

DEADBALL

MODERN ERA QUICK REFERENCE

SWING RESULT TABLE

<i>MSS</i>	<i>Event</i>	<i>Result</i>
1	Oddity	Roll 2d10 on Oddities Table.
2-5	Critical Hit	Roll d20 on Hit Table. Increase hit by one level—single to double, double to triple, etc.
6 - BT	Ordinary Hit	Roll d20 on Hit Table.
BT+1 - OBT	Walk	Batter advances to first.
OBT+1 - OBT+5	Possible Error	Roll d12 on Defense Table for fielder making the play.
OBT+6 - 49	Productive Out	On a ball in the outfield or to the right of the infield, runners at second and third advance. On a ball anywhere in the infield, a runner at first advances to second and the batter is out.
50 - 69	Productive Out	On a ball in outfield or to the right of infield, runners at second and third advance. On a ball anywhere in the infield, a runner at first is out and the batter is safe at first on a fielder's choice.
70+	Out	Runners at second and third cannot advance on fly ball. On a ball anywhere in the infield, both the runner at first and the batter are out.
99	Oddity	Roll 2d10 on Oddities Table.
100+	Out	Runners cannot advance on fly ball. Possible triple play.

HIT TABLE (D20)

1-2	Single
3	Single, DEF (1B)
4	Single, DEF (2B)
5	Single, DEF (3B)
6	Single, DEF (SS)
7-9	Single
10-14	Single, runners adv. 2
15	Double, DEF (LF)
16	Double, DEF (CF)
17	Double, DEF (RF)
18	Double, runners adv. 3
19-20	Home Run

OUT TABLE

<i>Last Digit of MSS</i>	<i>Result</i>	<i>You Write</i>
0	Strikeout	(K)
1	Strikeout	(K)
2	Strikeout	(K)
3	Groundball to 1B	(G-3)
4	Groundball to 2B	(4-3)
5	Groundball to 3B	(5-3)
6	Groundball to SS	(6-3)
7	Pop-up to LF	(F-7)
8	Pop-up to CF	(F-8)
9	Pop-up to RF	(F-9)

BUNTING (D6)

<i>Roll</i>	<i>Situation</i>	<i>Result</i>
1-2	All batters	Lead runner out, batter safe
3	Lead runner at 1st or 2nd	Lead runner advances, batter out
	Lead runner at 3rd	Lead runner out, batter safe
4-5	All batters	Lead runner advances, batter out
6	S+ hitter batting	Single, DEF (3B)
	All other batters	Lead runner advances, batter out

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

DEFENSE (D12)

1-2	Error. Runners take an extra base.
3-9	No change
10-11	Double turns into a single, runners advance 2.
12	Hit turned into out. Runners hold.

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 four runs
For every inning pitched past six innings

After the 7th inning, if a starting pitcher allows a run, reduce their Pitch Die to d4.

RELIEVERS DROP A PITCH DIE LEVEL

For every run allowed
If they pitch more than one inning

PITCHERS GAIN A LEVEL IF THEY

Go three innings without allowing a run
Strike out every batter faced in an inning
Escape a bases-loaded, no-out jam

POSITIONS

1	Pitcher
2	Catcher
3	First Base
4	Second Base
5	Third Base
6	Shortstop
7	Left Field
8	Center Field
9	Right Field

PITCH DIE

d20
d12
d8
d4
-d4
-d8
-d12
-d20
-20
-25

DEADBALL

ANCIENT ERA QUICK REFERENCE

SWING RESULT TABLE

MSS	Event	Result
1	Oddity	Roll 2d10 on Oddities Table.
2-5	Critical Hit	Roll d20 on Hit Table. Increase hit by one level—single to double, double to triple, etc.
6 - BT	Ordinary Hit	Roll d20 on Hit Table.
BT+1 - OBT	Walk	Batter advances to first.
OBT+1 - OBT+5	Possible Error	Roll d12 on Defense Table for fielder making the play.
OBT+6 - 49	Productive Out	On a ball in the outfield or to the right of the infield, runners at second and third advance. On a ball anywhere in the infield, a runner at first advances to second and the batter is out.
50 - 69	Productive Out	On a ball in outfield or to the right of infield, runners at second and third advance. On a ball anywhere in the infield, a runner at first is out and the batter is safe at first on a fielder's choice.
70+	Out	Runners at second and third cannot advance on fly ball. On a ball anywhere in the infield, both the runner at first and the batter are out.
99	Oddity	Roll 2d10 on Oddities Table.
100+	Out	Runners cannot advance on fly ball. Possible triple play.

HIT TABLE (D20)

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

*: If MSS is even, RF fields ball. If odd, CF.

OUT TABLE

Last Digit of MSS	Result	You Write
0	Strikeout	K
1	Groundball to P	1-3
2	Groundball to SS	6-3
3	Groundball to 1B	G-3
4	Groundball to 2B	4-3
5	Groundball to 3B	5-3
6	Groundball to SS	6-3
7	Pop-up to LF	F-7
8	Pop-up to CF	F-8
9	Pop-up to RF	F-9

BUNTING (D6)

Roll	Situation	Result
1	All batters	Lead runner out, batter safe
2	Lead runner at 1st or 2nd	Lead runner advances, batter out
	Lead runner at 3rd	Lead runner out, batter safe
3-4	All batters	Lead runner advances, batter out
5	S+ hitter batting	Single, DEF (3B)
	All other batters	Lead runner advances, batter out
6	Position player batting	Single, DEF (3B)
	Pitcher batting	Lead runner advances, batter out

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

POSITIONS

1	Pitcher
2	Catcher
3	First Base
4	Second Base
5	Third Base
6	Shortstop
7	Left Field
8	Center Field
9	Right Field

PITCH DIE

d20
d12
d8
d6
d4
No Dice!
-d4
-d6
-d8
-d12

DEFENSE (D12)

1-3	Error. Runners advance.
4-9	No change.
10-11	Hit goes down a level.
12	Hit turned into out.

PITCHER FATIGUE

PITCHERS DROP A PITCH DIE LEVEL

For every run allowed in excess of 1

For every inning pitched past 7 innings

After the 8th inning, if a starting pitcher allows a run, reduce their Pitch Die to d4.

PITCHERS GAIN A LEVEL IF THEY

Strike out two batters in an inning

Complete three perfect innings

Escape a bases-loaded, no-out jam

DARKNESS (D6 IN 11TH INNING, D6+1 IN 12TH, ETC.)

1-5	Game continues.
6	Game ends in tie.

DEADBALL

ALL ERAS QUICK REFERENCE

ODDITIES (2D10)

Result	Oddity	Effect
2	Fan Interference	Even PD: Home run overturned. Batter out. Odd PD: Fan catches a sure out. At-bat continues.
3	Animal On Field	Roll d4. 1: Seagull steals pitcher's hat. Reduce PD by 1 for this inning. 2: Raccoon bites fielder who completed most recent out. Treat fielder as D- for rest of game. 3: Black cat spooks home team. Reduce BT/OBT by 5 for one inning. 4: Streaker inspires crowd. Increase home pitcher's PD by 1.
4	Rain Delay	Delay lasts d100*2 minutes.
5	Fielder Appears Injured	Roll on injury table for fielder who made last out.
6	Pitcher Appears Injured	Roll on injury table for pitcher.
7	TOOTBLAN	Lead runner thrown out on the basepaths like a nin-compoop. If no runner on base, batter tagged out.
8	Pick-Off	Runner at first picked off. If no runner at first, treat catcher as D+ for next stolen base attempt.
9	Call Blown at First	If PD is even, batter is wrongly called safe. If PD is odd, batter wrongly called out. Disregard if game takes place in an era that employs video replay.
10	Call Blown at Home Plate	If PD is even, batter draws a walk on a pitch that should have been a strike. If PD is odd, batter called out on a pitch that should have been a ball.
11	Hit by Pitch	Batter goes to first.
12	Wild Pitch	All runners advance one base.
13	Pitcher Distracted	Add 1 to any stolen base attempt for this at-bat.
14	Dropped Third Strike	Roll d8 for stolen base. If roll is successful, batter reaches first.
15	Passed Ball	All runners advance one base.
16	Current Batter Appears Injured	Roll on injury table for current batter.
17	Previous Batter Appears Injured	Roll on injury table for previous batter.
18	Pitcher Error	Batter reaches first. All runners advance one base.
19	Balk	All runners advance one base.
20	Catcher Interference	Batter goes to first.

BONUS TRAITS

Symbol	Trait	Effect
P+	Power Hitter	+1 when rolling on Hit Table.
P++	Elite Power Hitter	+2 when rolling on Hit Table.
C+	Contact Hitter	On HT rolls of 1-2, doubles. Runners advance 2. No DEF. +1 when rolling to bunt. +10 to BT/OBT when rolling for the Hit & Run play.
S+	Speedy Runner	On HT roll of 1, doubles. Runners advance 2. No DEF On HT roll of 2, batter triples. No DEF. +1 when rolling to steal a base. Can attempt to steal home from third base. Roll d8. On a roll of 8, Speedy Runner steals home.
D+	Great Defender	+1 when rolling for DEF. If a catcher, -1 to all opposing stolen base rolls.
T+	Tough Player	When rolling on Injury Table, may reroll dice one time. Aging roll modifier never goes below -3.
P-	Weak Hitter	-1 when rolling on Hit Table.
P--	Extra Weak Hitter	-2 when rolling on Hit Table.
C-	Free Swinger	-3 to BT/OBT when batting with runners on 2nd or 3rd base. -1 when rolling to bunt. No bonus to BT/OBT when rolling for the Hit & Run play.
S-	Slow Runner	-2 when rolling to steal.
D-	Poor Defender	-1 when rolling for DEF. If a catcher, +1 to all opposing stolen base rolls.
K+	Strikeout Artist	-1 to opposing batter's BT. OBT is not affected. Records a strikeout (K) on Out Table results of 3.
GB+	Groundball Machine	Records a ground ball to shortstop (6-3) on out table results of 2. In this instance, if there is a runner on first, a double play is automatic. Increases Pitch Die one level (d20 max) with bases loaded.
CN+	Control Pitcher	-2 to opposing batter's OBT. BT is not affected.
ST+	Great Stamina	Waits one additional inning before losing levels on their Pitch Die due to fatigue.
CN-	Wild	+3 to opposing batter's OBT.

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SCOREKEEPING EXAMPLES

	Batter Singled
	Batter Doubled
	Batter Tripled
	Batter Hit a Home Run
	Batter Doubled and Later Scored
	Batter Reached First On an Error By the Shortstop
	Batter Reached First Base on a Fielder's Choice
4-6-3	Double Play: Second to Short to First
K	Strikeout
	Caught Stealing
G-3	Grounder to First
4-3	Grounder to Second
5-3	Grounder to Third
6-3	Grounder to Short
F-7	Pop-Up to Left
F-8	Pop-Up to Center
F-9	Pop-Up to Right



Batting Result	Steal Result	Hit & Run Result
Hit	Success	Runners at 1st and 3rd
	Failure	Runners at 1st and 2nd
Pop Up or Strikeout	Success	Batter out, runner stays at 1st
	Failure	Double play
Groundball	Success	Batter out, runner reaches 2nd
	Failure	Double play

INJURIES

INJURY TABLE (ROLL D100)

1	Catastrophic. Player out for season. Roll on catastrophic injury table.
2-5	Major. Player out for 2d20 games.
6-10	Minor. Player out for d8 games.
11-75	Superficial. Player plays with BT reduced by 5 or PD reduced by 1 for d6 games. Bonus traits are nullified.
76-100	Player is unhurt

CATASTROPHIC INJURY TABLE (ROLL D6)

1	Modern: Player retires. Ancient, batters and pitchers, head injuries only: Player dies.
2-6	Permanently reduce BT by d10 or PD by 1.