

DEADBALL: YEAR II

QUICK REFERENCE

THE BASICS

SEQUENCE OF PLAY

1. Roll MSS (d100+PD)
2. Find MSS on Swing Result Table
3. Roll on Hit Table (If Necessary)
4. Roll for DEF (If Necessary)
5. Record the Result

SWING RESULT TABLE (D100 + PITCH DIE)	
MSS	Result
1 - 5	Critical hit
6 - BT	Ordinary hit
BT+1 - OBT	Walk
OBT+1 - OBT+5	Possible error. Roll for DEF.
OBT+6 - 49	An out, possibly a productive out. In a double play situation, runner at first advances and batter is out.
50 - 69	An out, possibly a productive out. In a double play situation, the runner at first is out and the batter is safe at first.
70+	An out. In a double play situation, both runners are out.

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.

JUICED BALL 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
10-13	Single, runners adv. 2*
14	Double, DEF (LF)
15	Double, DEF (CF)
16	Double, DEF (RF)
17	Double, runners adv. 3
18-20	Home Run

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

OUT TABLE		
Last Digit of MSS	Result	You Write
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 (D4)

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

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

ERA	P.D.	POSITIONS	
0-.99	d20	1	Pitcher
1-1.99	d12	2	Catcher
2-2.99	d8	3	First Base
3-3.49	d4	4	Second Base
3.5-3.99	-d4	5	Third Base
4-4.99	-d8	6	Shortstop
5-5.99	-d12	7	Left Field
6-6.99	-d20	8	Center Field
7-7.99	-20	9	Right Field
8-8.99	-25		

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

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 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 she 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.

If a relief pitcher has pitched two days in a row, or threw two innings the day before, reduce his Pitch Die by one level. If he has pitched three days in a row, he is unavailable, and requires a day off before he can pitch again.

To use a relief pitcher in long relief, reduce her pitch die to -d4 and apply fatigue as though she is a starting pitcher.

DEADBALL: YEAR II

QUICK REFERENCE

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, subtract 1 from all stolen base rolls
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.

PITCHER TRAITS

STRIKEOUT ARTIST (K+)
Add 1 to every MSS
A result of 3 on the Out Table is a strikeout

GROUNDBALL 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+)
Subtract 4 points from opposing batters' OBT

GREAT STAMINA (ST+)
Begin losing levels on their Pitch Die for every inning pitched past the seventh, not the sixth

NEGATIVE TRAITS

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, add 1 to all stolen base rolls
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

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.

DEADBALL: YEAR II

QUICK REFERENCE

PLAYING DIRTY

HEADHUNTING (ROLL D20)	
1-5	Pitch hits batter. Batting team gets +5 to next Headhunting roll.
6-7	Pitch hits batter. Batter injured. Pitcher ejected.
8-9	Pitch misses batter. Roll for Brawl.
10-12	Pitch misses, enraging batter. Complete at-bat with BT/OBT+10
13-18	Pitch misses, intimidating batter. Complete at-bat with BT/OBT-10
19-20	Pitch hits batter, and pitcher feels tough. Increase PD by 1 for 1 inning.

TAKE-OUT SLIDES (ROLL D8)	
1	Double play successful. Runner ejected. Fielder injured.
2-3	Double play successful. Fielding team, enraged, gets +5 to next headhunting roll.
4-6	Batter safe at first. Fielding team, enraged, gets +5 to next headhunting roll.
7-8	Batter safe at first. Fielders intimidated. Runners get +1 to stolen base rolls this inning.

SHOWING OFF (ROLL D6)	
1-4	Opponents, enraged, get +5 to next headhunting roll.
5-6	Show-off player gets +10 to BT/OBT during next at-bat.

BRAWL (ROLL D20)	
1	Both teams suffer injuries. Roll d8 for each team; that player in their batting order is injured.
2	Home team suffers injury. Roll d8; that player in the batting order is injured.
3	Away team suffers injury. Roll d8; that player in the batting order is injured.
4	Roll d8 for each team; those players in the batting order are ejected.
5-6	Roll d8 for home team; that player in the batting order is ejected.
7-8	Roll d8 for away team; that player in the batting order is ejected.
9-11	Home team, enraged, gets +5 to next headhunting roll.
12-14	Away team, enraged, gets +5 to next headhunting roll.
15-16	Home pitcher, fired up, increases PD one level for next inning.
17-18	Away pitcher, fired up, increases PD one level for next inning.
19-20	Catharsis. No dirty play permitted for rest of game.

INJURIES

DETERMINE INJURED PLAYER (ROLL D4)	
1	Pitcher
2	Fielder who began most recent out
3	Current batter
4	Previous batter

INJURY LOCATION (ROLL D20)	
1	Head
2-5	Shoulder
6-9	Elbow
10	Forearm
11	Wrist
12	Hand
13-14	Back
15	Oblique
16	Hip
17	Hamstring
18	Knee
19	Ankle
20	Foot

INJURY TABLE (ROLL D100)	
1	Catastrophic injury. Player is out for season and suffers permanent effects. Roll on catastrophic injury table.
2-5	Major injury. Player is unavailable for 2d20 games.
6-10	Minor injury. Player is unavailable for d8 games.
11-75	Superficial injury. 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.