailing 2-0. Leading off is Dutch Kreilich, the second baseman, whose Batter Target is 25. He rolls a 24, which should be good enough for a hit...but pitcher Jimmy Parker rolls a 3 on his Pitch Die, bringing the Modified Swing Score to 27. Kreilich walks.

Next up is Chris “Garland” Frank, left fielder, whose Batter Target is 24. (Learn more about Frank, one of the Southern Circuit’s veteran stars, on page 46.)

Frank rolls a 20, and Parker rolls a 4—a good pitch, but only enough to bring the MSS up to 24. Tie goes to the batter, which means that Frank got a hit. What happens next?

HITS

Time to break out that d20! Roll it, and consult this table:

BASIC HIT TABLE (D20)	
1-2	Single
3-7	Single, roll for DEF
8-12	Single, runners adv. 2
13-15	Double, roll for DEF
16-17	Double, runners adv. 3
18	Triple, roll for DEF
19-20	Home Run

If Frank rolls a 1, he singles, and Kreilich goes to second. If he rolls a 17, it's a long double, and Kreilich scores all the way from first. If he rolls 20, it's a home run. In this case, Frank rolls 18—a triple, with a roll for DEF. What the heck is DEF?

DEFENSE

When the Hit Table calls for DEF, the defending team has a chance to take the hit away. Roll a d12.

DEFENSE (D12)	
1-2	Error. Runners take an extra base.
3-9	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.

Hoping to prevent the triple, the pitching team rolls a 3 on the DEF roll, changing nothing. Frank reaches third, and Kreilich scores. The score is now 2-1.

MAKING OUTS

If the MSS is more than 5 points greater than the BT, the batter is out. But was it a strikeout, a ground ball, or a pop up? Because not all outs are created equal, it's important to know not just when a player got out, but how.

When a player is out, find the final number of the MSS on this table, and write the result in the box for the at bat:



OUT TABLE	
0	Strikeout (K)
1	Strikeout (K)
2	Strikeout (K)
3	Groundout to first (G-3)
4	Groundout to second base (4-3)
5	Groundout to third base (5-3)
6	Groundout to short (6-3)
7	Fly out to left field (F-7)
8	Fly out to center field (F-8)
9	Fly out to right field (F-9)

EXAMPLE OF THREE OUTS

After Frank's epic triple, veteran catcher Adie Barnett comes up hoping to do some damage. Her

Batter Target is 29, but she rolls a modified 78—a fly out to center. (F-8) Next up is Mark Wheeler, the first baseman, who’s hoping for a 29 but instead rolls a modified 65, grounding out to the third baseman. (5-3) New York’s last hope is Garret Myhan. He’s swinging for the fences, aiming for a 27, but he rolls a modified 61, striking out (K) to end the inning.

This example inning would be marked like so:

NAME	POS	BT	1
Dutch Kreilich C+	2B	25L	
Chris Frank C+	LF	24R	
Adie Barnett D+	C	29R	F-8
Mark Wheeler	1B	29R	5-3
Garret Myhan D+	3B	27R	K
Clint Wattenberg P+ C-	LF	25S	
Hawkins Entrekin C+	SS	23L	
Terry Caniff D+ P-	CF	24L	
J.J. Perkins K+	P: d8	6L	

Hits, walks, outs and defense—these are the fundamentals of baseball and *Deadball* as well. If you’re learning the game, play an inning or two before moving on. It will be fun, which is really the whole point. That done? Read on!

CRITICAL HITS

If the Modified Swing Score is 5 or less, the batter has a Critical Hit. On a Critical Hit, whatever hit the batter rolls on the Hit Table is bumped up a level—from a single to a double, a double to a triple, a triple to a home run. Runners always take an extra base on a Critical Hit, and Critical Hits cannot be taken away by defense.

PRODUCTIVE OUTS & DOUBLE PLAYS

What happens if you fly out with a man on second or third? Can the runners tag up and advance? What happens if you hit a ground ball with a runner on first? Does the defense turn a double play? The answer to all those questions is... sometimes!

It all hinges on 70. Runners on second or third advance on an out if the MSS is less than 70 and:

- The out was made in the outfield, or at first or second base
- There are less than two outs.

What about double plays? When there’s a runner on first and fewer than two outs, the defense turns a double play if the out is made in the infield—meaning that the second number of the MSS is 3-6—and the MSS is 70 or more. If the MSS is less than 70, the runner at first is

out and the batter reaches safely, as though they just traded places. (This is called a fielder’s choice.)

All you need to remember is that an MSS of less than 70 can be good for the batting team, even if it’s an out. An MSS of 70 or more is bad for the batter.

Use this general rule any time you’re not sure what would happen on a play. Less than 70? Good. 70 or more? Bad.

EXAMPLE OF PRODUCTIVE OUTS & DOUBLE PLAYS

It’s the top of the second inning, and Ian White comes to bat with two men on and one out. If the MSS is 48—a fly ball to center—the man on third tags up and scores. If the MSS is 78, White still pops up to center, but the ball is too shallow for the man on third to score.

If the MSS is 94, the runner at first is cut down on the basepath for a double play. If White rolls a modified 44, the runner at first is out, and White takes the runner’s place.

Because the out was on the right side of the infield (second base) and the MSS was less than 70, the runner at third scores. If White had rolled a modified 45—a ground out to third—the runner at third would hold, the runner at first would be out out, and White would be safe.

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

If all this makes you dizzy, ignore it. Even seasoned baseball nuts sometimes scratch their heads over these kinds of details. At some point, a situation like this will come up in a game, and you can use this rule for reference.

SIMPLE PITCHER FATIGUE

With the exception of Old Hoss Radbourn, nobody can pitch forever. At the start of every inning after the sixth, a pitcher loses one level on his Pitch Die.

All-star pitcher J.J. Perkins, for example, starts the game with a Pitch Die of d8. If he pitches into the seventh, it drops to d4. In the eighth it falls to -d4, then -d8 for the ninth, and -d12 if he continues into the tenth.

Relief pitchers lose a Pitch Die level at the start of every inning following the first they pitch.

See the Advanced Rules (p. 25) for more detail on pitcher fatigue.

LEFTIES AND RIGHTIES

One of the building blocks of baseball strategy is that right-handed pitchers tend to pitch better against right-handed hitters, while lefty pitchers enjoy an advantage against southpaws. When a righty pitches to a righty or a lefty to a lefty, bump the Pitch Die up a level. (d4 to d8, d8 to d12, etc., with a max of d12.) Switch hitters are immune.

BASE STEALING & BUNTING

BASE STEALING (ROLL D8 TO STEAL SECOND, D8-1 TO STEAL THIRD)	
1-3	Runner is Out
4-8	Runner is Safe

BUNTING (ROLL D4)	
1-3	The lead runner advances. The batter is out.
4	The lead runner is out. The batter reaches first.

SUBSTITUTIONS

Pinch hit or bring in a relief pitcher whenever you want. Once a player has been taken out of the game, he can't come back in. Real teams will have their complete roster listed on Baseball Reference for you to draw from. If you don't have the stats for a sub, Chapter 3 includes a random player table, sample teams, and rules for generating new players on the fly. Try them out!

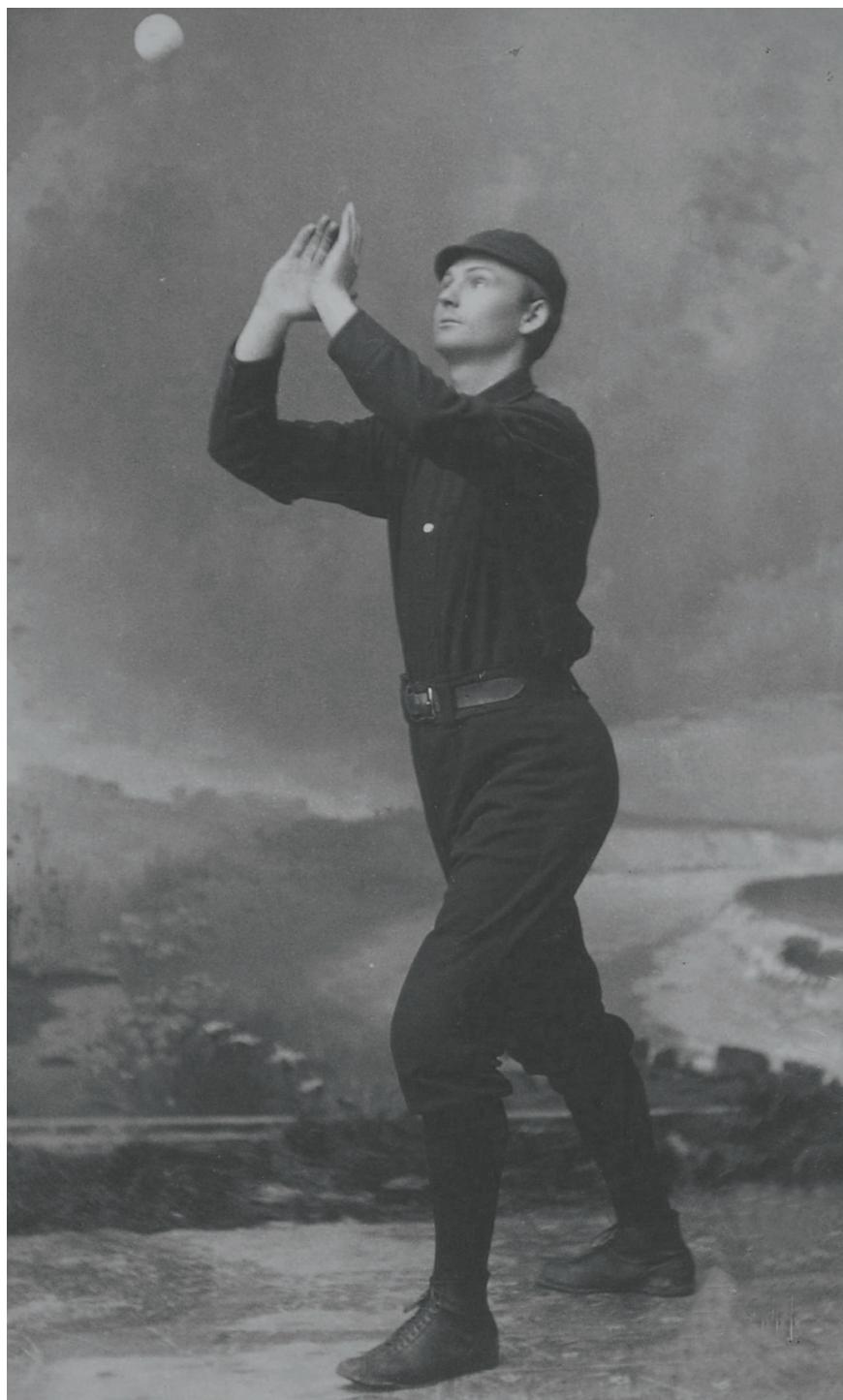
FINISHING A GAME

You know how this part works, don't you? Play nine innings and the team that scores the most runs is the winner. If it's tied, go to extras, and play till the game is over or the players are all dead from fatigue.

There's space on the *Deadball* scorecard to tally the player statistics at the end of each game. If you feel like it, mark how many hits and RBI each player got. Get out the calculator and figure out each pitcher's ERA. If you're planning on using these teams again, it can be fun to track the players' success, and watch their stats change over time. But if you're just plain sick of math? Skip it.

When the game is done, play again! Starting a new game is a easier if you already have everyone's statistics written down, so play a three game series, a five game series, a seven game series! Play a whole season if you feel like it. It's your game, buddy. Do what you want.

Like baseball, *Deadball* runs deep. To get into advanced rules, player creation, league generation and everything else, read on. But if you want to keep it simple, go no further. You have everything you need to play a fast, simple game of *Deadball*, so close the book and do it. The advanced rules will be here when you get back.



Advanced Rules

Once you've played a few games of *Deadball*, you may find yourself hankering for more detail. This chapter deepens the game considerably, adding distinguishing traits for the players, extra rules for pitcher fatigue (and improvement!), and a host of other little changes designed to ensure that everything that happens on a baseball field can happen on your scoresheet.

These rules are optional. Play with all of them, or pick and choose. Introduce house rules. *Deadball* is a sandbox. As long as you apply the rules equally to both teams, it's very hard to break. Go wild.

ADVANCED HIT TABLE	
1-2	Single+
3	Single, DEF (1B)
4	Single, DEF (2B)
5	Single, DEF (3B)
6	Single, DEF (SS)
7	Single, DEF (SS/2B*)
8-12	Single, runners adv. 2+
13	Double, DEF (LF)
14	Double, DEF (CF)
15	Double, DEF (RF)
16-17	Double, runners adv. 3
18	Triple, DEF (RF/CF**)+
19-20	Home Run

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

*: If MSS is even, shortstop fields ball. If odd, second baseman fields ball.

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

BONUS TRAITS

Hey—what are those little letters and plus signs next to the players' names for, anyway? They are called Bonus Traits and they give special players abilities to separate them from the common herd. This is where the players' personalities really shine through.

If you want a more straightforward experience, apply only the first rule from each trait. The advanced rules for Great Defenders and Poor Defenders can get particularly tricky, and may be better applied in two-player play.

POWER HITTERS (P+/P++)

- P+ hitters add 1 to every roll on the Hit Table. P++ players add 2 to every roll on the Hit Table.
- Power Hitters can be shifted against. (See Defensive Alignments, page 27)

CONTACT HITTERS (C+)

- On Hit Table rolls of 1-2, batter doubles, and runners advance 2 bases. Do not roll for defense.
- Bunting is automatically successful for Contact Hitters.
- Contact Hitters always convert sacrifice flies. In a sac fly situation, a C+ hitter brings the runner home on any fly ball to the outfield. (Unless the player catching the sacrifice fly is a Great Defender—you'll learn more about them in a moment.)

SPEEDY RUNNERS (S+)

- On a Hit Table roll of 1, player doubles, and runners advance two bases. Do not roll for defense.
- On a Hit Table roll of 2, player triples. Do not roll for defense.
- Speedy Runners add 1 to the d8 roll when trying to steal second or third base.
- Speedy Runners can steal home! Roll a d8. On a roll of 8, a Speedy Runner at third steals home.
- Speedy Runners can bunt for a hit. When bunting, treat a roll of 1 as "Single, DEF (3B)." Treat other results according to the bunting table on page 20.

Speedy Runners can attempt this any time, even if there are no runners on base.

- Speedy Runners can't be doubled up. When a Speedy Runner hits a ball that would normally be a double play, the lead runner is out, but the Speedy Runner reaches first base safely. (Unless the player starting the double play is a Great Defender, in which case a DEF roll gives him a chance to turn the double play. See below.)

GREAT DEFENDERS (D+)

- Add 1 to any DEF roll made by this player.
- If there are runners on base when the Great Defender makes a DEF roll, a modified roll of 13 means the lead runner is out, and the batter reaches safely.
- If the Great Defender is a catcher, his Starting Pitcher starts with an extra level on his Pitch Die, with a maximum of d12. (Bonus does not apply to relief pitchers.)
- Great Defenders can turn a routine ground ball into a double play. In a double play situation, if the MSS is less than 70, the 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 at the plate. (If the player controlling the runner prefers not to challenge the Great Defender's arm, the runner can hold at third base.)

NEGATIVE TRAITS

And what about the less-talented players in the lineup? *Deadball* loves them even more.

WEAK HITTERS (P-/P--)

- For P- hitters, subtract 1 from any Hit Die roll. For P-- hitters, subtract 2 from any Hit Die roll. Rolls of less than 0 count as ordinary singles.
- By default, all pitchers are P-.

FREE SWINGERS (C-)

- Rolls of 11 and 12 on the Hit Table are strikeouts.
- On bunt attempts, Free Swingers are successful only on a 1-2.
- Free Swingers can't hit sac flies.
- Free Swingers can be shifted against. (See Defensive Alignments.)

SLOW RUNNERS (S-)

- Slow Runners cannot hit triples. Treat a roll of 18 like an ordinary roll of 17. (Double, runners advance 3 bases).
- Slow runners subtract 3 from every stolen base roll.
- Slow Runners are easier to double up. In a double play situation, any ball on the ground to the infield is a double play—regardless of whether or not the MSS is greater than 70.

POOR DEFENDERS (D-)

- On any defense roll made by this player, subtract 1.
- If the Poor Defender is a catcher, any pitcher starts with his Pitch Die one level lower. (Including relief pitchers.)
- Poor Defenders can botch double plays. Before starting a double play, a Poor Defender must roll for DEF. If he rolls a 1 or a 2, he throws the ball away, and all runners are safe.
- In a sacrifice fly situation, a runner at third always scores on a ball hit to a D- outfielder, regardless of the MSS.
- Any player playing out of position counts as a Poor Defender.

PITCHER TRAITS

A pitcher can be a Strikeout Artist (K+), a Groundball Machine (GB+), or a Control Pitcher (CN+), or he may have none of those bonus traits. Any pitcher can have Great Stamina (ST+).

- **Strikeout Artist (K+):** Add 1 to every MSS. For K+ pitchers, a result of 3 on the Out Table, which would normally be a ground ball to first base, is a strikeout.
- **Groundball Machine (GB+):** Add 1 to every MSS. For GB+ pitchers, a result of 2 on the Out Table, which would normally be a strikeout, is a ground ball to shortstop (6-3).
- **Control Pitcher (CN+):** Control Pitchers only give up a walk when the MSS is 1-2 points greater than the BT.
- **Great Stamina (ST+):** Pitchers with Great Stamina begin losing levels on their Pitch Die for every inning pitched past the seventh, not the sixth.

PITCHER FATIGUE

Starters drop a Pitch Die level:

- If they allow 3+ runs in an inning
- If they allow 4+ runs over two innings
- For every run allowed over 4
- For every inning pitched past six

Relief pitchers lose a level on their Pitch Die:

- For every run allowed
- If they pitch more than one inning

But pitchers can also get better as a game goes on! All pitchers gain a level on their Pitch Die if they:

- Strike out the side
- Put up three straight shut-out innings
- Escape a bases-loaded, no-out jam without allowing a run

Where possible, these effects stack or cancel each other out. A pitcher who gives up two runs in the second and four in the third loses four levels on his Pitch Die—for allowing 3+ runs in one inning, 4+ over two, and two more than four runs total.

A starting pitcher loses a level on his Pitch Die at the start of the seventh inning, but if he's just completed three shut-out innings, he also gains a die, meaning that the two effects cancel each other out.

The maximum Pitch Die listed on page 16 is a d20. If a pitcher improves past a d20, add 1 to every MSS. If he improves another level, add 2, then 3, and so on.

After the sixth inning, if a pitcher who has gained levels on his Pitch Die gives up one or more runs, his Pitch Die drops back down to its starting level.

ON BASE PERCENTAGE

Want more realistic walks? Find each batter's on base percentage (OBP) and round it to a two digit whole number. This is the Walk Target. Write it beside the Batter Target. A batter walks when the MSS is between his BT and his WT.

If you're playing with a fictional team that doesn't include WTs, roll 2d6 to get each player's walk percentage. Add the result to the BT to get the WT.

Many players prefer this rule, as it adds realism without costing any time during gameplay. (Though it does add a bit of time during set-up.) If it sounds fun, try it!

DOUBLE STEALS

If you have runners on first and second, they can both try to steal a base at the same time. Roll d8. If the lead runner is a Speedy Runner, add 1 to the result. If either runner is a Slow Runner, subtract 1.

1-3	Lead runner is out
4-5	Trailing runner is out
6-8	Both runners reach safely

TRIPLE PLAYS

With runners on first and second and no outs, the defense turns a triple play if the out is made in

the infield and the MSS is 100 or greater.

D+ infielders do not make a triple play more likely. If any of the infielders are Poor Defenders, or if any runner is a Speedy Runner, a triple play is impossible. Follow the rules for a double play instead.

STREAKS AND SLUMPS

Before each game, roll a d6 for each player. On a 1, that player is Cold. For batters, subtract 5 from his Batter Target. For pitchers, lower his Pitch Die one level. On a 6, the player is Hot. For batters, add 5 to the Batter Target. For pitchers, raise the Pitch Die one level.

In series or league play, a batter who is hitless in two consecutive games starts the next game Cold. A batter with two hits in a single game starts the next game Hot. A pitcher who finished his last appearance with a Pitch Die of -d4 or worse is Cold. A pitcher who finished his last appearance with a Pitch Die higher than his base Pitch Die is Hot.

PARK FACTORS

For a hitter's park, add 1 to every Hit Table roll. For a pitcher's park, subtract 1.

For more optional rules, check out the supplements at wmakers.net/deadball

Two Player Rules

PITCH OUTS

Twice a game, when the batting player announces that a runner on first is stealing second, the pitching player can call a pitch out, subtracting 3 from the base-stealing roll.

PICKOFF ATTEMPTS

Twice a game, if there is a Speedy Runner on base, the pitching player can announce a pickoff attempt. Roll d10, and consult this table:

1-6	No effect.
7-9	Runner held close. Subtract 1 from any stolen base attempt.
10	Runner is picked off, and is out.

DEFENSIVE POSITIONING

There are three special defensive alignments in *Deadball*. It is always assumed that the defense is playing at regular depth, but the pitching player can change this at any time in between at bats.

INFIELD IN

With a runner on third and less than two outs, the infield can be brought in, giving the defense a chance to throw a runner out at home, while making it more likely that a hard-hit

ball turns into a double. This affects the following Hit Table results:

3-7	Add 2 to the DEF roll. On a 13, the runner coming home from third is out and the batter reaches first base safely.
8-12	The batter doubles, and runners advance 2.

NO DOUBLES

The pitching team push their fielders back, making singles more likely and doubles less likely. This affects the following Hit Table results:

3-7	Do not roll for DEF.
13-15	Single, runners adv. 2.

INFIELD SHIFT

If there is no one on base, and the batter is a left-handed Power Hitter or Free Swinger, the defense may shift. This affects the following Hit Table results:

3-4	Add 3 to the DEF roll.
5	Double, runners adv. 2.

A batter who is being shifted against can roll d6 to bunt for a hit:

1	Single
2-3	K
4-5	G-3, no double play
6	G-1, possible double play

Three Innings of Play

TOP OF THE FIRST

The game starts with Shaud facing Perkins. The MSS is $73+8=81$ —a strikeout. Next, White rolls a 15, and Perkins rolls a 2: 17—a hit. White rolls a 17 on the Hit Table, adding 1 because he's a P+ hitter. That's a triple. Stone rolls a 26, and Perkins rolls a 3. Walk.

With two on, Perkins rolls a d12 against McGrath, because they are both lefties. The MSS is 9, and McGrath rolls a 12 on the hit table: single, runners advance 2. White scores and Stone goes to third. Dragasakis' MSS is 74. Because that's more than 70, that's a double play: 4-6-3. Inning over. The score is 1-0.

BOTTOM OF THE FIRST

Kreilich's MSS is 56: a ground ball to short. Chris Frank's is 87: a pop-up to left field. Adie Barnett's is 91: a strikeout.

TOP OF THE SECOND

Pearson rolls 20. Perkins rolls 8—rolling the d12 again, remember. Pearson walks. Michael Stahl's MSS is 46. A ground ball, but not enough for a double play. Pearson is out and Stahl goes to first. Casey Matteson's MSS is 92: a strikeout. Jimmy Parker's MSS is 52: another strikeout. Inning over.

BOTTOM OF THE SECOND

Wheeler's MSS is 40: a strikeout. Myhan's is 57, a pop up to left field. Wattenberg rolls a 2, and Parker rolls a 3: an MSS of 5 and a

critical hit. On the hit table, he rolls a 6, which his P+ turns into a 7: a single. The critical hit increases that to a double. With two out and one on, Entrekin rolls an MSS of 47: a pop-up to left field.

TOP OF THE THIRD

Clyde Shaud gets a hit on an MSS of 30 and rolls a 1 on the hit table: a double, because he is a Speedy Runner. With White batting, Shaud breaks for third. He rolls a 4 on his d8 roll, subtracts 1 because he's stealing 3rd, and adds 1 because of his speed. The result is 4: a success. White pops out to right field on an MSS of 59. Because that's less than 70, Shaud tags and scores. 2-0, with 1 out.








Lee Ann Stone rolls an MSS of 16 and a HT roll of 13: a double to left field. Left fielder Clint Wattenberg rolls 1 on his DEF roll: an error that sends Stone to 3rd. McGrath rolls an MSS of 20 and a HT roll of 18. He adds 1 to that because he is a power hitter: a 2 run home run. 4-0, 1 out.

Perkins' Pitch Die drops to d4, because he allowed more than 3 runs in the inning, but he strikes Dragasakis and Pearson out on MSSs of 52 and 61.

BOTTOM OF THE THIRD

Caniff, Perkins, and Kreilich go in order on MSSs of 68, 81, and 84: a pop up to center, a strikeout and a ground ball to short. For pitching 3 shutout innings in a row, Parker's PD goes up to d8.

Three Innings of Play

NAME	POS	BT	1	2	3	H
Clyde Shaud, Jr. S+	SS	32S	K			
Ian White P+	2B	27R			F-9	
Lee Ann Stone D+	CF	28R				
Philip McGrath P+	C	26L				
Pete Dragasakis P++ S-	RF	22R	4-6-3		K	
Charles Pearson P+ S-	1B	25L			K	
Michael Stahl D+	3B	23L		/		
Casey Matteson	LF	23L		K		
Jimmy Parker K+	P: d4	9L		K		

NAME	POS	BT	1	2	3	H
Dutch Kreilich C+	2B	25L	6-3		6-3	
Chris Frank C+	LF	24R	F-7			
Adie Barnett D+	C	29R	K			
Mark Wheeler	1B	29R		K		
Garret Myhan D+	3B	27R		F-7		
Clint Wattenberg P+ C-	LF	25S				
Hawk Entrekin C+	SS	23L		F-7		
Terry Caniff D+ P-	CF	24L			F-8	
J.J. Perkins K+	P: d8	6L			K	

3. THE TEAMS



Sample Teams

BERLIN PHILOSOPHEN

Immanuel Kant, SS. 29S S+ D+
Friedrich Nietzsche, LF. 34L C+
Arthur Schopenhauer, 1B. 28L C-
Friedrich Schlegel, CF. 26R D+
Gottfried Leibniz, C. 23R S+
Georg Hegel, 2B. 24R
Karl Jaspers, 3B. 21L
Martin Heidegger, RF. 20L
Karl Marx, P. 7R
3.23 ERA. d6

WASHINGTON PRESIDENTS

Franklin Roosevelt, 2B. 30L S+
Theodore Roosevelt, 3B. 30L
John F. Kennedy, SS. 30R
James Garfield, LF. 30R C+
George Washington, C. 27R
Ulysses S. Grant, 1B. 27S D+
William Henry Harrison, CF. 26R
Rutherford B. Hayes, RF. 24L
Abraham Lincoln, P. 14L
4.45 ERA. d4

ATHENS FILÓSOFOI

Empedocles, LF. 25S. S+
Plato, 1B. 32L
Epicurus, 3B. 28R
Aristotle, RF. 27R
Epictetus, C. 26L
Heraklitus, CF. 25L. S+ D+
Democritus, 2B. 25R
Archimedes, SS. 22R
Sophocles, P. 8L
3.14 ERA. d6

MURDERVILLE SLEUTHS

Nora Charles, SS. 31R
Olivia Benson, 3B. 30R
J.B. Fletcher, 1B. 28S
Nero Wolf, C. 21R P++ S-
Philip Marlowe, CF. 26L
Nick Charles, 2B. 26L
Jane Marple, RF. 32L S+
Lt. Columbo, LF. 21L
Jim Rockford, P. 7R
4.24 ERA. d4

ROME EMPERORS

Nero, 28L, SS. S+ D+
Hadrian, 2B. 30R C+
Constantine, LF. 31R D-
Caesar Augustus, 1B. 30R
Trajan, 3B. 30R
Caligula, CF. 29L
Claudius, C. 30R D+
Julius Caesar, RF. 27R D+
Marcus Aurelius, P. 12R
2.27 ERA. d8

LOS ANGELES FATALES

Scarlet O'Hara, LF. 32S
Brigid O'Shaughnessy, 3B. 30R
Carmen, 1B. 30R P+
Phyllis Dietrichson, CF. 31R
Mildred Pierce, SS. 33R
Kitty March, RF. 27R D+
Cora Smith, C. 24L D+
Gilda Farrell 2B, 23L
Salome, P. 12R
1.94 ERA. d10

Deadball Stars

NAME	POS	BT	L/R	TRAITS	SCOUTING REPORT
Clyde “Cannon” Shaud, Jr.	SS	32	S	S+	An absolute terror. One of the league’s best hitters and fast as hell. Loves bad puns.
Ian White	2B	27	R	P+	Perhaps the best power infielder in the league and a passable ballroom dancer.
Lee Ann Stone	CF	28	R	D+	Despite the mean game face, Stone is one of the friendliest players in the game.
Philip McGrath	C	26	L	P+	All star power. Hall of fame moustache. Keeps the reporters away by mumbling.
Pete Dragasakis	RF	22	R	P++ S-	He doesn’t run. He doesn’t catch. All he does is murder fastballs. Ain’t that enough?
Charles Pearson	1B	25	L	P+ S-	An absolute beast. No speed, but surprisingly soft hands. Loves crosswords and rosé.
Michael Stahl	3B	23	L	D+	Brilliant young defender with great power potential. Awfully chatty, though.
Casey Matteson	LF	23	L		Aging veteran. Can’t throw, can’t hit, but he’s the commissioner’s nephew, so...
Jimmy Parker	P: d4	9	L	K+	Young fireballer. No control. No breaking ball. Bad attitude. Fans love him.

NAME	POS	BT	L/R	TRAITS	SCOUTING REPORT
Dutch Kreilich	2B	25	L	C+	Slap-hitting second baseman. A doubles machine with a wicked sense of humor.
Chris Frank	LF	24	R	C+	Seasoned veteran. Not much power, but knows the strike zone. Rocks moderately.
Adie Barnett	C	29	R	D+	Veteran backstop. Brilliant pitch framer. Could be ticketed for the Hall of Fame.
Mark Wheeler	1B	29	R		Lanky, scrappy and lean. Sunken eyes and a dry, choking laugh. Good hitter.
Garret Myhan	3B	27	R	D+	Tough-as-nails third baseman with a knack for making a barehand grab. Great smile.
Clint Wattenberg	LF	25	S	P+ C-	A bit clumsy, a bit too quick to swing at balls out of the zone, but damn. That power.
Hawkins “The Hawk” Entrekin	SS	23	L	C+	His average has dipped, but still one of the most reliable situational hitters in the game.
Terry Caniff	CF	24	L	D+ P-	Brilliant young fielder just coming into his prime. Runs like a gazelle. Likes to draw.
J.J. Perkins	P: d8	6	L	K+	He’s never had high heat, but Perkins’ command has gotten better with age. Stalwart.

Random Players

Roll a d10 on each table to get a random lineup. For a pinch hitter, roll a d100, and re-roll if the first number is 0 or 1. For relievers, roll a d20.

1. STARTING PITCHER				
0	Ansu Okafor	R	9	-d4
1	Gwen Ellis	L	9	d4
2	Monon Nwosu	R	11	-d4
3	Chipper Jerry	R	11	d8
4	Frankie Bahbah	L	6	d8
5	Julia Murillo	R	10	d8
6	Brad Mortensen	R	12	d4
7	J.K. Neal	R	7	d12
8	Janes Boys	L	7	d4
9	Sunny Gamble	R	13	d12

2. CATCHER				
0	Eleanor Hager	R	32	
1	I.M. Krsticevic	R	26	S-
2	John Di Bene	R	31	
3	Eli Moscovitch	L	24	P+
4	Daniel Camarda	L	30	
5	Owen Mikula	R	23	D+ P-
6	Raymond Lake	S	25	
7	Sofia Holcomb	S	23	P++
8	Buddha Budacovich	R	28	
9	Mack Grover	L	29	

3. FIRST BASE				
0	Trent Pimentel	R	27	
1	Ben Godar	S	30	C-
2	Camden Newby	L	22	S-
3	Brendan Spiegel	L	30	
4	Roman Skinner	R	26	D+
5	Logan Trupkin	L	27	
6	Chad Morton	R	25	
7	Mari Shizuma	L	29	
8	Truly Hall	S	30	P+
9	Tim Harrison	L	27	

4. SECOND BASE				
0	Kelly Fortier	L	22	
1	Virgilio Losada	R	22	
2	J.P. Sweeney	R	25	D+ P-
3	Molly Cochran	R	19	
4	Al Wilson	R	26	P+
5	Reagan Block	R	17	S+
6	P. Hillas	S	34	D-
7	Michy Maynard	R	24	
8	Jason Crase	S	31	C+
9	I.C. Morrison	S	26	

5. THIRD BASE				
0	Alana Hebert	R	22	
1	Bryan Grosnick	S	29	P++
2	Yoshi Umari	R	20	
3	Jonny Hall	R	22	C-
4	Bill Huddleston	R	30	D-
5	Thrupp Rauch	R	28	
6	Shunso Takano	L	30	
7	Felton Martin	L	22	D+
8	Thomas Wood	R	22	
9	Kylie Hamel	R	21	

6. SHORTSTOP				
0	Audrey Scruggs	L	25	C+
1	Saguisag	R	25	
2	James Crampton	S	29	C-
3	Ellen Suvanto	R	17	S+ D+
4	Emil Sonstroem	R	29	
5	Mae Schwartz	R	28	
6	Brian Whitton	R	33	
7	Mackie Madison	L	28	
8	Sophear Lov	R	28	P+ C-
9	Ben Rollo	R	28	

8. CENTER FIELD				
0	Kayden Stewart	R	34	D+
1	Momolu Owusu	L	21	
2	Sarah Contee	S	31	S+
3	Amadu Osei	R	21	C-
4	Christopher Jack	R	28	D-
5	Jaime Macon	R	23	P+
6	Tamba Adoyo	R	20	
7	Solo Chahine	S	30	
8	Fabian Sharpe	R	17	
9	Lucia Clopes	L	33	

7. LEFT FIELD				
0	Jude Shah	R	17	
1	Maverick Cole	L	33	P+
2	Laila Meredith	S	19	S+
3	Isabelle Heller	R	18	
4	Sheadon Huges	L	32	C-
5	Lila Henson	R	24	S+
6	Alfred Morgan	R	22	
7	Greg Hirsch	L	21	
8	Shelby Swartz	L	26	D+
9	Sadie Kenney	R	22	

9. RIGHT FIELD				
0	Israel Fry	R	28	S+
1	Ahmed Gezhri	S	26	C+
2	Justin Ray	R	19	
3	Marbue Yeboah	R	26	P++
4	Dink Bipplebop	R	27	D+
5	Tamba Okeke	S	23	D-
6	Trevor Everhart	R	26	D+ C-
7	Toyuwa Toure	L	22	
8	William Weber	R	32	
9	Oso Sy	L	25	

RELIEF PITCHERS									
1	Travis Sanford	R	9	-d4	11	Noel Purcell	R	12	d8
2	Andy Medrano	R	10	-d4	12	Malachi Hay	R	7	d12
3	Henry Sweeney	R	15	-d4	13	Andrea Canal	L	11	d4
4	Cal LeJeune	R	8	d8	14	Mama Gebre	R	14	d8
5	J. Paternostro	R	11	d12	15	R. Wauneka	R	12	d4
6	Sam Fishell	L	9	d12	16	Hunter Gallegos	L	13	-d4
7	Kofi Omondi	L	12	d4	17	Terry Tivley	R	9	d4
8	Solo Owusu	L	8	d12	18	Rodrigo Pugh	R	11	d8
9	Shaypher	R	11	d8	19	Speedball Hill	L	11	d4
10	Conner Zuniga	R	13	-d4	20	Alba Yocemento	R	11	d12



Player Generation

STARTING HITTERS

Batter Target: 2d10+15

Handedness: Roll d10

1-6: Right Handed

7-9: Left Handed

0: Switch Hitter

Hot/Cold: Roll 1d6

1: Cold

2-5: No effect

6: Hot

Bonus Traits: Roll 2d6

2: S+, D+

3: S+

4: D+

5-9: No Bonus Trait

10: P+

11: C+

12: P++

PINCH HITTERS

Batter Target: d10+15

Handedness: Roll d10

1-6: Right Handed

7-9: Left Handed

0: Switch Hitter

Bonus Traits: Roll 2d6.

2: S+

3: C+

4-10: No trait

11: D+

12: P+

BONUS TRAITS GUIDELINES

These are based on statistics from 2010 to 2016. My goal was to find a baseline that would allow for about one player with each bonus trait per team. Where there are multiple values given, a player doesn't need to meet all the criteria—just one.

P+: 20 HR, .450 SLG, .170 ISO

P++: 35 HR, .540 SLG, .250 ISO

C+: 35 doubles, K% of 10% or less

S+: 20 steals, 4 BsR

D+: Eye Test, 8.0 Def, a Gold Glove

P-: 0-5 HR, .090 ISO

P-: 6-10 HR, .120 ISO

C-: K% of 25%+

S-: 0 steals, -4 BsR

D-: Eye Test, -12 def

BsR and Def are Fangraphs statistics. The ranges for counting stats (home runs, doubles, etc.) are given for an entire season. Adjust for a smaller sample as you see fit.

PITCHERS

Pitch Die: Roll d8

1: d12

2: d8

3: d8

4: d4

5: d4

6: d4

7: -d4

8: -d4

Handedness: Roll d10
1-6: Right Handed
7-0: Left Handed

Batter Target: d10+5

Bonus Traits: Roll 2d6
2: GB+
3: K+
4-10: No Bonus Trait
11: ST+
12: CN+

PITCHER BONUS TRAITS

Like the hitter traits, these are based on recent statistics. My goal was for each team to have one or two pitchers with one of first three bonus traits, and one with Great Stamina.

K+: 9.0+ strikeouts per nine innings
GB+: 55%+ groundball percentage
CN+: 2.0 or fewer walks allowed per nine innings
ST+: 200+ innings pitched

PLAYER AGE

Prospect: 18+d6
Rookie: 21+d6
Veteran: 26+d6
Old timer: 34+d6

CREATING A LEAGUE

Once you've made all those fun, fancy players, you're going to want someone for them to play against. *Deadball* makes it easy to create and manage an imaginary league

of any size. (Although in practice, I've found that any more than eight teams becomes unwieldy.)

Name the teams, fill them with players, and jot down a few words about their personalities. The more personal you make it, the more fun it will be. Create a schedule using an online scheduling program—the one at hometeamsonline.com works well—and dive in!

TEAM SCORE

You're not going to want to play every game for every team. To simulate games you don't want to play, calculate a Team Score for each team—a number that represents a team's overall talent. It will come in very handy.

Add up the Batter Targets for every position player—it will probably be a number between 300 and 400. Add up the Pitch Dice for every pitcher, subtracting for those pitchers whose Pitch Die is negative, and multiply that number by 10. This will also probably yield a number between 300 and 400.

Add the results together, and divide them by 10 to get the Team Score.

For example, the Broad Street Peacocks have a Batting Score of 339 and a Pitching Score of 360. Together, that comes to 699—making for a Team Score of 70.

When simulating a game between two of the league's teams, the team with the higher Team Score is the favorite. Subtract the underdog's Team Score from the Favorite's. Add the result to 50 to get the favorite's chance of winning.

For example, if Broad Street is playing the Charlottesville Flycatchers, whose Team Score is a healthy 86, Charlottesville are the favorites by 16 points, giving them a 66% chance of winning.

No matter how large the difference in Team Score, the favorite's chance can never exceed 80%—even the best teams lose sometimes.

Roll a d100. If you roll on or beneath the favorite's chance, the favorite wins. If you roll above, the favorite loses.

Use the individual d10 scores from your d100 roll to get the game's score—the higher number is the winner's score; the lower number is the loser. If the numbers are the same, roll again.

In our example, Charlottesville wants a roll of 66 or less. We roll 53, meaning Charlottesville wins by a score of 5-3. With a single die roll, we've simulated a whole game. Just 161 to go!

Here are a few rules to make season play even more engaging:

STREAKS AND SLUMPS

Before each game, roll a d6 for each player. On a 1, that player is Cold. For batters, subtract 5 from his Batter Target. For pitchers, lower his Pitch Die one level. On a 6, the player is Hot. For batters, add 5 to the Batter Target. For pitchers, raise the Pitch Die one level.

In series or league play, a batter who is hitless in two consecutive games starts the next game Cold. A batter with two hits in a single game starts the next game Hot.

A pitcher who finished the prior game with a Pitch Die of -d4 or worse is Cold. A pitcher who finished the prior game with a Pitch Die higher than his base Pitch Die is Hot.

PITCHER FATIGUE

For every two innings pitched in a game, a pitcher requires one full day off, with a maximum of four days. This means that a starting pitcher who pitches six innings requires three days off, while a starting pitcher who pitches eight innings or longer requires four.

A relief pitcher requires one day off for every two innings pitched, or for every three days pitched in a row. If a pitcher returns early, reduce a pitcher's Pitch Die by one level for every day of rest he has skipped.

INJURIES

After each game, or after each week, roll a d20 for each player. If you roll a 20, the player is injured. Roll d20 on injury table:

- 1-10: Superficial injury. Player plays with BT reduced by 5 or PD reduced by 1 for 3 games. Bonus traits are nullified.
 11-15: Minor injury, out 7 games
 16-19: Major injury, out 30 games
 20: Catastrophic injury, out for season.

After catastrophic injury, roll d6:

- 1-5: Permanently reduce BT by d6 or PD by 1.
 6: Cannot return. Player retires.

PLAYER DEVELOPMENT

If you'd like the Batter Targets to change periodically, roll a d10 for each player and consult this table:

1	Decrease BT by 2 or PD by 1
2	Decrease BT by 1
3-8	No change
9	Increase BT by 1
10	Increase BT by 2 or PD by 1

If you're the type who keeps detailed record of his players' statistics, disregard this chart, and instead update their BT and PD at the end of the season to reflect how they've played all year.

AGING

Increase your players' age each season, and find their age on this table:

AGE	MODIFIER
18-23	+3
23-26	+2
27-28	+1
29-30	0
31-32	-1
33-34	-2
34-35	-3
36-39	-5
40+	-7

Now roll 2d6 on the aging table, applying the modifier for age.

AGING TABLE	
1	Decrease BT by 5 or PD by 2. Remove all positive traits. If player has no positive traits, add 1 negative trait.
2	Decrease BT by 3 or PD by 1. Remove 1 positive traits.
3-4	Decrease BT by 1
5-9	No change
10	Increase BT by 1
11	Increase BT by 3, PD by 1
12	Increase BT by 5, or PD by 2. Add 1 positive trait. (Max 2)

Aging can never take a BT above 40 or a PD above d12.

PROSPECTS

Each season, every team gets three prospects, to be brought up when needed: one Top Prospect and two Farmhands. Generate their handedness, ages and traits according to the player generation section.

TOP PROSPECTS

Batter Target: Roll 2d10+15

Pitch die: Roll d4

1: d12

2: d8

3: d4

4: -d4

FARMHANDS

Batter Target: Roll d10+15

Pitch die: Roll d4+1

2: d8

3: d4

4: -d4

5: -d8

PLAYER TRADES

Find a position player's value using this formula: $(BT + (\text{Number of Traits} * 5))$

Find a pitcher's value using this formula: $(PD * 5 + (\text{Number of Traits} * 5))$

Propose a trade by choosing the player or players you want to trade for. Each team can contribute up to two players to the trade. Add up the value of the players on both sides of the deal. Subtract the value of the

other team's players from the value of your players. Add the difference to 50 to get the Trade Chance. Roll a d100, and if you roll under the Trade Chance, the other team accepts the deal. If you roll over, they reject it. No re-rolls!

You can only propose a trade once per week. If a team refuses a trade and you suggest another trade with them the next week, subtract 5 from the Trade Chance.

When offering another team a 2-for-1 trade, one of the players you offer must have at least half the value of the player you're asking for or the other team will refuse the deal. If the trade is 25 points or more in your favor, the other team always refuses the deal.

A Top Prospect has a value of 25, while a Farmhand has a value of 15. Prospects don't count against the player limit for a trade, allowing you to propose a 1-for-1, 2-for-1, or 2-for-2 trade with up to three prospects included on either side of the deal.

If a trade or injury leaves a team with too few players on its roster and the team has no prospects left to replace them, fill the empty slots with Farmhands.

If you think you're cheating the other team, you are. They aren't as smart as you. (Hopefully.) Play fair.

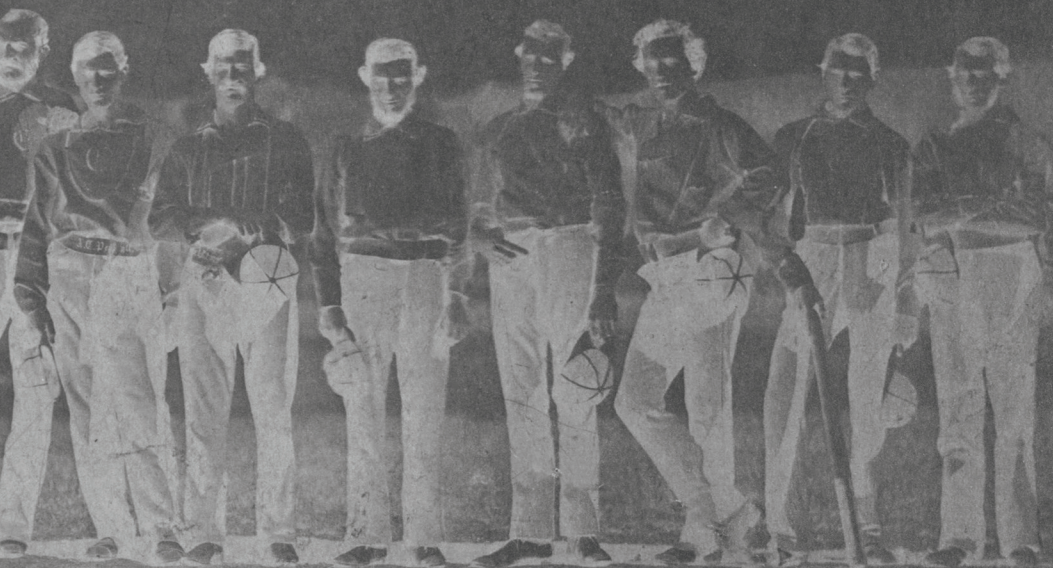


*The Broad Street Peacocks' pennant-winning team of 1874,
shortly before the hot air balloon disaster at Pigeon Forge.*

4. THE SOUTHERN CIRCUIT

*Eight Teams. 200 players.
A modern league with
150 years of history.*

*Mostly, they lose.
That's called baseball.*



Broad Street Peacocks

OWNER	CISSY AKERS
LAST YEAR	8 TH , 57-96
PENNANTS	8
BALLPARK	CUMBERLAND GROUNDS
MASCOT	PEATY PEACOCK, A PEACOCK MADE OF PEAT
ALL STARS	HAWKINS ENTREKIN, TERRY CANIFF, MARK WHEELER
TEAM SCORE	70

A ONCE GREAT BALLCLUB TREADS WATER

Eight pennants fly over the Cumberland Grounds, a shabby ballpark perched over the river in the heart of downtown Nashville, and when the wind is blowing, it's hard to see that they are frayed. Once the league's flagship franchise, the Broad Street Peacocks haven't won a Southern Circuit title in a generation, and they probably won't this year either.

Despite a few bright young talents, such as all star center fielder Terry Caniff and promising shortstop Hawkins "the Hawk" Entrekin, the Peacocks don't have the payroll or farm system necessary for sustained success, and the empty grandstands suggest they don't have the appetite for it, either. Until that changes, eight pennants will fly alone.

STARTING LINEUP				
Dash the Flash	2B	32	S	D+
Kaki Campbell	RF	33	R	P+
Joseph Meyers	3B	29	S	
Kathryn Berk	LF	28	R	C+
Mark Wheeler	1B	29	R	
Hawkins Entrekin	SS	23	L	C+
Terry Caniff	CF	24	L	D+ P-
Sam Fishell	C	25	L	

BENCH				
Davis Chambers	OF	25	L	P+
Drew Akers	OF	24	R	
Frannie Stabile	INF	25	R	
Dylan Andrews	INF	20	R	
El Schneider	C	22	R	

STARTING PITCHERS				
Pam Casey	d12	13	R	ST+
Dirt Dog Akers	d8	13	R	K+
Sam Sizemore	d4	6	L	
Marc Lavine	-d4	10	R	
Ann Wheeler	-d4	12	R	

BULLPEN				
Caldwell Akers	d8	6	R	
MacRae Linton	-d4	9	R	
Ben Zeppos	d4	8	R	GB+
Tyler Stein	d4	10	L	
Sam Smith	-d4	8	R	
Mikey Badr	d8	13	L	K+
Acadia LeQuire	d4	13	R	

Charlottesville Flycatchers

OWNER	ANNE MARIE CRUZ
LAST YEAR	CHAMPIONS, 91-63
PENNANTS	15
BALLPARK	PAVEMENT FIELD
MASCOT	FLIKE FLYCATCHER, A BIG RED GLOVE WITH A BEAK
ALL STARS	ADIE BARNETT, J.J. PERKINS, CLINT WATTENBERG
TEAM SCORE	86

THE PRIDE OF THE SOUTHERN CIRCUIT

A team this good should be easy to hate. The Flycatchers have more power than any team in the league, and their starting pitching is just as good. They have an evil habit of knocking opposing pitchers out in the first inning and choking the other team's offense to death over the next eight. They're so good that it's almost no fun to watch. So why does everybody love them?

Call it that Charlottesville charm. The Flycatchers are one of the friendliest teams the Circuit has seen in a long time, from the grinning junkballer J.J. Perkins to the endearingly clumsy left fielder Clint Wattenberg. They beat the tar out of the league last year and they did it with a smile. By the end, the losers were smiling, too.

STARTING LINEUP				
Brant McKown	SS	32	L	S+
Nic Fuhs	3B	31	L	
Neil Tredray	RF	31	L	P++
Adie Barnett	C	29	R	D+
Steven Bond	CF	30	R	
B.P. Island	1B	27	L	D-
Anthony Mack	2B	25	R	P+
Clint W'enberg	LF	25	S	P+ C-

BENCH				
Edith Hatch	OF	22	L	S+
Cy Warmoth	OF	19	R	D+
Z.J. Hunt	INF	24	S	
Stew Bowers	INF	20	R	
Spanky Ellis	C	24	R	C-

STARTING PITCHERS				
J.J. Perkins	d8	6	L	K+
Eephus Hargett	d12	12	R	
Oil Can Morris	d4	10	R	
Tulla Paredes	d4	15	L	GB+
Hank Sweeney	-d4	14	R	

BULLPEN				
Don Wakamatsu	d4	7	R	
BenJac Janeway	d8	5	R	K+
Ed Burns	d4	8	L	
Maria Rice	-d4	3	R	
Mama Solash	d8	9	L	GB+
Bill Rotes	d4	12	R	
Wally Gilbert	d4	10	R	

Paducah Red Birds

OWNER	ALAN HAMPTON
LAST YEAR	3 RD , 86-68
PENNANTS	17
BALLPARK	RADIOACTIVE FIELD
MASCOT	THE DUKE OF PADUCAH
ALL STARS	DUTCH KREILICH, CHRIS FRANK
TEAM SCORE	64

STARTING LINEUP				
K.M. Seanor	SS	34	L	
Ken Packenten	LF	35	R	C-
Sheila Hurley	CF	27	R	
Dutch Kreilich	2B	25	L	C+
Chris Frank	RF	24	R	C+
Cary Stolarczyk	C	26	R	D+
Lenny LaFrance	1B	26	S	
Matt Kerntke	3B	25	R	D+

PADUCAH PICKS GARLAND

There isn't a locker room in the Southern Circuit that Chris Frank hasn't called home. The guitar-playing left fielder has never been shy about following the money, jumping ship anytime he was promised a little more dough. He's always brought luck with him—the man is nicknamed “Garland,” because he's won more championships than we care to count—and the Red Birds hope his magic lasts another year.

But has Frank got another season in him? Once a true slugger, he's now more of a doubles threat, and he's not as fast as he once was. But then again, who is? Backed up by the irrepressible Dutch Kreilich and a host of anonymous young rookies, Frank and the Red Birds will try to catch lightning in a bottle. Their window just opened, and it's closing fast.

BENCH				
Alfredo Guinn	OF	18	R	
Nadia Guerra	OF	18	R	S-
Bokkai Takimo	INF	21	S	
Dan Nicholson	INF	24	R	D+
Bex Cornwell	C	20	R	

STARTING PITCHERS				
Mike Glaze	d4	7	R	ST+
James Cook	d8	13	R	
Alf Stirling	d4	19	L	
Luna Stern	d4	12	R	
Crystal Darby	-d4	15	L	

BULLPEN				
Euan Clark	d12	8	R	
Andrew Joyce	d8	4	R	
Nina Baggett	d4	6	L	
Mikayla Padgett	d4	1	R	
Jalen Nolan	-d4	7	R	
Malcolm Green	-d4	4	R	
Parker Hill	-d4	4	L	

Tallahassee Wrens

OWNER	BRYAN GROSNICK
LAST YEAR	7 TH , 64-89
PENNANTS	9
BALLPARK	POSEY FIELD
MASCOT	WREGGIE THE WREN
ALL STARS	GARRET MYHAN
TEAM SCORE	67

STARTING LINEUP				
Colin Beasley	2B	31	S	D+
R.P. Martin	1B	29	L	
Garret Myhan	3B	27	R	D+
Madyson Stuart	RF	26	L	
Trinity Barrera	CF	24	R	
Allamata Kolive	LF	24	L	
Cooper Plagens	SS	22	R	D+ P-
Andy Zak	C	22	R	D+

ALL GLOVE, NO HIT

Some defenders are so brilliant, so skilled at making the impossible look routine, that they become boring to watch. Garret Myhan is not one of those. He charges in from third like a knight on horseback, leaning low to snatch a ground ball barehanded, like he's plucking a helpless ally up from the killing field. No matter how many times you've seen him do it, you'll always want more. In a league of sparkling defenders, Myhan sparkles the brightest. Now would it kill him to hit a few more home runs?

That's an unfair question, but it's basically what Tallahassee is asking of Myhan this year. He's the cornerstone of one of the best infields the Circuit's ever seen, but gloves don't win pennants. Bats do. Tallahassee has a nasty habit of forgetting how to swing.

BENCH				
Conner Harp	OF	18	R	
Alexa Mooney	OF	18	L	D+
Janelle Alford	INF	25	R	
Kate Coughlin	INF	23	R	
Leticia Garibay	C	16	R	

STARTING PITCHERS				
Alyssa Romano	d12	14	R	K+
Hirom Williams	d8	8	R	ST+
Sydney Wheeler	d4	12	L	
Shawn Holt	-d4	8	R	
Ori Bando	-d4	14	L	

BULLPEN				
Melana Wayne	d4	3	R	
Naiwang West	d4	6	R	
Edgar Allen	-d4	5	R	
Alivia Samuel	-d4	10	R	
Leighton Glenn	d12	8	L	K+
Phillip Parker	d12	9	R	GB+
Brody Doe	-d4	2	R	

Gettysburg Owls

OWNER	COREY LESSER
LAST YEAR	2 ND , 89-65
PENNANTS	14
BALLPARK	GHERARDI FIELDS
MASCOT	PALLAS, THE HORNED OWL
ALL STARS	PHILIP McGRATH, JIMMY PARKER, P. DRAGASAKIS
TEAM SCORE	58

STARTING LINEUP				
John Gardiner	2B	30	R	
Tavis Lesser	LF	31	L	
Philip McGrath	C	26	L	P+
P. Dragasakis	RF	22	Rs	P++ S-
Thunder Wells	3B	27	S	
Fiona Sullivan	1B	25	R	P++ S-
Kenny Hemler	CF	27	L	
Zane Hemler	SS	24	R	

A RAVEN'S CURSE DRAGS ON

At this point, it's hard to remember what happened first—the Battle of Gettysburg or the Owls' last title. Both seem like ancient history.

Ownership blames the raven in the outfield. As they tell the story, a gang of rowdy Birmingham Ravens fans stole into Gherardi Fields decades ago and affixed the bird above the statue of the Owls' mascot, Pallas, the Horned Owl, so firmly that nothing can remove it. The Ravens folded long ago, but the bird remains, perched upon the bust of Pallas just above the bullpen door, ensuring Gettysburg are champions nevermore. Well, if you say so.

Gothic excuses aside, the Owls are a fun team, led as always by Gettysburg's own Pete Dragasakis, a fan favorite who's made it his mission this year to blast a home run off that damned raven, and end the curse once and for all.

BENCH				
Nat Buster	OF	27	R	
Destiny Rush	OF	24	R	
Benkei Amaya	INF	22	R	
Timothy Barto	INF	27	R	
Amber Morris	C	24	R	P+

STARTING PITCHERS				
Jimmy Parker	d4	9	L	K+
Preston Franklin	d8	6	R	GB+
Shawn Lesser	d4	15	R	
Mathew Belcher	-d4	13	R	
Doc Berry	-d4	15	R	

BULLPEN				
Teagan Barrett	d4	3	L	
Britt Gherardi	d8	4	R	
Janelle Lugo	-d4	8	L	
Diana Rubin	-d4	5	L	
Rye Sanders	d4	7	R	
Daw Hickman	d4	10	R	
Felix Light	d4	10	R	

Williamsburg Ospreys

OWNER	ELIZABETH McCOLLUM
LAST YEAR	4 TH , 83-71
PENNANTS	13
BALLPARK	MOYNIHAN FIELD
MASCOT	OSSIE THE OSPREY
ALL STARS	CLYDE SHAUD, JR., LEE ANN STONE
TEAM SCORE	92

THE CLUB WITH THE GOLDEN ARMS BUYS TWO BATS

In her fifth year running the Ospreys, Elizabeth McCollum has proven herself one of the savviest owners in the circuit—adept not only at grooming talent, but at making the big trade when it counts. Williamsburg’s legendary rotation once again proved itself the class of the league last year, but a weak lineup kept them from making a serious push for the title. Enter Clyde “the Cannon” Shaud, Jr., and Lee Ann Stone.

Shaud is the fastest second baseman we’ve seen in a generation, and Stone may be the most talented outfielder to ever race across the famous expanse of Moynihan Field. (She can hit, too.) Some owners would be satisfied with fourth place, but not Elizabeth McCollum. Ain’t that grand?

STARTING LINEUP				
Clyde Shaud, Jr.	SS	32	S	S+
Ryan Fisk	RF	35	L	C+
Joe Vader	1B	29	R	
Lee Ann Stone	CF	28	R	D+
Russell H. Roe	3B	25	R	S+
Ron Plunk	C	23	L	
Jason Karp	2B	22	R	
Colin Garlick	LF	22	R	

BENCH				
Santiago Murillo	OF	17	R	
A.B. Tongier	OF	26	R	D+
Emi Rutherford	INF	23	R	
Bryan Massey	INF	17	S	
Nadia Moya	C	23	R	

STARTING PITCHERS				
Walter Birdsong	d12	14	R	
Danny Rogers	d12	10	R	
Greg English	d8	6	R	GB+
Malia Novak	d8	8	R	
Sadie Hartman	d4	6	L	ST+

BULLPEN				
Kelly Moynihan	d4	5	R	K+
Alice Dowdy	d4	7	R	
Jaimenacho Soto	-d4	8	R	
Rebekah Grier	d12	8	L	
Jadyn Nash	-d4	2	R	
J. Applegate	d4	8	L	
Bailey Bowen	d8	10	L	

Cooper River Chickadees

OWNER CDR ROY LESTER ALYRE,
USN, RET.

LAST YEAR 5TH, 78-75

PENNANTS 0

BALLPARK CRYSTAL CREEK PARK

MASCOT PEEP THE CHICK

ALL STARS IAN WHITE, C. PEARSON

TEAM SCORE 81

STARTING LINEUP

Keiron Peskett	CF	28	S	
Rogen Jemi	LF	27	S	C+ P-
Ian White	2B	27	R	P+
Alexandra Touart	RF	27	L	
Charles Pearson	1B	25	L	P+ S-
Piotr Zajkowski	3B	24	L	
Woogie Stabile	SS	21	S	
J.T. Foster	C	19	L	

COMMANDER AL LOOKS TO BUILD ON SHOCK SUCCESS

They called it the Wednesday Night Massacre. With one fell swoop, the eccentric Commander Al traded half the starting rotation and a fistful of prospects to bring in veteran infielders Ian White and Charles Pearson. The duo brought power, pomp and personality, but the fans stayed away out of spite until Cooper River did something no one expected. They started to win.

It started with sweeps of Charlottesville and Paducah just after the trade deadline. From there, the Chickadees were unstoppable, piling up a 37-15 streak that dragged them over the .500 mark for the first time since they joined the league. Nobody's popping champagne for a 78-75 finish, but at Cooper River, it's a huge step forward, and vindication for Commander Al.

BENCH

Oscar Fenton	OF	18	R	
Alyssa Mabry	OF	17	L	
Zanaseyr Nuo	INF	23	R	
Lindsey Lemon	INF	21	R	
Michael Adam	C	16	L	

STARTING PITCHERS

Joshua Thiede	d8	9	R	GB+
Cheyenne Karp	d8	9	L	
Victoria Iverson	d4	15	L	
Bud Weber	d4	6	L	
Tristan Draper	-d4	9	R	ST+

BULLPEN

Rob Zigenhagen	d8	10	L	
Arnie Touart	d8	8	R	
Filip Cervantes	d8	4	L	
Harlow Taylor	d4	2	R	
Jayden Cosby	d4	4	L	
Kylie Coe	d4	6	R	
Leo Norton	-d4	6	R	

Knoxville Grackles

OWNER	JOHN LONGSTREET
LAST YEAR	6 TH , 66-87
PENNANTS	24
BALLPARK	C.W. PARK
MASCOT	KING GRACKLE
ALL STARS	MICHAEL STAHL, CASEY MATTESON
TEAM SCORE	76

STARTING LINEUP				
Allen Millican	CF	30	L	S+
Denise Atkins	RF	31	R	P++
Scott Kent	2B	29	L	
Mac McClintock	SS	27	R	
Casey Matteson	LF	23	L	
Joseph English	1B	26	L	
Michael Stahl	3B	23	L	D+
Buford Fats	C	20	R	

DAMN GRACKLES!

Who weeps for the Grackles? The mountain men of East Tennessee have run roughshod over the Southern Circuit for generations, piling up more pennants than any other club, and always doing it according to the Grackle Way: hit him before he can hit you. They are pesky, vile and gruff, and when they have a year as rough as they did last season, every fan in the country cheers.

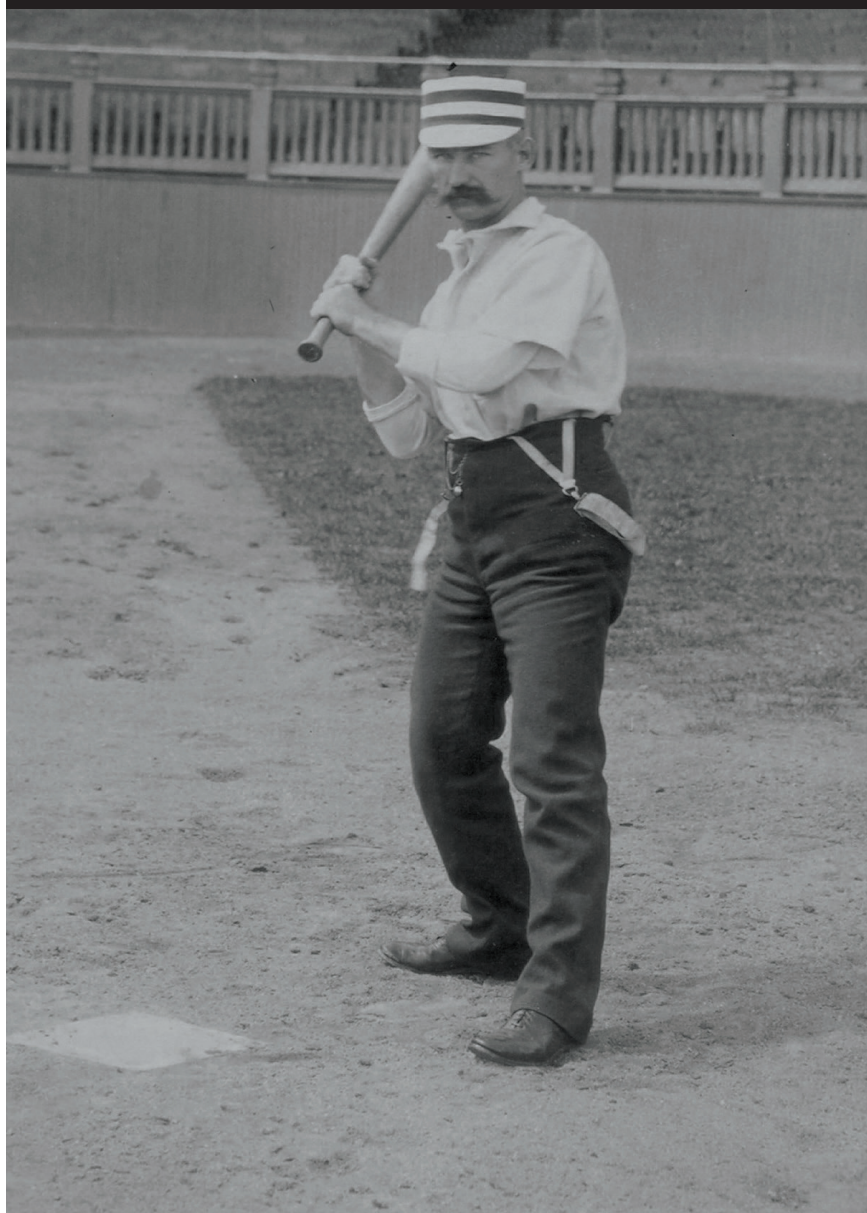
The rest of the Circuit shouldn't get too comfortable, though. One of the infuriating aspects of Grackledom is that they never stay down for long. Fierce young prospect Michael Stahl looks to be the centerpiece of a new Grackle core, while old timers like bruising veteran Casey Matteson, provide the glue. The Grackles throw hard, swing hard, and fight hard, and they love to hear you boo.

BENCH				
Inejiro Eda	OF	22	R	
Anya Lambert	OF	24	R	
Valmo Ghost	INF	19	R	D+
Lillian Varela	INF	25	L	
Abigail Purcell	C	20	R	

STARTING PITCHERS				
Kid Easton	d8	8	R	
Ry Matthews	d8	9	R	GB+
Sutton Ward	d4	7	R	
Chris Cobb	d4	3	L	
Susumu Maeda	-d4	12	L	

BULLPEN				
Saemon Fuwa	d4	8	R	
Jay Street	d12	13	R	K+
Kiley Jaramillo	-d4	9	R	
Maurice Moffett	-d4	14	R	
Dustin Floyd	d4	7	L	
Julie Sterling	d8	3	L	
Dakota Mooney	d4	9	R	

5. THE FIVE TOOL SYSTEM



THE FIVE TOOLS

For ages, baseball scouts have rated prospects from 20-80. For players who want more control over their players, *Deadball* offers the Five Tool System, which breaks pitchers and hitters into five stats and gives you the power to control them.

Use this system to create players at different points in their careers. Build a team of young, hungry rookies or slowly-fading veterans. Drop a minor leaguer into a major league lineup, and watch him get his skills up to speed—or sink into obscurity. The Five Tool System gives instructions for creating and maintaining these players. What you do with them is up to you.

Hitters and pitchers are broken down into five categories, each representing a facet of the game. In the spirit of the 20-80 scale, each of these statistics runs from 2-8, where 5 is average, 6 is good, 7 is great, and 8 is otherworldly. Low numbers earn Negative Traits, while high numbers earn Bonus Traits.

HITTERS

Power: Raw home run power.

2-3: P--

4: P-

5-6: Ordinary hitter

7: P+

8: P++

Average: The ability to hit for a high average.

2-3: C-

4-7: Ordinary hitter

8: C+

Eye: A talent for drawing walks.

2-3: C-

4-7: Ordinary hitter

8: C+

Speed: Speed and baserunning ability.

2-3: S-

4-7: Ordinary speed

8: S+

Defense: Skill with a glove.

2-3: D-

4-7: Ordinary defender

8: D+

Find the total of the hitter's stats to get his Batter Target.

PITCHERS

Fastball: Every pitcher's bread and butter. An 8 marks the player as K+.

Change Up: Your basic off-speed pitch. An 8 marks the player as CN+.

Breaking Ball: Slider, curve, knuckleball—your choice. An 8 marks the player as GB+.

Command: The ability to locate pitches. An 8 marks the player as ST+.

Batting: In *Deadball*, the pitcher swings the bat, dammit.

Find the average of a pitcher's four pitching statistics to get his Pitch Die. If the result is:

Between 7-8: d12

Between 6-7: d8

Between 5-6: d4

Between 4-5: -d4

Multiply the pitcher's batting score by 3 to get his Batter Target.

Why does defense contribute to a hitter's Batter Target? I like to think that the DEF skill includes intangible baseball knowledge, so that a savvy defender will also be better at beating out ground balls or getting favorable ball and strike calls from the ump. Also, it's tidier this way. And why does command contribute to stamina? Good command means fewer pitches thrown. Also, again, it's tidier. Don't ask questions.

CREATING PLAYERS & TEAMS

The player's level of experience determines the points you get to spend in character creation and his default age, shown in parenthesis.

AAA (20): 1d6+10 points

Rookie (24): 2d6+10 points

Veteran (28): 3d6+10 points

All Star (30): 4d6+10 points

Hall of Famer (32): 5d6+10 points

Choose the player's level, roll the dice, write down the result and let's start spending.

Each stat starts with 2 points. Increasing a stat costs 1 point per level up to level 5. After that, improvement gets more expensive. It costs 2 points to turn a 5 into a 6; 3 points to turn a 6 into a 7; and 4 points to turn a 7 into an 8.

By default, all players are right handed. It costs 1 point to be left handed and 3 to be a switch hitter.

You can spend 2 points to reduce your player's age by 1 year. Do this as many times as you like, to a minimum of 18. Increase the player's age and get 2 points back—you can do this up to three times, for a total of 6 points.

(If this is a bit confusing, don't fret—there's an example coming.)

To build a standard quality major league lineup, you get:

1 Hall of Famer

2 All Stars

4 Veterans

2 Rookies

That's 29 dice, or 3.2 per player.

For a full 25-player roster, you get:

2 Hall of Famer

4 All Stars

15 Veterans

4 Rookies

That's 79 dice, or 3.16 per player.

Deadball Stars: 5 Tool Version

NAME	POS.	BT	L/R	TRAITS	POW / FB	CON / CH	EYE / BB	SPD / COM	DEF / BT	AGE
Clyde "Cannon" Shaud, Jr.	SS	32	S	S+	7	6	5	8	6	32
Ian White	2B	27	R	P+	7	5	5	5	5	30
Lee Ann Stone	CF	28	R	D+	5	5	5	5	8	30
Philip McGrath	C	26	L	P+	7	4	4	4	7	26
Pete Dragasakis	RF	22	R	P++ S-	8	4	4	2	4	28
Charles Pearson	1B	25	L	P+ S-	7	6	5	2	5	28
Michael Stahl	3B	23	L	D+	4	4	4	3	8	28
Casey Matteson	LF	23	L		4	4	5	5	5	20
Jimmy Parker	P: d4	9	L	K+	8	4	4	4	3	28

NAME	POS.	BT	L/R	TRAITS	POW / FB	CON / CH	EYE / BB	SPD / COM	DEF / BT	AGE
Dutch Kreilich	2B	25	L	C+	2	8	5	5	5	30
Chris Frank	LF	24	R	C+	4	8	4	4	4	34
Adie Barnett	C	29	R	D+	5	6	5	5	8	32
Mark Wheeler	1B	29	R		6	6	6	5	6	28
Garret Myhan	3B	27	R	D+	4	7	4	4	8	30
Clint Wattenberg	LF	25	S	P+ C-	7	3	5	5	5	26
Hawkins "The Hawk" Entrekin	SS	23	L	C+	3	8	4	4	4	28
Terry Caniff	CF	24	L	D+ P-	3	4	4	5	8	24
JJ. Perkins	P: d8	6	L	K+	5	5	5	7	2	32

CREATING TWO PLAYERS

I'm going to use the Five Tool System to create two players: slow-footed slugger Fiona Sullivan, who came third in the Southern Circuit home run derby last season, and crafty junkballer Preston Franklin, who would have won the ERA title if an arm injury hadn't kept him just shy of qualifying.

For Fiona, a veteran, I roll 3d6, and get 12. To that I add 10, giving us 22 points to play with. Fiona's most important quality is her power, so I spend 12 points to bring her to an 8—that's 3 points to get her to 5; 2 points to get her to 6; 3 points to get her to 7, and 4 to bring her all the way to 8, and that coveted P++. This only leaves me 10 points for the rest of the categories. I give her 5s in Contact, Eye, and Defense, leaving her speed at 3, marking her as an S— one of the slowest players in the league.

FIONA SULLIVAN

Age	28
L/R	R
Power	8 (P++)
Contact	5
Eye	5
Speed	3 (S-)
Defense	5
BT	25

Today, she faces off against Preston Franklin, an All Star. I roll 4d6 for Preston, getting a 15, and add 10 to that to get 25 points. Preston's calling card is his ferocious curveball, so I start by spending 12 points to bring his breaking ball skill up to an 8, giving him a GB+ Bonus Trait. I spend 7 points to give him a 6 in Fastball, pairing a plus heater with his nasty curve, and spread the rest of the points around fairly evenly, sacrificing his bat in order to keep his change up and command respectable.

PRESTON FRANKLIN

Age	30
L/R	R
Fastball	6
Change Up	5
Breaking Ball	8 (GB+)
Command	6
Batting	2
Pitch Die	d8
Batter Target	6

I leave both Preston and Fiona at their default ages and leave both of them right handed.

MAKE THEM PLAY!

Because the Five Tool System generates Batting Targets and Pitch Dice just like the original player generation system, you can use Five Tool players just like ordinary play-

ers. But, if you have two lineups of Five Tool Players, you can use their statistics to play a deeper game.

When a Five Tool pitcher faces a Five Tool hitter, the pitcher chooses which pitch to throw. If you're playing single player, either assume the other pitcher chooses the pitch that gives him the best modifier or roll a d6 to choose a pitch randomly:

1-2: FB

3-4: CH

5-6: BB

The first three Batter and Pitcher statistics pair up. A Fastball challenges Power; a Change Up challenges Contact, and a Breaking Ball challenges Eye. Subtract the batter's score in his statistic from the pitcher's score in that pitch, and add the result to the Swing Score.

Every at bat still takes just one roll—it's assumed that the pitch chosen is chosen for the deciding pitch of the at bat, whatever that proves to be. Let's tune in to the game in progress to see how this plays out.

FIRST AT BAT

When Fiona comes to the plate in the first inning, Preston goes to his money pitch: the Breaking Ball (8), which faces off against Fiona's Eye skill (5). He subtracts her 5 from his 8, getting a modifier of 3 to add to her Swing Score.

From here, the game proceeds normally. Fiona's Batter Target is 25. Preston's Pitch Die, normally a d8, is bumped up to d12 because they are both right handed. Fiona rolls a 24 and Preston rolls a 5. The MSS is a 29, and Fiona should walk... except that the curveball adds 3 to the MSS, taking it to 32—a 2 on the out table, which for a G+ pitcher is a groundball to short. Fiona is out, 6-3.

SECOND AT BAT

A pitcher can't throw the same pitch every at bat, even if it is as strong as Preston's curveball. The more a batter sees it, the easier it gets to hit. After each at bat, no matter the outcome, record the pitch the batter saw in the corner of the box on the scorecard—either write FB/CH/BB or 1/2/3.

The next time that batter comes up, if the pitcher throws a pitch the batter has seen before, the batter gets a bonus: +1 if the pitch got her out before, +2 if she walked, and +3 if she got a hit.

When Fiona comes up in the fourth inning, and Preston throws his curveball a second time, we once again subtract Fiona's Eye skill (5+1, because she got out on the curveball before) from Preston's Breaking Ball skill (8), getting a result of 2. Let's see if that comes into play...

Fiona, still looking for a 25, rolls 14. Not bad! Preston rolls a 9, bringing the MSS to 23. Before, that 3-point modifier would have turned this hit into a walk, but the 2-point modifier brings Fiona to 25—a hit! She rolls a 20 on the Hit Table, a home run, and pumps her fist as she rounds first. This means that next time, Fiona will get a +4 bonus against Preston’s curveball—+1 for getting out the first time and +3 for getting a hit the second time. When she comes up again, maybe Preston will reach for the fastball.

WATCH THEM GROW

Baseball players are not static, and neither are Fiona and Preston.

As their careers progress, they will work hard to get better at certain skills. Once they pass their prime, time will ensure that other skills get worse. The Five Tool System replicate this process through a series of die rolls at the end of each season.

For each Five Tool player, at the end of each year:

1. Increase their age by 1
2. Increase their skills
3. If they are 30 or older, reduce their skills by aging

Increasing their age should be pretty straightforward. I’ll explain the next two steps one at a time.

INCREASE THEIR SKILLS

Each season, players get points to increase their skills, just as they did in character creation.

18-23: 6 points
24-28: 4 points
29-32: 2 points
33-36: 0 points
36: -1 points
37: -2 points
38: -3 points
Etc.

To that number, players add points collected for doing special things in games.

HITTERS

Going 4-4: 1 point
Hitting 3 home runs: 1 point
Stealing 3 bases: 1 point
Turning 2 hits into outs via DEF: 1 point
Walk-Off Hit: 1 point
Going 5-5: 2 points
Hitting 4 home runs: 2 points
Hitting for the cycle: 3 points

PITCHERS

10 strikeouts: 1 point
Complete game: 1 point
Striking out the side (relievers only): 1 point
Complete game shutout: 2 points
Hitting a home run: 2 points
No-hitter: 3 points
Perfect game: 4 points

These are only guidelines. If a player does something awesome in a game, particularly if it's something you've never seen before, give him a point or two. He'll need them.

If a player who started with negative points fails to reach positive points through in-game achievement, he enters the next phase with 0 points.

SPENDING THE POINTS

You spend the points just as you did during character generation, with one exception: it's harder to get 8s. Your first 8 costs 4 points, your second 5, your third 6, etc.

AGING

Age comes for us all, and it comes for baseball players faster. Once they turn 30, Five Tool players are in danger of having their skills reduced each season. To find out how many stats might be affected, roll a d6 on the following table, adding 1 to the roll for each year the player is over 35.

AGING MODIFIER TABLE	
1	0 stats
2	1 stat
3	1 stat
4	2 stats
5	2 stats
6+	3 stats

Take the result and roll that many times on the following table. For each roll, reduce the named statistic by 1.

AGING TABLE	
1	POW/FB
2	CON/CH
3	EYE/BB
4	SPD/COM
5	DEF/BAT
6	No effect!

This can get ugly in a hurry. Roll 1 three times and that blazing fastball turns into a league average straight pitch. Lose a couple more ticks and it's probably time to retire. Nobody said getting old was fair, y'all.

NOW WHAT?

So you made a couple of awesome, dynamic players! What do you do with them? Whatever you want!

Create a player in your own image and follow her career through league play, or build an entire team and play one on one against a friend who's done the same thing. As always, I only make the rules. How you follow them is up to you.

I think that's enough rules for today, don't you? It's time to quit reading about *Deadball* and start rolling some damn dice. Play ball!

Vital Tables

OUT TABLE	
0	(K)
1	(K)
2	(K)
3	(G-3)
4	(4-3)
5	(5-3)
6	(6-3)
7	(F-7)
8	(F-8)
9	(F-9)

ERA	PITCH DIE
0-.99	d20
1-1.99	d12
2-2.99	d8
3-3.49	d4
3.5-4	-d4
4-4.99	-d8
5-5.99	-d12
6-6.99	-d20
7-7.99	-20
8-8.99	-25

ADVANCED HIT TABLE	
1-2	Single+
3	Single, DEF (1B)
4	Single, DEF (2B)
5	Single, DEF (3B)
6	Single, DEF (SS)
7	Single, DEF (SS/2B*)
8-12	Single, runners adv. 2+
13	Double, DEF (LF)
14	Double, DEF (CF)
15	Double, DEF (RF)
16-17	Double, runners adv. 3
18	Triple, DEF (RF/CF**)+
19-20	Home Run

DEFENSE (D12)	
1-2	Error. Runners take an extra base.
3-9	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 (ROLL D8 TO STEAL SECOND, D8-1 TO STEAL THIRD)	
1-3	Runner is Out
4-8	Runner is Safe

BUNTING (ROLL D4)	
1-3	The lead runner advances, and the batter is out.
4	The lead runner is out. The batter reaches first.

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

*: If MSS is even, shortstop fields ball. If odd, second baseman fields ball.

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

ACKNOWLEDGEMENTS



Special thanks to Yvonne Reddick, Dash the Flash, Cissy and Will and Caldwell Akers.

Equally special thanks to Kate McConnell, Brandi Varnell, Sharon Pelletier, Michael Stahl, Brendan Spiegel, Noah Rosenberg, Sam Smith, Bryan Grosnick, Ted Berg, Justin Hargett, L.D. Paulson, Corey Lesser, Anne Marie Cruz, Daniel Garlick, Rogen Jemi, Alan Hampton, John Longstreet, Bob Ellis, Tony Graham, Travis K. Jansen, and Keith Higdon.

Knightly homage to Sir Guy the Bearkiller, Sir Chauncey the Wet, Sir Briant the Swift, Sir Pervis, Sir Morganor, Sir Garnish, Lady Aethel of Burcombe, Sir Corran, Sir Imogen, and Sir Ubert. See you on the field.

DEADBALL LIVES ONLINE

*Visit wmlmakers.net/deadball to
download free Deadball scorecards, player
tokens, stat-tracking spreadsheets, dynamic
Southern Circuit rosters, player generators
and all sorts of other good stuff.*

*Buy the game and its supplements at
drivethrurpg.com.*

*Find Deadball on BoardGameGeek.com to
post game recaps, share house rules and talk
to other players about the game.*

“Breezy fun....[*Deadball*] captures the spirit and feel of the sport.”

—*Baseball Prospectus*

DEADBALL

Baseball With Dice

Deadball is a lightning-fast game for one or two players that uses real stats to bring the ballpark to your tabletop. In fifteen minutes, play a game between present-day, historical or imaginary teams, using an elegant system that's perfect for die-hards and casual fans alike.

This book contains basic rules for ultra-simple play, advanced rules for added depth, and guidelines for creating and running your own fictional league. It includes detailed rosters for the legendary Southern Circuit, and the revolutionary Five Tool System for creating and developing new players. It's baseball at its rawest, in the palm of your hand.

For dead of winter, for dead of night, for when your team is dead in the water, *Deadball* is there.