

DEADBALL: BASEBALL WITH DICE

W.M. AKERS

QUICK REFERENCE

wmakers.net/deadball

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

SWING RESULT TABLE (D100+PD)	
0 - 5	Critical hit
6 - BT	Ordinary hit
BT+1 - BT+5	Walk
BT+6 - 70	Productive out
71 - 99	Possible double play

ERA	PITCH DIE	OUT TABLE	
0-.99	d20	0	(K)
1-1.99	d12	1	(K)
2-2.99	d8	2	(K)
3-3.49	d4	3	(G-3)
3.5-4	-d4	4	(4-3)
4-4.99	-d8	5	(5-3)
5-5.99	-d12	6	(6-3)
6-6.99	-d20	7	(F-7)
7-7.99	-20	8	(F-8)
8-8.99	-25	9	(F-9)

ADVANCED HIT TABLE (D20)	
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.

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

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 (D8 TO STEAL SECOND, D8-1 TO STEAL THIRD)	
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 reach safely

BASEBALL FEELINGS	
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! Have you ever even seen a baseball game? The crying's the best part! Gimme a hug, slugger, and let's cry it out.

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 runs
For every inning pitched past six innings

RELIEVERS DROP A PITCH DIE LEVEL
For every run allowed
If they pitch more than one inning

PITCHERS GAIN A LEVEL IF THEY
Strike out the side
Go three straight innings without allowing a run
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.

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 to its starting level.

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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.
Can bunt for a hit. When bunting, treat a roll of 1 as "Single, DEF (3B)."
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, increase the starting pitcher's PD level by 1, with a maximum of d12
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
Bunt successfully only on rolls of 1-2
Can't hit sac flies
Can be shifted against

SLOW RUNNERS (S-)

Double on HT rolls of 18
Subtract 3 from every stolen base roll
Are easier to double up. In a double play situation, any ball in the infield is a double play—regardless of the MSS

POOR DEFENDERS (D-)

Subtract 1 from all DEF rolls
If a catcher, reduce every pitcher's PD level by 1
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 3 on the Out Table is a strikeout

GROUND BALL MACHINE (GB+)

Add 1 to every MSS
A result of 2 on the Out Table is a ground ball to shortstop (6-3)

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 seventh, not the sixth

DEFENSIVE ALIGNMENTS

INFIELD IN, AFFECTS HT ROLLS OF:

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, AFFECTS HT ROLLS OF:

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

INFIELD SHIFT, AFFECTS HT ROLLS OF:

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