

DEADBALL: BASEBALL WITH DICE

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QUICK START GUIDE

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Deadball is a fast, 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.

Deadball uses stats that every fan knows and understands, like batting average and ERA, allowing new players to pick it up in minutes. Because the game is based on real stats, you can play as any team you want. Replay classic seasons. Pit the all-stars of today against the legends of history. Any match-up you imagine, *Deadball* will make real.

GETTING STARTED

Write a lineup on the scorecard on the back of this sheet. Next to each name, write the player's position and his Batting Target—the first two digits of his batting average. Find the pitcher's ERA on the Pitch Dice table and write down what it says. That's the Pitch Die.

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

For each at bat, the batter rolls a d100 (that's two 10-sided dice). The pitcher rolls his Pitch Die, and adds the result to what the batter rolled. We call that the Modified Swing Score (MSS).

If the MSS is equal to or less than the Batter Target, it's a hit. If 1-5 points higher, it's a walk. If it's more than 5 points higher, the batter is out.

If the batter is out, find the final digit of the MSS on the Out Table. Write the result (the part in parenthesis) in the box on the scorecard next to the batter's name. Move down a row for the next batter, and over a column for the next inning. When the game is finished, you'll have a complete record of what happened!

OUT TABLE	
0	Strikeout (K)
1	Strikeout (K)
2	Strikeout (K)
3	1st Base (G-3)
4	2nd Base (4-3)
5	3rd Base (5-3)
6	Shortstop (6-3)
7	Left Field (F-7)
8	Center Field (F-8)
9	Right Field (F-9)

Hopefully, once in a while, somebody will get a hit. When that happens, roll a d20, and find the result on 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

On a roll that calls for DEF, the defense has a chance to take away the hit. Roll a d12 on this table:

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.

If the batter is out, write DEF. When a player gets on base, draw the first leg of a diamond to show his trip to first base. 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.

You hit the ball, you throw the ball, you catch the ball. After nine innings, the team with the most runs wins!

BUT I WANT MORE!

There's way more to baseball, and there's way more to *Deadball*, too. The rulebook explains productive outs, double plays, stolen bases, and pitcher fatigue. The advanced rules contain everything from defensive shifts and player personalities to pitch outs, bunting for a hit, triple plays, and stealing home.

The rulebook lets you create players and teams on the fly, or generate whole leagues, playing season after season, simulating trades, injuries, rising prospects and fading stars. It includes complete rosters for the Southern Circuit, a fictional eight team league, and the revolutionary Five Tool System for creating dynamic new players.

Play by yourself, or with a friend. Play a series, a season, a career. A game of *Deadball* takes fifteen or twenty minutes. It's not baseball, but it ain't bad.

Visit wmakers.net/Deadball for more!

