

DEADBALL



W.M. AKERS

DEADBALL

Baseball With Dice

SECOND EDITION

W.M. AKERS

I had nothing today. My whole body—I had nothing. It was awful. It was a waste of a day.

John Maine

Even on the worst days, lord—that in-field was heaven on earth.

Juice Manky

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For scorecards and other free supplements, visit wmakers.net/Deadball

CONTENTS

1. GETTING STARTED 7

| | |
|-------------------------|----|
| Introduction | 8 |
| Welcome to Year V | 10 |
| What Is Baseball? | 12 |
| Keeping Score | 14 |
| Your First Inning..... | 18 |

2. THE RULES 21

| | |
|-----------------------------|----|
| The Players | 22 |
| The At-Bat | 26 |
| Baserunning | 31 |
| Pitching | 34 |
| Season Play | 38 |
| Miscellany | 42 |
| Three Innings of Play | 48 |
| The Ancient Era | 50 |

3. CREATING PLAYERS 55

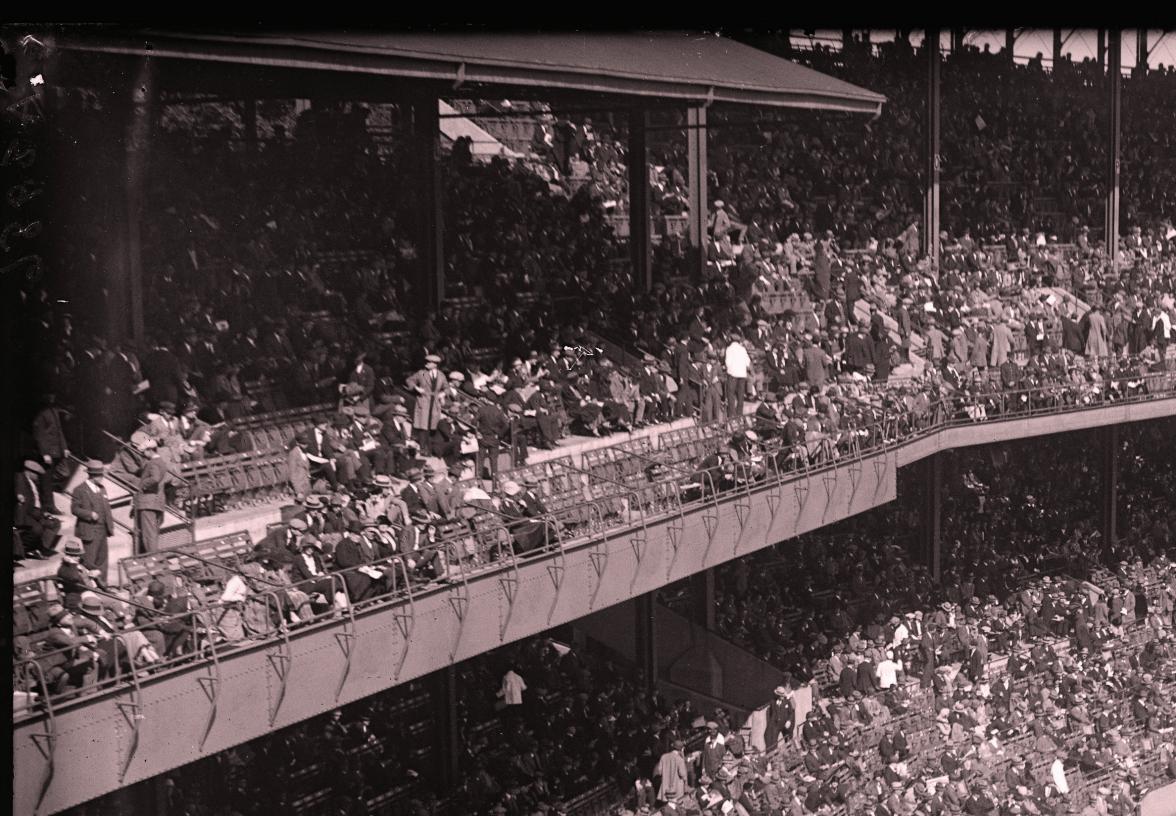
| | |
|-------------------------|----|
| Fictional Players | 56 |
| Real Players..... | 59 |

4. SOUTHERN CIRCUIT 2022 63

| | |
|--------------------------------------|----|
| 2020-2021 Recap: The Lost Year | 64 |
| Nine Game Pennant 2022..... | 82 |

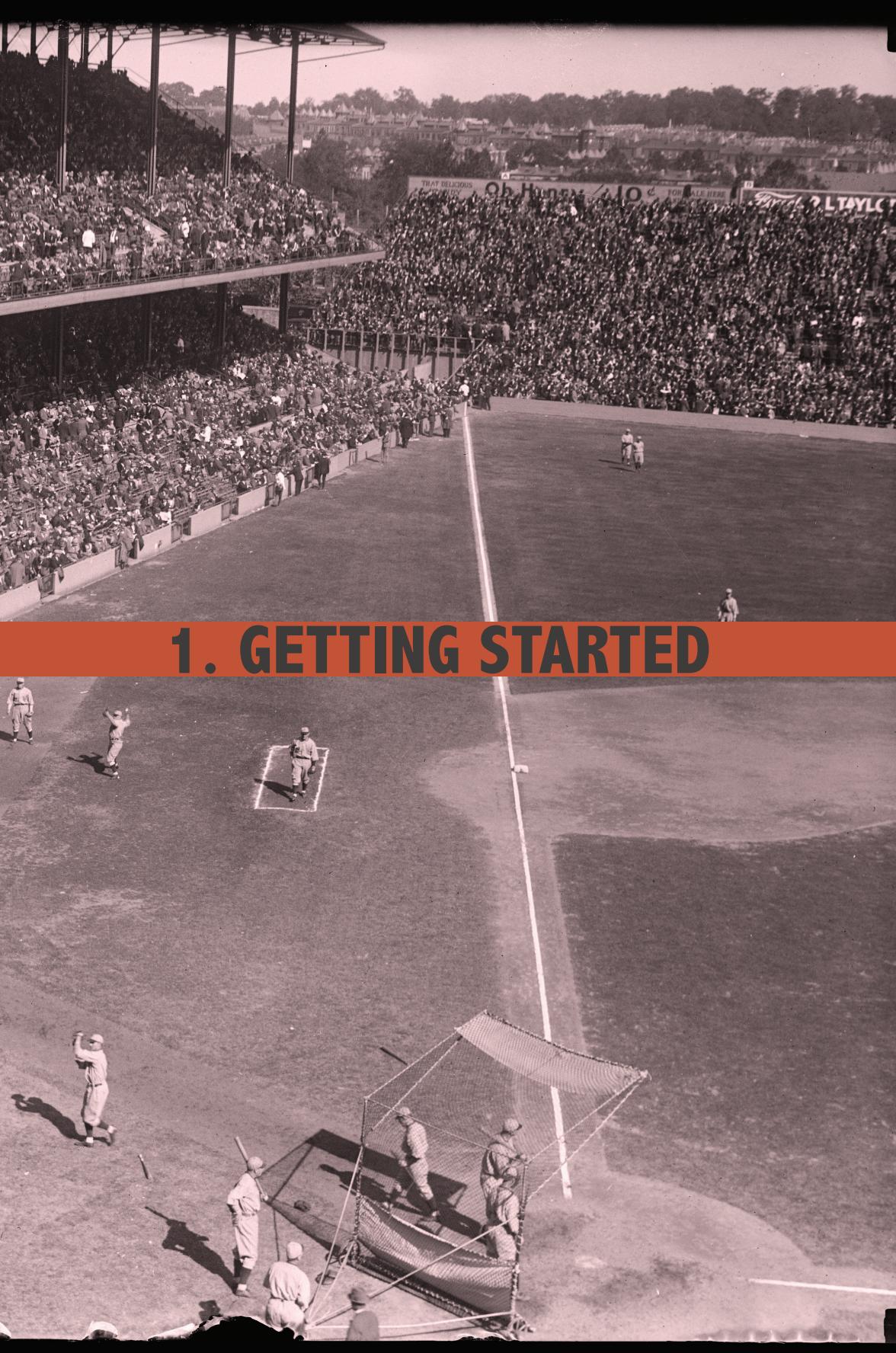
5. SOUTHERN CIRCUIT 1913 85

| | |
|---------------------------------------|-----|
| 1912 Recap: Alfrey's Last Stand | 86 |
| Nine Game Pennant 1913..... | 104 |
| Ring of Honor | 106 |
| Image Sources | 110 |
| Glossary..... | 111 |
| Vital Tables | 112 |



Batting practice at Radioactive Field, home of the champion Paducah Red Birds (pg. 66).





1. GETTING STARTED

Introduction

Baseball is more than MLB.

Although the American major leagues may represent the game's pinnacle, the game extends far beyond those 30 teams. It thrives on foreign ballparks, sandlot diamonds, and high school fields. It persists in history books and Hollywood films, in highlight reels and video games. It lives in the stories we tell each other about games we've seen, in the smudged pages of our scorebooks, in our memories and our hearts.

It lives in *Deadball*, too.

I created this game in 2017 as a way of recreating the joy of a day at the ballpark. I wanted something simple and fast, but with enough detail that when I looked back over my scoresheet after the final out, I felt like it had all been real. I still can't believe how well it worked.

Since then, thousands of games of *Deadball* have been played. Pennants have been won and lost. Dynasties have risen and crumbled to dust. Imaginary players have been given life, while historical stars have been welcomed into games they could never have imagined playing when they were alive. And all of it has felt like the game.

Why?

It's about more than the dice or the tables or the minutiae of the rules. If *Deadball* works it's because of something fundamental in the sport.

In its fans.

In you.

The best version of baseball is the one that exists in your head. When you listen to the game on the radio or follow the action on your phone, you're seeing something better than the action on the field. You're watching it in your mind, where every catch is a miracle, where every home run is mammoth, where every play is decided by an inch or less. It's that version of the game that *Deadball* lets loose.

In this book, the second edition of the game's core rulebook, which replaces both the original *Deadball: Baseball With Dice* and *Deadball: 1909*, I've tried to make it easier than ever for you to express the game as it exists in your head. The rules are clearer than ever before, the game easier to learn and share. I've resolved inconsistencies and filled cracks, but I've resisted the urge to fill them all.

In the introduction to the game's first rulebook, I wrote, "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."

I still believe that's the best way to approach this or any other game. *Deadball* is a framework—one that, I hope, I have built well. The magic will come from you.

Welcome to Year V

This is the second edition of *Deadball: Baseball With Dice*, a dice-based game for one or two players that uses real statistics to simulate a baseball game between teams from history, modern day, or your own imagination. To play, you will need:

- Copies of the digital supplements included with this game, which are also available at wmakers.net/deadball
- A pen or pencil
- A dice-rolling app or standard set of roleplaying dice, including a d4, d6, d8, d12, d20 and d100
- Love for baseball
- About 30 minutes

THE DICE

For the uninitiated, a d4 is a four-sided die. When the rules ask you to roll d4, or d6, or d8, roll the die with four sides, or six, or eight. “Roll 2d6” means “roll two six-sided dice,” while “roll 2d6+1” means “roll two six sided dice and add 1 to the result.”

In *Deadball*, the most important die is the d100, which is actually two 10-sided dice rolled together to produce a two-digit number between 1 and 100. Usually one die 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, the result is 43. If one says 00 and the other says 9, the result is 9. If one says 00 and the other says 0, the result is 100. If you are asked to roll d10, just roll the die with the single digits and count a result of 0 as 10.

You can get a complete set of these dice for a few dollars online

or at your local game store. Just search for “RPG dice” or “Polyhedral dice” and buy any seven die set that suits you. You can also download a dice rolling app for your phone, or simply type “Google Dice” into Google and roll them there. I believe real dice are a good investment, because there are literally thousands of games you can play with them.

WHAT'S IN THE BOOK?

In this chapter, new players will find primers to baseball, its scorekeeping, and the fundamentals of *Deadball*. Experienced players may dive right into Chapter 2, which lays out the complete rules for the Modern Era—that is, after 1920—and the Ancient Era that preceded it. Chapter 3 lays out the rules for creating teams, whether the players are drawn from real life or created by the magic of the dice, while Chapters 4 and 5 continue the saga of the Southern Circuit, a fictional league studded with heroes, villains, artists and buffoons—all of them larger than life.

As you read, remember that—like baseball—*Deadball* is a game whose rules are meant to be tweaked, bent, and occasionally outright broken. Use this book to build your own baseball universe, and you will find that time never passed so sweetly.

What Is Baseball?

Two teams of nine meet on a dirt diamond. They take turns attempting to hit a ball with a wooden bat. If after hitting the ball, the batter can run to the diamond's corners—first base, second base, third base, and back to home plate—they score a run. The other team tries to stop them.

Play begins when the pitcher throws the ball toward a space above home plate called the strike zone. Pitches thrown through this zone are strikes. Pitches thrown outside are balls. Strikes are also called on any pitch at which the batter swings without making contact, or on pitches hit foul—that is, outside the field of play. If three strikes are recorded, the batter strikes out, ending their at-bat. If four balls are thrown, the batter goes to first for free on a walk.

If the ball is batted fair—that is, within the field of play—the game's action shifts from the strike zone to the infield and outfield. As the batter runs to first, the fielding players, who occupy the positions shown opposite, attempt to catch the ball before it lands. If they do, the batter is out. If they fail, they may still prevent the batter from reaching first by throwing the ball to a teammate near first base—usually the first baseman. If that teammate is able to tag the batter with the ball or step on first base before the batter reaches it, the batter is out.

If the batter reaches first safely, they have recorded a hit. If that hit takes them only as far as first, it is a single. If second, a double. If third, a triple. If they are able to complete an entire tour of the bases with a single hit—perhaps by knocking the ball past the outer reaches of the outfield—it is a home run. If the batter reaches safely because of a fielder's mistake—dropping a fly ball, say, or

throwing past a teammate's outstretched glove—this is an error, not a hit, and is counted against the fielder.

Runners on the bases may continue their journey to home plate in a number of ways. Perhaps the next batter records a hit of their own, allowing the runners to risk being thrown or tagged out in order to move up one base or more. Perhaps a runner attempts to steal a base—risking an out to sprint ahead as the pitch is being thrown. Perhaps they move along on a sacrifice bunt—a play in which the batter taps the ball lightly, accepting an easy out that their teammates may advance—or a sacrifice fly—holding at the base until the ball is caught and then running like mad for the next safe harbor.

Life on the basepaths is dangerous. A slowly-hit ball or a baserunning mistake may result in more than one runner being called out. Double plays, in which two runners are out at the same time, are common. Triple plays, in which three are out at once, are rare. If a team fails to turn a double play quickly enough, nabbing the lead runner but allowing the batter to reach first, this is called a fielder's choice.

The game is divided into innings. In the top of an inning, the away team bats and the home team fields until three outs are recorded. In the bottom of the inning, the positions are reversed. After nine innings, the team who has scored the most runs is victorious. If the game is tied after nine innings, extra innings are played until one team comes out ahead.

And that's the game.



Keeping Score

Deadball uses a simplified version of baseball scorekeeping to track everything that happens on the field. When the game is done, you will be able to look back over the sheet and recall every play with such detail, you will feel that you watched it from the stands.

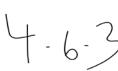
On page 16 is a partially completed scoresheet for the 2020 Southern Circuit All Star Series. This is the front of the scoresheet, showing the activity of the Inner Circuit All Stars—the Outer Circuit is on the scoresheet’s reverse side. In the top-right corner, the line score shows the number of runs scored in each inning and includes space to record final tallies of runs, hits and errors at the end of the game. After one inning, as we see, the Inner Circuit leads their Outer brethren 2-0.

To learn how they scored those runs, glance down to see the names of the Inner Circuit stars, along with their position, handedness, Batter Target, On Base Target, and Bonus Traits. (We’ll learn what those terms mean in Chapter 2.) To the right of the player names, columns of empty boxes are provided to track the results of each at-bat. Each column represents a single inning. Each box shows a single at-bat. You can always glance at the column for the current inning to see who’s on base, how many runs have been scored, and how many outs have been made.

When a player comes to the plate, they either reach base or make an out. Let’s talk about outs first. If they strike out, write a K. If the out was in the field, mark it using the notation shown on the opposite page. F-9 means they flied out to the right fielder. 5-3 means they hit a grounder to the third baseman, who threw the ball to the first baseman to complete the out. G-3 means a ground

| | POSITION | COMMON OUT | NOTATION |
|---|-----------------|--------------------|-----------------|
| 1 | Pitcher | Strikeout | K |
| 2 | Catcher | Caught Stealing | S |
| 3 | First Base | Grounder to First | G-3 |
| 4 | Second Base | Grounder to Second | 4-3 |
| 5 | Third Base | Grounder to Third | 5-3 |
| 6 | Shortstop | Grounder to Short | 6-3 |
| 7 | Left Field | Pop-Up to Left | L-7 |
| 8 | Center Field | Pop-Up to Center | C-8 |
| 9 | Right Field | Pop-Up to Right | R-9 |

OTHER COMMON NOTATION

| | |
|---|--|
|  | Batter Singled |
|  | Batter Doubled |
|  | Batter Tripled |
|  | Batter Hit a Home Run |
|  | Batter Doubled and Later Scored |
|  | Batter Reached First On an Error By the Short-stop |
|  | Batter Reached First Base on a Fielder's Choice |
|  | Double Play: Second to Short to First |

KEEPING SCORE

DEADBALL

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | R | H | E |
|-----------|---|---|---|---|---|---|---|---|---|----|----|----|---|---|---|
| AWAY: INN | 2 | | | | | | | | | | | | | | |
| HOME: OUT | 6 | | | | | | | | | | | | | | |

INNER CIRCUIT ALL STARS (2020)

| PLAYER NAME | POS | L/R | BT | OBT | TRAITS | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
|----------------|-----|-----|----|-----|--------|-----|---|---|---|---|---|---|---|---|----|----|----|
| DASH THE FLASH | 2B | S | 32 | 39 | S+ | 43 | | | | | | | | | | | |
| NEILTREDRAY | RF | L | 30 | 42 | P++ | 1A | | | | | | | | | | | |
| IZZYWOOD | 1B | L | 35 | 40 | D+ | K | | | | | | | | | | | |
| KAKI CAMPBELL | CF | R | 34 | 40 | P+ | XHL | | | | | | | | | | | |
| SAM FISHELL | C | L | 32 | 40 | D+ | 1- | | | | | | | | | | | |
| KATHRYN BERK | LF | R | 32 | 37 | C+ | F-7 | | | | | | | | | | | |
| MAC MCCLINTOCK | SS | R | 30 | 37 | | | | | | | | | | | | | |
| MATT KERNTKE | 3B | R | 26 | 33 | D+ | | | | | | | | | | | | |
| Aiken | P | L | 10 | 16 | | | | | | | | | | | | | |

| BENCH | POS | L/R | BT | OBT | TRAITS | IP | POS | PITCHERS | PD | L/R | BT | OBT | TRAITS |
|------------------------------------|-----|-----|----|-----|--------|----|-----|-------------------|----|-----|----|-----|--------|
| Denise Atkins | OF | R | 30 | 37 | P++ | 1- | SP | Crackerjack Allen | 12 | L | 10 | 16 | |
| Keiron Peskett | OF | S | 31 | 39 | | | SP | Pam Casey | 12 | R | 21 | 28 | ST+ |
| Joseph Meyers | INF | S | 27 | 35 | | | SP | Gwendolyn Ellis | 12 | R | 18 | 23 | |
| Chloe Ramsay | INF | S | 30 | 39 | D+ | | SP | Nigel McCracken | 12 | L | 17 | 22 | |
| Leticia Garibay | C | R | 22 | 33 | P+ | | SP | Waldemar Pedersen | 12 | L | 23 | 28 | ST+ |
| OPPOSING PITCHER: LHP / RHP | | | | | | | RP | Filip Cervantes | 12 | L | 3 | 9 | K+ |
| PITCH DIE: 20 12 8 4 -4 -8 | | | | | | | RP | Phillip Parker | 12 | R | 10 | 15 | GB+ |
| TRAITS: K GB CN ST | | | | | | | RP | Caldwell Akers | 12 | R | 7 | 12 | K+ |
| NOTES: | | | | | | | RP | Rob Zigenhagen | 8 | L | 9 | 13 | |
| | | | | | | | RP | Acadia LeQuire | 8 | R | 13 | 20 | ST+ |
| | | | | | | | RP | Kylie Coe | 8 | R | 6 | 11 | |
| | | | | | | | RP | Leo Norton | 8 | R | 6 | 12 | |

MANAGER: JOHN GEORGE

DARING: 10

ball to the first baseman, who took the ball to the bag unaided. A 4-6-3 double play means the ball was hit to the second baseman, who threw to the shortstop, who threw on to first to complete the play. If an out is made, you may wish to write a little 1, 2, or 3 in the box to indicate that it was the inning's first, second, or third.

When a player reaches base safely, draw the first leg of a diamond to show their trip to first base. Beside, write something to explain how they got on base—I use a horizontal line for a single, two for a double, and three for a triple, BB for a walk (also known as a base on balls), HR for a home run, E for an error and FC for a fielder's choice. If the runner moves on to second base, draw the second leg of the diamond, and the third when they go to third. When they score, complete the diamond and fill it in.

In the first inning for the Inner Circuit All Stars, Dash the Flash hit the ball to the second baseman, who threw to first to complete the out (4-3). Neil Tredray singled, Izzy Wood struck out (K), and then Kaki Campbell hit a home run that scored both herself and Tredray. (The two dots next to her filled-in diamond represent Kaki's two runs batted in.) Sam Fishell singled but got no farther, as Kathryn Berk popped up to left field (F-7) to end the inning.

Hopefully, all this got you thinking about baseball. Perhaps you saw Campbell's home run clearing the bleachers in right field or heard Wood arguing with the umpire over her strikeout. Maybe the phrase "popped up to left field to end the inning" conjured up the anguish of a two-run homer that fell just short. Once it clicks, you will see the action in your head.

Your First Inning

Your *Deadball* career begins in the top of the second inning as the Inner Circuit all stars attempt to build on their 2-0 lead. To play, print the digital supplements titled Your First Inning and Quick Reference. Scatter your dice across the table, grab a pen or pencil, and prepare for your first at-bat.

At the plate is Knoxville Grackles shortstop Mac McClintock, facing off against Tallahassee's exquisite Walter Birdsong. The lineup informs us that McClintock plays shortstop, bats right-handed, has a Batter Target of 30 and an On Base Target of 37. (This is analogous to a batting average of .300 and an on base percentage of .370, meaning he is a talented hitter indeed.) Birdsong's elite skill on the mound is represented by his Pitch Die: a d12.

To resolve the at bat, pick up the d100 along with Birdsong's d12 and roll them all at once. Add them up to find the Modified Swing Score (MSS). The Swing Result Table, which you will find both on the Quick Reference and pg. 27, covers the full breadth of everything that can happen during an at-bat. For the purposes of this tutorial, let's keep it simple: McClintock needs a 30 or less to get a hit, or a result of 31-37 to reach base via a walk. Anything higher, and he's out.

If he's out, the dice will tell us how. Find the last digit of your MSS on the Out Table (pg. 29), and write the result on the scoresheet. If he walked, draw the line taking him to first base and write BB next to it. If he's gotten a hit, well, that's when things get interesting.

Roll your d20 and find the result on the Hit Table (pg. 26). The higher the roll, the bigger the hit. If the Hit Table calls for DEF,

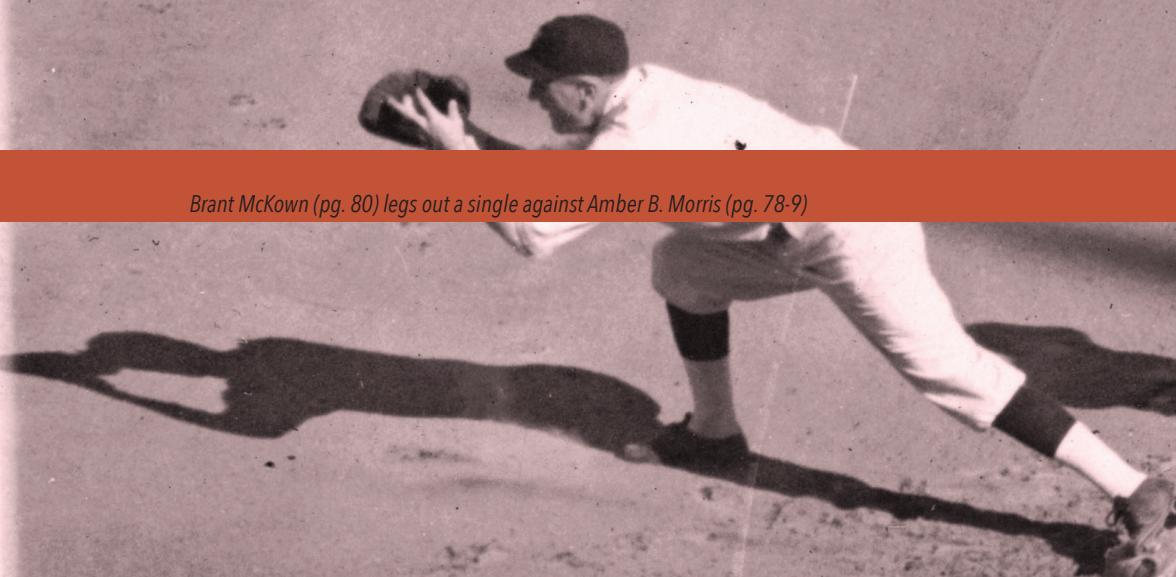


Young Clyde Shaud, Jr. and Ryan Fisk (pg. 68) work on the fundamentals.

that means the fielding team has a chance to take the hit away by making a spectacular play. Roll a d12 on the Defense Table (pg. 28). On 12, the hit turns into an out, recorded by the player indicated on the Hit Table. On 10-11, the fielder is unable to catch the ball but plays it cleanly, turning a double into a single. (Singles remain singles.) On 1-2, the fielder commits an error and the batter takes an extra base.

Once McClintock's at-bat is complete, move on to Matt Kerntke and Crackerjack Allen. Keep playing until all three outs are recorded and write the total number of runs scored on the line score at the top of the scoresheet. Don't be concerned if there's anything you don't understand. For now, go with your gut, and trust that all will be explained in time.

Brant McKown (pg. 80) legs out a single against Amber B. Morris (pg. 78-9)





2. THE RULES

The Players

This section provides all the rules required to play games set in the Modern Era. Rules for the Ancient Era follow on page 50. To learn how to create lineups of real or fictional players, let Chapter 3 be your guide.

PLAYER ATTRIBUTES

A modern *Deadball* roster is made up of 25 players: eight starting position players, five bench players, five starting pitchers, and seven relievers. (If you prefer to tweak these numbers, perhaps playing with a four player bench and an extra reliever, that is up to you.) Each *Deadball* player is represented by the following attributes:

NAME: The player's name. Nicknames are encouraged. Please note that though *Deadball* can be used to simulate real-life leagues that are segregated by sex, by default all *Deadball* teams are open to players of any gender identity.

POSITION: The player's position in the field. Or, if you choose to employ the designated hitter rule—replacing the pitcher's spot in the lineup with a player off the bench—the DH.

HANDEDNESS: The hand a player bats with. Position players can be right handed, left handed, or switch hitters, meaning that they can bat from both sides of the plate. Pitchers pitch either right handed or left handed.

BATTER TARGET: The number a batter must roll equal to or less than to get a hit. Based on batting average. Higher is better.

ON BASE TARGET: The number a batter must roll equal to or less than to reach base, either via a hit or a walk. Derived from on base percentage. Higher is better.

PITCH DIE: The die that represents a pitcher's ability, ranging from as high as d20 to as low as -d20. Based on ERA. May go up or down during a game depending on a pitcher's performance. (See pg. 35 for more.)

BONUS TRAITS: A representation of certain players' special talents—or defects—that allow their personalities to shine through. Consult the table on page 24 for a complete guide.

SUBSTITUTIONS

Before the game starts, you may fiddle with your lineup to your heart's content, moving players up and down and swapping them on and off the bench. Once the game starts, substitutions may be made according to the rules of baseball. To wit:

The players on the field may switch positions freely, but the lineup remains fixed. Position players may be replaced by bench players any time during the game, with the new player taking over both their spot in the batting order and their position in the field. This includes pinch hitting—replacing a player when it is their turn to bat—or pinch running—replacing them while they're on base.

If an infielder moves to the outfield or an outfielder to the infield, they are considered out of position. Treat them as Poor Defenders when rolling DEF checks. A player whose position is given as utility (UT) may play any position besides pitcher without a defensive penalty.

Pitchers may be replaced at any time—either with another pitcher or with a pinch hitter. Unlike some real-life leagues, *Deadball* does not require pitchers to face a minimum number of batters, but you are welcome to employ that rule if you wish.

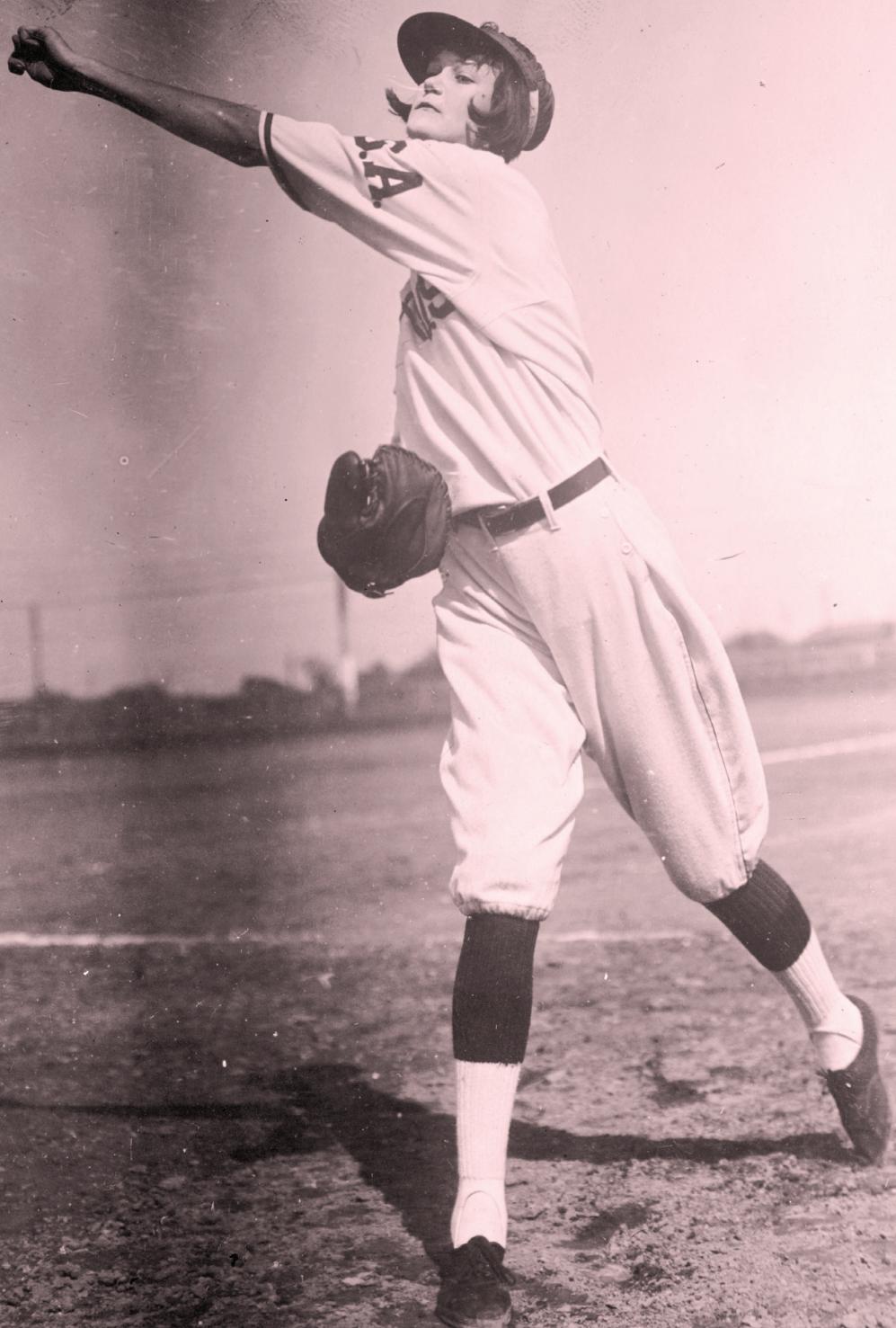
Once a player leaves the game, they are not allowed to return.

HITTER 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 Hit Table rolls of 1-2, batter doubles. Runners advance 2. Do not roll for DEF. +1 when rolling to bunt. +10 to BT/OBT when rolling for the Hit & Run play. |
| S+ | Speedy Runner | On a Hit Table roll of 1, batter doubles. Runners advance 2. Do not roll for DEF. On a Hit Table roll of 2, batter triples. Do not roll for 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. |

PITCHER TRAITS

| SYMBOL | TRAIT | EFFECT |
|--------|--------------------|--|
| 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. |



The At-Bat

For each at-bat, roll a d100 to get the Swing Score. Roll the Pitcher's Pitch Die and add the result to the Swing Score to find the Modified Swing Score (MSS). On the opposite page is the Swing Result Table, which tells us exactly what the MSS means. Let's go over every possible result, starting at the top.

ODDITIES

An oddity is anything out of the ordinary that may occur during a baseball game. This includes relatively common incidents like blown calls, injuries, and passed balls, and freak occurrences like fan interference and animals on the field. Oddities are optional. Full information is on page 42.

HITS, DEFENSE, & WALKS

If the MSS is higher than the Batter Target but less than or equal to the On Base Target, the batter advances to first on a walk. If the MSS is less than or equal to the Batter Target, the batter has a hit. To find out what happens next, roll a d20 on the Hit Table. The higher result, the bigger the hit.

In her first at-bat of the season, Paducah's Chloe Ramsay (pg. 66) rolls an MSS of 22. Because this is less than her BT of 31, Ramsay has a hit! Her Hit Table roll is 11: a hard single that allows Ramsay to go to first and any runners to advance two bases.

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 |



The legendary Beefsteak Atkins (pg. 96) blasts his record-setting sixteenth home run.

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 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 is out and the batter is safe at first on a fielder's choice. |
| 70+ | Out | Runners at second and third cannot advance on a 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 at second and third can't advance. If ball is on the infield, runners at first and second are out on triple play. |

Results that call for DEF give a fielder a chance to make a spectacular play—or a gruesome error. Roll d12 for the specified fielder on the Defense, or DEF, Table. If they are a Great Defender, add 1 to the roll. If they are a poor defender, subtract 1.

DEFENSE (D12)

| | |
|-------|--|
| 0-2 | Error. Batter safe. Runners advance 1. |
| 3-9 | No change. |
| 10-11 | Hit goes down a level. |
| 12+ | Hit turned into out. |

In her second at-bat, Ramsay's MSS is a 14—another hit! On the Hit Table, she rolls a 3: a single to Broad Street first baseman Izzy Wood (page 70), who leaps desperately for the ball. Rolling for DEF, Wood gets an 11. Normally, that would be enough for Ramsay to reach first base, but Wood is a Great Defender, which turns that 11 into a 12. Ramsay is out at first.

An MSS of 5 or less is a critical hit. Increase the result of the Hit Table roll by one 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.

In her third at-bat of the day, Ramsay rolls a 3—a critical hit! Her Hit Table result is a 6. Normally, this would be a single to short, but the crit turns it into a double. There is no roll for DEF. Ramsay is safe at second.

Bonus Traits should be applied before increasing the level of the hit. If a P+ hitter rolls a 14 on the Hit Table after a Critical Hit, their natural power turns the 14 into a 15—a double that the crit turns into a triple. If an S+ hitter rolls a 2 on the Hit Table after a critical hit, it is not a triple—it's an inside the park home run.

If you are playing with oddities, an MSS of 1 is not a critical hit but an oddity. Anything less than 1—which is possible when the pitcher's Pitch Die is negative—is a critical hit.

ERRORS & OUTS

Any MSS higher than the Batter's OBT should result in an out. To learn what kind of out, find the final digit of the MSS on the Out Table.

If the final digit of the MSS is a 1, the pitcher blows the batter away with high heat. If it's a 6, the ball skips to the shortstop, who fires it to first for an easy out. If it's a 9, the right fielder chases it all the way to the wall and leaps for a highlight reel catch.

Unless they don't.

When the MSS is 1-5 points higher than the OBT, the play may result in an error. Find the sec-

ond digit of the MSS on the Out Table to determine which fielder is attempting to make the play. If the MSS ends in 0 or 1—normally a strikeout—the ball is hit on the ground to the shortstop. If the MSS ends in 2—also normally a strikeout—the ball has been hit to second.

The fielder rolls d12 on the DEF table, applying any relevant modifiers for Bonus Traits. If the result is 2 or less, the player makes an error. The batter reaches first safely and all runners advance one base. If the result is 3 or higher, the out is made normally.

Chloe Ramsay comes to the plate with two out in the bottom of the ninth, hoping to drive in the winning run from third. Her MSS is 45—a possible error. Because the final digit of the MSS is 5, the Out Table that she has hit the ball to third baseman Joseph Meyers. The result of Meyers' DEF roll is 2—an error! Meyers boots the ball, Ramsay reaches base, and the winning run comes home to score.

If Meyers were a Great Defender, adding 1 to the DEF roll would have turned the 2 into a 3, the error into a nifty out, and a loss into a win. But he is only human, and the game's final play is marked an E-5.

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) |

SACRIFICE FLIES

The higher the MSS, the worse the result is for the batting team. This is true even on outs. If there are less than two outs and the ball is hit to the outfield or right side of the infield, runners on second or third base may advance one base if the MSS is less than 70.

Denise Atkins (pg. 72) comes to the plate with a runner at third base. She rolls an MSS of 67—a long fly ball to left. When the left fielder catches it, the runner at third tags up and scores on a sacrifice fly. If the MSS had been 77, the ball would have been too shallow for a sac fly and the runner would have stayed put.

FIELDER'S CHOICE & DOUBLE PLAYS

If there's a runner on first, a ball hit to the infield gives the chance for the defense to turn a double play. Once again, the higher the MSS, the worse it is for the batting team.

On an MSS of less than 50, the runner at first moves up to second while the batter is thrown out. On an MSS between 50 and 69, the runner at first is out and the batter is safe on a fielder's choice. On an MSS of 70 or higher, both the runner at first and the batter are out on a double play.

The next time Atkins bats, there's a runner at first and one out. She hits the ball sharply to the shortstop. What happens next depends on the MSS. On a 46, Atkins is thrown out as the runner moves to second, and she gets high fives in the dugout. On a 56, the shortstop throws the runner out at second base. Atkins is safe at first, and everyone writes "FC" on their scorecard. On a 76, both runners are thrown out. The inning is over, and this time it's the fielders trading high fives.

And what about the rare triple play situation, in which there are runners at first and second and nobody out? If the ball is hit on the infield and the MSS is 100 or higher, both runners and the batter are out, the inning is over, and Denise Atkins slams her helmet on the ground.

Baserunning

In baseball, a baserunner may attempt to steal a base in between pitches. Attempts to steal second are most common, but steals of third—and even home!—are also possible. In *Deadball*, the batting team may attempt a steal before rolling for the MSS. Roll d8 to steal second or d8-1 to steal third and find the result on the Base Stealing table. Only Speedy Runners (pg. 24) can steal home. To attempt a double steal, in which runners at first and second attempt a simultaneous swipe of second and third, roll d8 on the Double Steal table. If the leading runner is a Speedy Runner, add 1 to the roll. If they are a slow runner, subtract 1.

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 |

After walking, Brant McKown (pg. 80) decides to steal second. He rolls 3 on the Base Stealing table, which would normally be an out, but because McKown is a Speedy Runner he adds 1 to the result—narrowly beating the throw. Next he breaks for third. This time, his +1 is canceled out by the -1 penalty for attempting to steal third. When he rolls another 3, his Bonus Trait cannot save him and he is thrown out.

BUNTING

It's not always necessary to swing for the fences. Instead of rolling for an MSS, a batter may choose to bunt—tapping the ball just in front of home plate and risking an almost certain out so that baserunners may advance. To learn how the bunt pans out, roll d6 on the Bunt table (pg. 33), and follow the result from left to right.

With a runner on first and no one out, Cooper River manager Rogen Jemi (pg. 74) asks aging speedster Russell H. Roe to lay down a bunt. Roe rolls a 3 on his d6 roll, meaning that the bunt works—the runner advances as Roe is thrown out.

Later in the game, Roe comes to the plate with a runner on third base and one out. Once again, Jemi demands a bunt. Because bunting with a runner on third is harder than with a runner on first or second, this requires a result of 3 or higher for the bunt to succeed.

Lucky for Jemi, the result is a 6, meaning that not only does the runner score, Roe has a chance for a single. Rolling for DEF, the third baseman fails to throw him out, and Roe is safe at first. Small ball triumphs!

THE HIT & RUN

Speaking of small ball, there are few plays more exciting than the hit and run, in which a manager orders the batter to swing at the next pitch, no matter what, allowing a baserunner who's attempting to steal to take two bases for the price of one. If it works, you get runners at the corners. If it fails, well, it's usually a double play.

To put on the hit and run in *Deadball*, roll for a stolen base—applying all normal modifiers—at the same time you roll for the MSS. In order to reflect the advantage given to the hitter by the runner's attempted steal, add 5 to the BT/OBT for the at-bat—or 10 if the batter is a C+ hitter. Follow the Hit & Run table from left to right to learn what shakes out.

Hawkins Entrekin (pg. 70) is at the plate with a runner on first and nobody out. When manager Phillip Stengel calls for the hit and run, Hawk chokes up on the bat and slaps the ball up the middle right as the runner takes off. As a C+ hitter, Hawk adds 10 to his BT/OBT for the play, but his MSS is a 64—a groundball out. Luckily, the stolen base roll is a 7—a success. When the play is finished, the runner stands on second and Hawk is out.



Arnold Vigor (R, pg. 100) gives Harry Grimes (pg. 98) a spikes-up hello at third base.

BUNTING (D6)

| Roll | Situation | Result |
|------|---------------------------|----------------------------------|
| 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 |

HIT & RUN (MSS+5 AND D8 BASE STEALING ROLL)

| 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 |

Pitching

Until now, we have focused on batters, baserunners, and fielders, and paid hardly any attention to the most important person on the field: the pitcher. In the Modern Era of *Deadball*, pitchers are divided between starters—who can pitch five, six, seven or more innings at a time—and relievers, who are generally restricted to one or two.

A pitcher's talent is represented by the Pitch Die—the die they roll as part of the MSS that makes it harder for the batter to reach base. The better the pitcher, the bigger the die.

PITCH DIE

| |
|------|
| d20 |
| d12 |
| d8 |
| d4 |
| -d4 |
| -d8 |
| -d12 |
| -d20 |

RIGHTIES & LEFTIES

One of the building blocks of baseball strategy is that right-handed pitchers tend to perform better against right-handed batters, while lefty pitchers enjoy an advantage against southpaws. When a righty pitches to a righty or a lefty to a lefty, bump their Pitch Die up a level: -d4 to d4, d8 to d12, and so on. For starting pitchers, this advantage cannot take them higher than a d12 Pitch Die, but for relievers, it can carry them all the way up to d20.

Fierce left-handed reliever Charlene Collins (pg. 66) throws a cutter that absolutely baffles left-handed batters. When a lefty steps into the box, her Pitch Die jumps from d8 to d12. Her bullpen-mate Caldwell Akers, a righty, is even tougher on right-handed batters. When facing them, he swaps his d12 Pitch Die for a devastating d20.

PITCHER FATIGUE

Think of the Pitch Die chart as a ladder. Pitch well and the pitcher climbs it, trading a weak die for a more powerful one. Pitch poorly—or for too long—and they tumble right down. A pitcher gains levels on their Pitch Die if they:

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

These bonuses stack. A d4 pitcher who pitches six straight scoreless innings increases their Pitch Die to d12. If they strike out the side in the final inning, it rises all the way to d20.

Pitching against Tallahassee, Williamsburg starter Eephus Hargett (pg. 68) comes to the mound with a d8 Pitch Die. Leaning heavily on his deceptive change-up, Hargett starts the game brilliantly, shutting out the Kites for three straight innings and pushing his Pitch Die to d12.

A starting pitcher loses levels on their Pitch Die:

- 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.

Once again, these effects stack. It does not matter if the runs allowed were earned or unearned. Every run hurts the same.

In the sixth inning, Hargett allows a three-run home run that drops his Pitch Die back to d8. At the end of the inning, he loses another level on his Pitch Die due to fatigue, reducing him to d4. His manager sends him out to start the seventh, but when he gives up another home run—bringing the total to four runs over two innings, his Pitch Die drops to -d4, and his manager pulls him from the game.

If a starting pitcher allows a run in the seventh inning or later, their Pitch Die is automatically reduced to d4. Afterwards, fatigue rules are applied normally.

In his next start, Hargett pitches better. After three shutout innings, his Pitch Die jumps to d12. After three more clean frames, it rises to d20—although the onset of fatigue drops this back down to d12. Unfortunately, during the seventh inning stretch, Hargett eats three kielbasas with extra sauerkraut, filling his belly but sapping his energy. He allows a home run on his first pitch in the seventh and his Pitch Die plummets to d4.

Relief pitchers tire more quickly, losing a level on their Pitch Die:

- For every run allowed.
- For every three outs recorded.

After Hargett flames out, d8 reliever Merle Bernard takes the mound. She gets three quick outs, and her Pitch Die drops to d4. When her manager sends her out to start the eighth, Merle allows a solo home run, dropping her Pitch Die to -d4, but she's able to complete the inning, knocking her Pitch Die down to -d8 and earning her some well-deserved rest.

BETWEEN GAMES

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.

If a starting pitcher exits the game before the end of the fourth inning having allowed four runs or more, they require three days of rest before they can pitch again at full strength.

If a starting pitcher returns early, reduce their Pitch Die by one level for every day of rest they have skipped.

After pitching six complete innings on Sunday night, Eephus Hargett requires three days of rest. If he returns on Monday, his Pitch Die will be -d8. On Tuesday his Pitch Die creeps up to -d4, while on Wednesday it rises to d4. On Thursday, he will be back to his d8 self.

If a relief Pitcher pitches two days in a row or throws three innings in a single game, pitching the next day causes their Pitch Die to

drop one level. If they pitch three days in a row, they are unavailable and require a day off before they can pitch again.

After pitching two innings on Sunday, Merle Bernard pitches one clean inning on Monday night. On Tuesday, her Pitch Die is reduced to a d4, but she pitches anyway, blowing a save in the ninth inning. On Wednesday, she is unavailable to pitch.

THE OPENER

In recent years, the line between starter and reliever has blurred, particularly during the postseason. To open a game with a reliever, simply write the reliever's name in the lineup and start play. Apply fatigue as normal for a relief pitcher.

When the opener has finished their work, you may insert another relief pitcher or turn to a starting pitcher. If the latter, apply fatigue as normal for a starting pitcher.

MOP-UP DUTY

On days when your starting pitcher gets knocked out early, you may choose a relief pitcher for mop-up duty, giving you several lower-quality innings in order to spare your bullpen. You may do this only once per game.

To use a pitcher as a long reliever, reduce their Pitch Die by two levels. For the rest of the game, apply fatigue as though they were a starting pitcher.

Called upon to pitch long relief, Merle Bernard reduces her d8 Pitch Die to -d4, where it remains for six innings or until she gives up at least three runs.

If everything goes horribly wrong and you choose to insert a position player to pitch, their Pitch Die starts at -20. They cannot pitch more than a single inning.

Season Play

The magic of baseball cannot be contained by a single game. It takes a series, a summer, a season for the sport's beauty to unfold. This section assumes you already have your teams ready to play. If you don't, Chapter 3 will help you prepare your rosters.

SCHEDULES & TEAM SCORES

When creating a *Deadball* schedule, start small. Playing a 154 or 162 game season is a mammoth undertaking. You may find it more rewarding to play a 21 game sprint, a knockout tournament, or a Nine Game Pennant campaign such as those described on pages 82 and 104.

Once you've settled on the format for your competition, you'll need a schedule. There are many websites that will help you prepare a league schedule, or you can do it by hand.

No matter how long your season, you will probably not want to play through every single game. In *Deadball*, it only takes two die rolls to simulate a game, using a system called Team Score.

To calculate a club's Team Score, add up the Batter Targets for every position player in the starting lineup and on the bench. Add up the Pitch Dice for every pitcher, subtracting for those whose Pitch Die is negative, and multiply the total by 7. Combine the batting and pitching scores and divide by 10 to get the Team Score.

The Southern Circuit champion Paducah Red Birds have a Batting Score of 335 and a Pitching Score of 364. Together, that comes to 699—making for a Team Score of 70.

When simulating a game between two teams, the team with the higher Team Score is the favorite. Subtract the underdog's Team Score from the favorite's and add the result to 50 to get the favorite's chance of winning. No matter how large the difference in Team Score, the favorite's chance never exceeds 80%—even the best teams lose sometimes.

Roll d100. If the result is equal to or less than the favorite's chance, the favorite wins. If higher, the favorite loses.

Squaring off against the lowly Gettysburg Owls, whose Team Score is 53, Paducah is the clear favorite. The difference between the two scores is 17, which means Paducah's chance of winning is 67. But the d100 roll is 87, which means that Gettysburg wins. A famous upset!

To find the game's score, roll the ten-sided dice again. The higher number is the winner's score; the lower number is the loser's. (Treat a result of 0 as zero, not ten.) If the numbers are the same, roll again.

Rolling the d100 gives a 45, which means that Gettysburg won 5-4.

If you're irritated that this system does not allow for double-digit scores, reroll a die on a result of 9 and add the second number to the first. Now all scores are within reach.

GENERATING STANDINGS

When playing a truncated season, it can be fun to start at the end of the year, rather than the beginning. When planning the Nine Game Pennant campaigns for the Southern Circuit, I do not play through the season's first 145 games. Instead, I subject the teams to a Team Score tournament. Here's how:

Rank the teams by Team Score. If the best team has a Team Score higher than 80, subtract whatever is needed to reduce their Team Score to 80, and then subtract the same amount from the other teams. For the tournament's first round, roll a d100 for each team. If you roll equal to or less than their Team Score, they proceed to



Yellowstockings owner W.F. Leitch (L, pg. 101) pauses work to umpire a game between local youths.

the next round. If you roll higher, they are out. Make a note of how badly they failed the roll.

Proceed through as many rounds as necessary until between two and four teams remain. These are the teams still in contention for the title. To find each team's specific ranking, check the difference between their Team Score and their d100 in their final round of the tournament. The team with the highest positive difference is in first place; the team with the lowest negative difference is in last. Fill in the rest accordingly.

To find the number of games that separate the teams at the top of the standings, roll d4-1. This is the gap between the first and second-placed team. Do the same to find the gap between all the teams that are still alive, and then calculate how many wins and losses it will require from the teams lower in the standings to ensure that all teams have played the same number of games. It will take a bit of fiddling—I recommend using a spreadsheet—but once you get it right, you will have a season on the verge of its climax.

PROSPECTS

Each season, every club is entitled to three prospects: one Top Prospect and two Farmhands. Bring them up during the offseason or in the middle of the season, perhaps to replace an injured player. Generate them according to the rules on page 56.

TRADES

Trades can be executed during the regular season or off-season. To propose a trade, select up to two players per team and find their values according to the formulas below:

Position Player: $(BT + (\text{Number of Positive Traits} * 5))$

Pitcher: $(PD * 5 + (\text{Number of Positive Traits} * 5))$

Subtract the value of the other team's players from the value of your players, and add the difference to 50 to get the Trade Chance. Roll a d100. If the result is less than or equal to the Trade Chance, the trade is accepted. If you roll higher, the trade is rejected. No re-rolls!

You can only propose a trade once per week. If a team refuses a trade and you suggest another 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.

An unpromoted 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.

Miscellany

ODDITIES

This rule—which is, like all those in this section, optional—allows for a more complete representation of all the strange things that might happen on a baseball field—everything from wild pitches and passed balls to injuries and catcher interference. If you'd like to introduce such chaos into your game, roll 2d10 on the Oddities table any time the MSS equals 99 or 1. If the oddity resolves the current at-bat, proceed with the next at-bat normally. If it does not, roll a new MSS for the at-bat in progress.

Rolling for his MSS, Broad Street third baseman Joseph Meyers (pg. 70) rolls 99, triggering an oddity. He rolls 2d10 on the Oddities table, and the result is 9: a hit by pitch. Trying not to grimace, Meyers jogs to first, and the next batter rolls for their MSS as usual.

Later in the game, Meyers rolls a 1, triggering another oddity! This time, his 2d10 result is 19: a balk. All runners advance a base. Meyers rolls for a new MSS and resolves the at-bat normally.

INJURIES

When the Oddities table indicates a possible injury, roll d100 on the Injury Severity table (pg. 44) to determine how badly the player is hurt and d20 on the Injury Location table to learn where the injury occurred. If the Severity calls for it, roll d6 on the Catastrophic Injury table to learn the toll.

Please note that in the Ancient Era, rolls of 1 on all these tables result in the player dying due to a head injury—the Damon Rutherford rule. If this is too Gothic for your tastes, call it a bad

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. |

INJURIES

INJURY SEVERITY (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 |

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 |

CATASTROPHIC INJURY TABLE (ROLL D6)

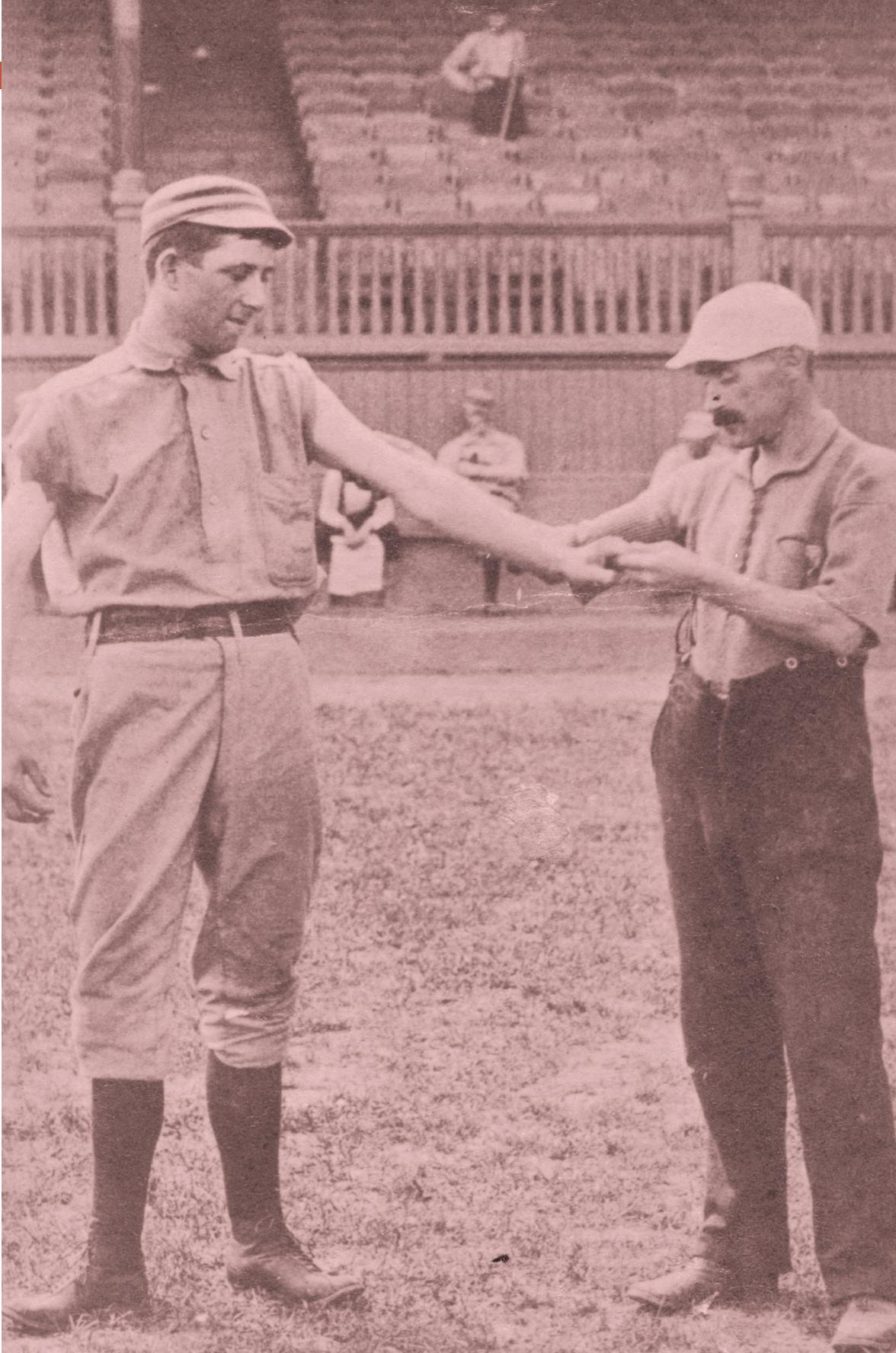
| | |
|-----|--|
| 1 | Modern: Player retires. Ancient, head injuries only: Player dies. |
| 2-6 | Permanently reduce BT by d10+2 or PD by 1. |

concussion and let the player retire. If you do ever witness a player dying by this rule, please send me their name and stats, that they might be enshrined forever among the *Deadball* gods.

On his third at-bat of the afternoon, Joseph Meyers rolls for an extremely unlikely third oddity. The result is 16, triggering an injury. He rolls 17 for location and 8 for Severity, meaning he has a minor hamstring injury that forces him to leave the game. He rolls a d8 to determine the length of his injury and is relieved to see he'll only be kept out for three games.

RUBBER ARMS

Although the modern rules are generally suitable for games set in the last century, you may wish to make certain tweaks in order to better reflect the unique play of certain eras. One possibility: for games set before 2000, begin reducing the Pitch Die due to innings pitched starting after the seventh inning, not the sixth.





Juice Manky (pg. 93) contemplates the enormity of a sacrifice bunt.

MANAGERIAL DARING

Each manager has a rating for Daring, ranging from 1-19. The higher it is, the more likely they are to make risky decisions. To generate Daring, roll a d20 and mark the result. (On a result of 20, mark the manager's Daring as 19.) When the manager must make a decision, decide which choice is risky and which is conservative. Roll a d20. If the result is equal to or less than the manager's Daring, the manager makes the Daring choice.

What counts as risky depends on the situation—here is a guide:

| DARING | CONSERVATIVE |
|---------------------------------------|------------------------------------|
| Attempting to steal a base | Not attempting to steal |
| Calling for a hit and run | Not calling for a hit and run |
| Declining to bunt | Bunting |
| Pulling the starter before the fifth | Leaving the pitcher in |
| Leaving the starter in past the sixth | Pulling the pitcher |
| Letting a reliever go two innings | Pulling a reliver after one inning |

Famously aggressive Williamsburg Ospreys skipper Ben Rosol (pg. 69) has a Daring of 17. When one of his players singles, Rosol considers signaling for her to steal a base. A d20 roll gives a result of 13, and Rosol tells the runner to go.

Feel free to adjust a manager's Daring depending on the circumstances. For instance, if there are two outs in the inning, you may temporarily reduce Rosol's daring by 5. If the runner on base is a Speedy Runner, you may choose not to roll at all and just put on the steal sign.

You could also raise or lower a manager's Daring depending on how his choices pan out. If Rosol's runner is thrown out, decrease his Daring by 1 (or more!) for the rest of the game. The next time he has a decision to make, he will play it a little more safe.

QUALITY ON THE BENCH

Roll d6 before each game to choose a random bench player. Increase their BT/OBT by 5 for this game only. If the result is 6, no one receives the bonus. Next, roll d8 to choose a random relief pitcher. If the result is 1-7, increase that reliever's Pitch Die by one level. If the result is 8, apply no bonus.

HOT AND COLD

Another deeply optional rule intended to encourage mixing up your lineup. This should not be paired with Quality on the Bench. Before each game, roll d6 for each player. On a 1, that player is cold. For batters, subtract 5 from their BT/OBT. For pitchers, lower their Pitch Die one level. On a 6, the player is hot. For batters, add 5 to their BT/OBT. For pitchers, raise their 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 more than three levels lower than their default Pitch Die is cold. A pitcher who finished the prior game with a Pitch Die higher than their default Pitch Die is hot.

Three Innings of Play

TOP OF THE FIRST

Played during the stretch run of the 2020 pennant race—learn more about that on page 64—this game starts with Cooper River center fielder Keiron Peskett facing Paducah’s James Cook, who rolls a d8 Pitch Die. The MSS is $73+8=81$ —a strikeout. Next, Rogen Jemi rolls 15 and Cook rolls 2—a hit. Jemi rolls 19 on the Hit Table, subtracting 1 because he’s a P+ hitter. That’s a double. In the next at-bat, Fishell walks on an MSS of 33.

With two on, Thunder Wells produces an MSS of 9 and rolls 12 on the Hit Table: single, runners advance 2. Jemi scores and Fishell goes to third. Ian White’s MSS is 74—a double play ball to the second baseman. Paducah’s infield turns the 4-6-3 double play and the inning ends with Cooper River leading 1-0.

BOTTOM OF THE FIRST

K.M. Seanor’s MSS is 46—a ball to short that, because the MSS is less than 5 points higher than his OBT, requires a DEF roll to complete the out. On the DEF roll, Cooper Plagens rolls a 2. Normally this would be an error, but as a D+ defender, Plagens adds 1 to the roll and throws Seanor out 6-3.

For the next at-bat, Cooper River pitcher Oil Can Morris upgrades his Pitch Die to d8, because he and Ken Packenton are both right-handed. Packenton pops up to left field on an MSS of 87. Morris switches back to his d4 and strikes out Neil Tre-drayt on a 91.

TOP OF THE SECOND

Zelda Myslak walks on an MSS of 29 and Cooper Plagens hits a ball to the shortstop on an MSS of 56. Because this MSS is between 50 and 69, Myslak is thrown out and Plagens reaches first on a fielder’s choice. Charles Pearson and Oil Can Morris strike out on MSSs of 92 and 52, and the inning is over.

BOTTOM OF THE SECOND

After Chloe Ramsay strikes out and Madyson Stewart pops up to left field—MSSs of 40 and 57, respectively—Matt Kerntke rolls an MSS of 5, a critical hit. On the Hit Table, he rolls a 7—a single which the crit transforms into a double. He is stranded at second when Lillian Varela rolls an MSS of 48, popping up to center.

TOP OF THE THIRD

Keiron Peskett gets a hit on an MSS of 31, then rolls 15 on the Hit Table: a double to left fielder Ken Packenton. Attempting to turn the hit into an out, Packenton rolls 4 on the DEF table, and the double stays a double. With Jemi batting, Peskett rolls d8-1 in an attempt to steal third base. The result is 5: a success. Jemi pops up to right on an MSS of 59. Because that’s less than 70, Peskett tags up and scores. It’s 2-0 with one out.

Sam Fishell rolls an MSS of 16 and a Hit Table roll of 15—another double to left. This time, Packenton rolls a 1 on the DEF table, dropping the ball and allowing Fishell to reach third on the error. Thunder Wells rolls an MSS of 20 and a Hit Table roll of 18. As a P+ hitter, he adds 1 to that, turning a double into a two run homer. It’s now 4-0 with one out.

Cook’s Pitch Die drops to d4, because he allowed more than 3 runs in the inning, but he strikes out White and Myslak on MSSs of 52 and 61 to end the inning.

BOTTOM OF THE THIRD

Morris gets Stolarczyk, Cook, and Seanor in order on MSSs of 68, 81, and 84: a pop-up to center, a strikeout, and a ground ball to short. For pitching three consecutive shutout innings, Morris’ Pitch Die rises to d8.

COOPER RIVER

| PLAYER NAME | POS | L/R | BT | OBT | TRAITS | 1 | 2 | 3 |
|-----------------|-----|-----|----|-----|--------|------|----|----|
| KEIRON PESKETT | CF | S | 31 | 39 | | K | | BB |
| ROGEN JEMI | LF | S | 34 | 44 | C+ P- | | Fq | |
| SAM FISHELL | C | L | 32 | 40 | D+ | BB | | EJ |
| THUNDER WELLS | 3B | S | 28 | 40 | P+ | | | MR |
| IAN WHITE | 2B | S | 30 | 37 | P+ | 4.63 | | K |
| ZELDA MYSLAK | RF | R | 28 | 37 | C+ | | BB | K |
| COOPER PLAGENS | SS | R | 24 | 39 | D+ | | mu | |
| CHARLES PEARSON | 1B | L | 26 | 33 | P+ S- | | K | |
| OIL CAN MORRIS | P | R | 9 | 12 | ST+ | | K | |

PADUCAH

| PLAYER NAME | POS | L/R | BT | OBT | TRAITS | 1 | 2 | 3 |
|----------------|-----|-----|----|-----|--------|----|----|----|
| K.M. SEANOR | SS | L | 34 | 42 | | 63 | | 43 |
| KEN PACKENTEN | LF | R | 35 | 40 | C- | F7 | | |
| NEILTREDRAY | RF | L | 30 | 42 | P++ | K | | |
| CHLOE RAMSAY | 1B | S | 30 | 39 | D+ | | K | |
| MADYSON STUART | CF | L | 26 | 35 | | | F7 | |
| MATT KERNTKE | 3B | R | 26 | 33 | D+ | | | |
| LILLIAN VARELA | 2B | L | 26 | 33 | | | F8 | |
| CARY STOLARCYK | C | R | 23 | 29 | D+ | | | F8 |
| JAMES COOK | P | R | 14 | 18 | | | | K |

The Ancient Era

At the turn of the Twentieth Century, the ball died. Muddy in-fields, deadened baseballs, and a generous helping of tobacco spit combined to make scoring rare and home runs almost unheard of. It was the time of the dead ball—the peculiar moment in the sport’s history that gives *Deadball* its name. We call it the Ancient Era.

In this section you’ll find tables that rework *Deadball* for this fast-paced, low-scoring version of the game. Anything not touched on should be treated the same as in the Modern Era. When playing, use the Ancient Era Quick Reference that came with the game—it contains everything an Ancient skipper could require.

A few notes on the altered rules:

ROSTERS: Ancient Era teams are limited to 17 players. To build an Ancient Era team, consult page 56.

OFFENSE: Although the MSS is resolved as explained on page 26, the Hit Table is different, allowing for more singles and limiting home runs to Power Hitters and batters who triple on a critical hit. Errors are more plentiful; strikeouts are rare, and bunts are a better idea.

DARKNESS: During the Ancient Era, all games were day games. To simulate night-fall, roll a d6 on the Darkness Table at the start of the 11th Inning, a d6+1 at the start of the 12th, and so on until the game concludes.

ANCIENT 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, right fielder fields ball. If odd, center fielder fields ball.

ANCIENT 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 |

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

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

ANCIENT DEFENSE (D12)

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

ANCIENT BUNTING (D6)

| Result | Situation | Effect |
|--------|---------------------------|----------------------------------|
| 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 |



THE ANCIENT ERA PITCHER

In the Ancient Era, pitchers threw forever. The complete game was the standard, not the exception, and as long as a starter remained vaguely effective, no one even considered taking them out. The three pitcher rotation was standard and rest was looked upon with suspicion.

Be aggressive with your Ancient pitchers. Use them as starters or in relief. Pitch them on short rest or no rest at all. If a pitcher returns early, reduce their Pitch Die by one level for every skipped day of rest. Don't worry about tiring them out. To an Ancient Era ace, fatigue means nothing compared to a win.

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 |
|-----------------------------------|

PITCH DIE

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

BETWEEN STARTS

| Full Innings Pitched | Rest Required |
|----------------------|---------------|
|----------------------|---------------|

| | |
|-------------|--------|
| Less than 2 | None |
| 2-4 | 1 day |
| 5-9 | 2 days |
| More than 9 | 3 days |



Statues of the magnificent Gentle Parks (pg. 88), stockpiled at the Frankfort Souvenir Works.





3. CREATING PLAYERS



Fictional Players

The table below shows how to generate every attribute a fictional player requires. To age them, consult page 58. Real players are explained on page 59. Farmhands are intended as mid-season replacements. When creating a new team, use only Top Prospects.

ALL PLAYERS

| | |
|-----------------|--|
| Name | Make it up! |
| Position | Assign as needed or roll d20 on Position table |
| Handedness | d10 on Handedness table |
| Age (Prospect) | d6+18 |
| Age (Rookie) | d6+21 |
| Age (Veteran) | d6+27 |
| Age (Old Timer) | d6+32 |
| Traits | 2d10 on Traits table |

POSITION PLAYERS

| | |
|------------------------------|---------|
| Batter Target (Top Prospect) | 2d10+15 |
| Batter Target (Farmhand) | 2d10+12 |
| On Base Target | BT+2d4 |

PITCHERS

| | |
|----------------------------------|---------------------------|
| Pitch Die (Modern Top Prospect) | d8 on Modern PD table |
| Pitch Die (Modern Farmhand) | d8+2 on Modern PD table |
| Pitch Die (Ancient Top Prospect) | d12 on Ancient PD table |
| Pitch Die (Ancient Farmhand) | d12+2 on Ancient PD table |
| Batter Target | 2d6+12 |
| On Base Target | BT+d8 |

FICTIONAL PLAYERS

POSITION (D20)

| | |
|-------|------------------|
| 1 | Utility |
| 2 | Catcher |
| 3 | First Base |
| 4 | Second Base |
| 5 | Third Base |
| 6 | Shortstop |
| 7 | Left Field |
| 8 | Center Field |
| 9 | Right Field |
| 10-15 | Starting Pitcher |
| 16-20 | Relief Pitcher |

HANDEDNESS (D10)

| | |
|-----|---------------------------------------|
| 1-6 | Right Handed |
| 7-9 | Left Handed |
| 10 | Switch Hitter (Pitchers: Left Handed) |

MODERN PITCH DIE (D8 OR D8+2)

| | |
|-----|-----|
| 1 | d12 |
| 2-3 | d8 |
| 4-7 | d4 |
| 8+ | -d4 |

ANCIENT PITCH DIE (D12 OR D12+2)

| | |
|-------|----------|
| 1 | d20 |
| 2-3 | d12 |
| 4-5 | d8 |
| 6-8 | d6 |
| 9-10 | d4 |
| 11 | No Dice! |
| 12-13 | -d4 |
| 14 | -d8 |

TRAITS (2D10)

If top prospect earns a trait on first roll, roll once more for a possible second trait

Batters Pitchers

| | Batters | Pitchers |
|------|---------|----------|
| 2 | P- | None |
| 3 | P- | None |
| 4 | S- | None |
| 5 | C- | CN- |
| 6 | D- | None |
| 7-14 | None | None |
| 15 | D+ | K+ |
| 16 | P+ | GB+ |
| 17 | C+ | CN+ |
| 18 | S+ | ST+ |
| 19 | T+ | None |
| 20 | P++ | None |

AGING

Like game designers, even the best players are subject to the ravages of time. To track this, increase the age of each player by one year at the end of each season. Find their new year on the Aging Roll Modifier Table, and then apply the indicated modifier to a 2d6 roll on the Aging Table. Remember that for Tough Players, the aging roll modifier never dips below -3.

At the close of the 1913 season, Gettysburg's Elmo Laucks, Peanut Howard, and Tammy Wilson are all a year older. Blessed by youth, the now 23-year-old Laucks adds 2 to his roll on the aging table, while Howard (26) adds 1 and Wilson (34) subtracts 3. Laucks rolls 10, increasing his Batter Target by 1 for the following year. Howard rolls 11, increasing her Pitch Die from d6 to d8. Wilson rolls 1, knocking his Batter Target and On Base Target down to 15 and 24, gaining him the Slow Runner trait and imperiling his career.

AGING ROLL MODIFIER

| Age | Modifier |
|-------|----------|
| 18-23 | +2 |
| 24-26 | +1 |
| 27-29 | +0 |
| 30-31 | -1 |
| 32-33 | -2 |
| 34-35 | -3 |
| 36-39 | -5 |
| 40+ | -7 |

AGING (2D6+MODIFIER)

| | |
|------|--|
| 1 | Decrease BT/OBT by 5 or PD by 2. Remove all positive traits. If player has no positive traits, roll d6 on Traits Table and apply negative trait. |
| 2-4 | Decrease BT/OBT by 3 or PD by 1. Remove 1 positive trait. |
| 5-6 | Decrease BT/OBT by 1. |
| 7 | No change. |
| 8-10 | Increase BT/OBT by 1. |
| 11 | Increase BT/OBT by 3 or PD by 1. |
| 12 | Increase BT/OBT by 5 or PD by 2. Roll d6+14 on Traits Table and apply positive trait. |

Real Players

ALL PLAYERS

To play with real players, draw on the statistics found on Baseball Reference, Fangraphs, box scores, baseball cards, or a baseball encyclopedia. You can also generate teams of real players using Travis K. Jansen's tools: <http://www.sweethoss.com/deadball>, or Ian Forrest's scorecard generator: <https://www.deadball-scorecard.com>.

To play using the Ancient Era speedster Clyde Milan, we find his name, position, handedness and date of birth on Baseball Reference. Milan's best years were 1912 and 1913, when he led the American League in stolen bases, so we'll use his 1912 stat line to build his player. (For a more rounded roster, we could also use his career averages.) We round his .306 batting average to a Batter Target of 31 and his .377 on base percentage to an On Base Target of 38. He falls into the middle range of all of the Bonus Trait categories, save for Speedy Runner, where his 88 steals far exceed the benchmark of 35, so we reward him with an S+.

| | |
|------------------------------|---|
| Name | Baseball Reference |
| Position | Baseball Reference |
| Handedness | Baseball Reference |
| Age | Baseball Reference |
| Batter Target | Round the player's batting average to the first two digits |
| On Base Target | Round the player's on base percentage to the first two digits |
| Pitch Die (Pitchers Only) | Find the player's ERA on the P.D. Tables (pg. 60) |
| Traits | Find using Bonus Trait guidelines (pg. 61) |

BONUS TRAIT GUIDELINES

The modern Bonus Trait guidelines, shown on page 61, are based on major league statistics from 2010 to 2021, omitting entries from the shortened season of 2020. Ancient Bonus Trait guidelines are based on 1901 to 1915. In both cases, numbers were included for batters with 250 or more plate appearances or pitchers who threw

MODERN PITCH DIE

| ERA | P.D. |
|-----------|------|
| 0-1.99 | d20 |
| 2.00-2.99 | d12 |
| 3.00-3.99 | d8 |
| 4.00-4.99 | d4 |
| 5.00-5.99 | -d4 |
| 5.00-6.99 | -d8 |
| 7.00-7.99 | -d12 |
| 8.00+ | -d20 |

ANCIENT PITCH DIE

| ERA | P.D. |
|-----------|----------|
| 0-1.25 | d20 |
| 1.26-1.99 | d12 |
| 2.00-2.49 | d8 |
| 2.50-2.99 | d6 |
| 3.00-3.49 | d4 |
| 3.50-3.99 | No Dice! |
| 4.00-4.49 | -d4 |
| 4.50-4.99 | -d6 |
| 5.00-5.49 | -d8 |
| 5.50-5.99 | -d12 |
| 6.00+ | -d20 |

more than 50 innings. Positive traits are intended to reflect the top 10% of players, while negative traits are modeled after

the bottom 15%. Where more than one guideline is given, such as the “Gold Glove, .998+ Fielding %”, give the player the trait if they satisfy either. Please note that while defensive runs saved (DRS) and Total Zone (TZ) are available widely, BsR is only on Fangraphs.

If a player’s season fell short of 250 plate appearances, use career statistics instead. If simulating games played after the Ancient Era but before 2010, you may wish to tweak the Bonus Trait guidelines to better reflect your era. The farther we dip into past, the less precise the numbers become. The incomplete records for the Negro Leagues, for instance, mean that legendary base stealer Cool Papa Bell would miss out on a Speedy Runner Bonus Trait for most of his career. In this case, I’d suggest looking at Baseball Reference’s 162 Game Average or simply trusting the judgment of history and giving him the S+.

Don’t let these gaps stop you from assembling historical rosters! *Deadball* has never been about painstaking accuracy. If a roster feels right to you, that’s good enough for me.

BATTER TRAITS

| <i>Symbol</i> | <i>Trait</i> | <i>Modern (Standard)</i> | <i>Modern (SABR)</i> | <i>Ancient</i> |
|---------------|--------------------|--|--|--|
| P+ | Power Hitter | 25+ Home Runs | .225+ ISO | 5+ Home Runs |
| P++ | Elite Power Hitter | 35+ Home Runs | .260+ ISO | 10+ Home Runs |
| C+ | Contact Hitter | 35+ Doubles | K% of Less Than 12% | 25+ Doubles |
| S+ | Speedy Runner | 20+ Stolen Bases | 4+ BsR | 35+ Steals, 3.5 BsR |
| D+ | Great Defender | Gold Glove, .998+ Fielding % | 11+ DRS | 9+ Total Zone (4+ TZ for Catcher) |
| T+ | Tough Player | Career Average of 150 Games Played (130 for Catcher) | Career Average of 150 Games Played (130 for Catcher) | Career Average of 150 Games Played (130 for Catcher) |
| P- | Weak Hitter | 5-10 Home Runs | Less than .125 ISO | 0 Home Runs and Less Than 10 Doubles |
| P-- | Extra Weak Hitter | Less than 5 Home Runs | Less than .100 ISO | 0 Home Runs and Less Than 5 Doubles |
| C- | Free Swinger | Less than 10 Doubles | K% of More Than 25% | 70+ Strikeouts or Less than 4 BB% |
| S- | Slow Runner | 0 Steals | -4 BSR | 0 Steals, -2 BsR |
| D- | Poor Defender | Less than .950 Fielding %. | Less Than -8 DRS | Less than -4 TZ (less than -2 TZ for Catcher) |

PITCHER TRAITS

| <i>Symbol</i> | <i>Trait</i> | <i>Standard</i> | <i>Ancient</i> |
|---------------|--------------------|-------------------------------------|---|
| K+ | Strikeout Artist | 10+ K/9 | 5+ K/9 |
| GB+ | Groundball Machine | 55+ GB% | Less Than 2.5 K/9 and 2.50 or Lower ERA |
| CN+ | Control Pitcher | Less Than 2 BB/9 | Less Than 2 BB/9 |
| ST+ | Great Stamina | 200+ IP (Starter) 70+ IP (Reliever) | 300+ IP |
| CN- | Wild | 4+ BB/9 | 4+ BB/9 |



Andy Zak (catching, pg. 70) and Neil Tredray (holding bat, pg. 66) go barnstorming in retro gear.





4. SOUTHERN CIRCUIT 2022

2020-2021 Recap

The Lost Year

When the bosses of the Southern Circuit locked out their players and called off the 2021 season, they invoked words like integrity, honor, and principle to describe their actions. We trust you were not fooled. From the start to the finish, this was about money and nothing else.

There's nothing wrong with that, of course. Baseball has been a business ever since Lord Callendar first distributed handbills advertising, "A startling exhibition of prize-fighting, base-ball, and corn whiskey—five cents!", and the history of the game has been shaped by arguments over who gets paid. It's not money that's evil but the ugly things people will do to get it. Last year gave us ugliness to spare.

When Acadia LeQuire crashed a press conference held by outgoing Chickadees owner Clark Gibbons Alyre to demand players get a portion of the club's sale, Alyre responded by pelting her with croquet balls. (Why he brought croquet balls to a press conference remains unexplained.) Nightmare Newbarn punched a fan for calling him "a disgusting, greedy maggot," only to find the fan had actually been heckling a nearby congressman. (Newbarn apologized and punched the congressman instead.) And these were but small incidents in what has been a long year of vitriol—a year without baseball of any kind.

The sleepy summer of 2020, when Paducah strolled to 97 wins and an easy pennant, are a distant memory. Instead we are tormented by the silence of 2021, when the game we love gave us nothing to cheer for, nothing to scream for, nothing even worth crying about. The lockout—please, for goodness' sake, don't call it a strike—has

left us numb. We don't want to feel that way. We want baseball, dammit, any way it will come.

What did the owners hope to accomplish by shutting players and fans out of their ballparks? The specifics are stultifying. It was something about TV money or merchandising rights or one of the countless digital scams with which they have attempted to wring a few more dollars out of our game. The simple version is that, like an ill-tempered child, the bosses were tired of sharing and so they took their ball and went home.

After a year waiting for the union to break, the owners capitulated, agreeing to a new contract that was not so different from the one that came before, and allowing a new season to begin a full twelve months after the last one was supposed to start. The owners remain hideously wealthy. The players are still well paid—although, perhaps, undervalued. The fans' wounds will heal slowest.

When Gwendolyn Ellis takes the mound at Radioactive Field to begin the Red Birds' long-delayed defense of their 2020 title, the cheers will be deafening. The year without baseball will fade from memory. But sage fans will not forget the lesson of the lockout: the creatures who control this sport do not give a damn about the people who love it most.

Even so. Play ball.

2020 STANDINGS WINS LOSSES

| | | WINS | LOSSES |
|---|-----------------|------|--------|
| 1 | Paducah | 97 | 57 |
| 2 | Williamsburg | 89 | 65 |
| 3 | Broad Street | 82 | 72 |
| 4 | Knoxville | 78 | 76 |
| 5 | Cooper River | 75 | 79 |
| 6 | Tallahassee | 73 | 81 |
| 7 | Gettysburg | 62 | 92 |
| 8 | Charlottesville | 60 | 94 |

LEAGUE LEADERS

| | |
|-------------------|----------------------------|
| BATTING | Ryan Fisk, WIL: .317 |
| HOME RUNS | Amber Morris, TAL: 47 |
| RBI | Neil Tredray, PAD: 119 |
| WINS | Pam Casey, BSP: 19 |
| ERA | Gwendolyn Ellis, PAD: 1.61 |
| STRIKEOUTS | Gwendolyn Ellis, PAD: 255 |

Paducah Red Birds

| LINEUP | POS. | L/R | BT | OBT | TRAITS | AGE |
|-----------------|------|-----|----|-----|--------|-----|
| K.M. SEANOR | SS | L | 31 | 39 | | 28 |
| KEN PACKENTEN | LF | R | 34 | 39 | C- | 26 |
| NEIL TREDRAY | RF | L | 30 | 42 | P++ | 30 |
| CHLOE RAMSAY | 1B | S | 31 | 40 | D+ | 24 |
| MADYSON STUART | CF | L | 27 | 36 | | 28 |
| MATT KERNTKE | 3B | R | 25 | 32 | D+ | 32 |
| LILLIAN VARELA | 2B | L | 25 | 32 | | 30 |
| CARY STOLARCZYK | C | R | 20 | 26 | D+ | 34 |

| BENCH | POS. | L/R | BT | OBT | TRAITS | AGE |
|------------------|------|-----|----|-----|--------|-----|
| SERGEY VOROBYOV | OF | L | 21 | 32 | D+ | 24 |
| COOPER THOMAS | OF | S | 22 | 33 | | 24 |
| ETHAN MONTGOMERY | INF | L | 23 | 27 | D+ | 23 |
| DUTCH KREILICH | INF | L | 22 | 28 | C+ | 26 |
| BEX CORNWELL | C | R | 24 | 35 | | 27 |

| ROTATION | P.D. | L/R | BT | OBT | TRAITS | AGE |
|------------------|------|-----|----|-----|--------|-----|
| GWENDOLYN ELLIS | 12 | R | 19 | 24 | K+ | 26 |
| NIGEL MCCRACKEN | 12 | L | 20 | 25 | | 22 |
| JAMES COOK | 8 | R | 13 | 17 | | 32 |
| MIKE GLAZE | -4 | R | 7 | 11 | ST+ | 28 |
| TRIXIE POP DRAIS | -4 | R | 19 | 25 | | 25 |

| BULLPEN | P.D. | L/R | BT | OBT | TRAITS | AGE |
|-------------------|------|-----|----|-----|--------|-----|
| CALDWELL LAKERS | 12 | R | 9 | 14 | K+ | 31 |
| EUAN CLARK | 8 | R | 7 | 12 | | 33 |
| CHARLENE COLLINS | 8 | L | 5 | 7 | | 24 |
| NICK CARSNER | 4 | R | 14 | 15 | | 23 |
| ED BURNS | 4 | L | 8 | 16 | | 29 |
| JALEN NOLAN | -4 | R | 7 | 13 | | 26 |
| JACKSON SHERRANGE | -4 | R | 9 | 15 | | 24 |

It's About Time

OWNER ALAN HAMPTON

LAST YEAR CHAMPIONS, 97-57

PENNANTS 18

BALLPARK RADIOACTIVE FIELD

TEAM SCORE 70

MANAGER AUGUST HAAS III

PLAYED P, 1965-76

STYLE CRANKY

DARING 14

MOTTO "Knock it off!"

It's a bad idea to get old. It's been two full years since Paducah began the magical run that carried them to the 2020 pennant, and in baseball, two years is an era. The loss of last season means that everyone on the Paducah roster is a full year older, and while that's the case for everyone else on the planet as well, in Paducah time has a little more bite.

Can star closer Caldwell Akers still throw an easy 99 MPH now that he has crossed over the thirty-something frontier? Will set-up man Euan Clark keep his mind on the game with free agency suddenly just one year away? And what's to be done with Mike Glaze and his duct-tape shoulder? These are grim questions to ask of a team that deserves a victory lap, but there are few feelings grimmer than that of another year passing us by.

MANAGER: AUGUST HAAS III

With his players locked out, August Haas did something shocking: he went online. All summer he streamed daily workouts for his players—touching his toes, battering the speed bag, and tossing the medicine ball. Although the players were not legally obligated to watch his videos, many did, and they arrived at spring training in the best shape that 1930s physical fitness can provide.

GWENDOLYN ELLIS, SP

It's a terrible cliché to describe a sharp young right hander as the second coming of Gentle Parks, but Ellis really does bring the old man to mind. Her easy motion matches the lazy brilliance shown in the scant footage available of the legend of the Ancient Era, and last year her microscopic 1.61 ERA earned her the sport's highest honor for mound work: the silver Chalice of Gentle Parks. Perhaps in a century we'll be handing out awards named for her.

MATT KERNTKE, 3B

For close to a decade we've been saying that defensive wizard Matt Kerntke could be a legend if he'd just learn to hit. Kerntke doesn't care. He finds hitting boring—"the same darn pitches, over and over"—and cares only for the terrifying unpredictability of the hot corner. He's content to hit .245 if it keeps him on the field.

SERGEY VOROBYOV, OF

A former biathlete, Vorobyov tears across center field with the savagery with which he once slogged about the Swiss slopes. Although his skill with ski poles has done nothing to prepare him to swing a bat, he watches the strike zone with a sharpshooter's eye. Expect walks, defense, and nothing else.

Williamsburg Ospreys

LINEUP POS. L/R BT OBT TRAITS AGE

| | | | | | | |
|------------------|----|---|----|----|----|----|
| CLYDE SHAUD, JR. | SS | L | 31 | 39 | S+ | 28 |
| RYAN FISK | RF | L | 34 | 36 | C+ | 34 |
| LARRY BUCCHIONI | CF | S | 31 | 39 | | 23 |
| R.K. DAWLEY | 3B | L | 33 | 41 | P+ | 24 |
| A.B. TONGIER | LF | R | 33 | 40 | D+ | 26 |
| NADIA MOYA | C | R | 30 | 35 | | 27 |
| ANTHONY MACK | 2B | R | 28 | 31 | P+ | 26 |
| JOE VADER | 1B | R | 27 | 31 | | 28 |

BENCH POS. L/R BT OBT TRAITS AGE

| | | | | | | |
|--------------------|-----|---|----|----|----|----|
| ALLEN MILLCAN | OF | L | 24 | 31 | | 36 |
| LEE ANN STONE | OF | R | 23 | 26 | D+ | 34 |
| STARLIGHT LOCKLEAR | INF | R | 24 | 31 | D+ | 26 |
| MAD DOG MILLER | INF | R | 22 | 29 | | 23 |
| LETICIA GARIBAY | C | R | 23 | 34 | P+ | 30 |

ROTATION P.D. L/R BT OBT TRAITS AGE

| | | | | | | |
|----------------|----|---|----|----|----|----|
| DANNY ROGERS | 12 | R | 8 | 13 | | 34 |
| BUD WEBER | 12 | L | 6 | 13 | K+ | 31 |
| EEPHUS HARGETT | 8 | R | 14 | 21 | | 30 |
| JACOB HOFFMAN | 4 | L | 11 | 17 | K+ | 23 |
| DIRT DOG AKERS | -4 | R | 13 | 16 | | 36 |

BULLPEN P.D. L/R BT OBT TRAITS AGE

| | | | | | | |
|---------------------|----|---|----|----|-----|----|
| REBEKAH GRIER | 12 | L | 6 | 11 | | 33 |
| ESME JEANNE BARKLEY | 12 | R | 15 | 31 | | 25 |
| SADIE HARTMAN | 8 | L | 8 | 12 | ST+ | 26 |
| MERLE BERNARD | 8 | R | 14 | 18 | GB+ | 25 |
| DAVID R. JACKSON | 4 | L | 20 | 21 | ST+ | 22 |
| RY MATTHEWS | 4 | R | 10 | 14 | GB+ | 32 |
| JAIMENACHO SOTO | -4 | R | 10 | 18 | | 26 |

Rosol Rambles Into Second

| | |
|------------|--------------------|
| OWNER | ELIZABETH MCCOLLUM |
| LAST YEAR | 2ND PLACE, 89-65 |
| PENNANTS | 14 |
| BALLPARK | MOYNIHAN FIELD |
| TEAM SCORE | 90 |

| | |
|---------|------------------------|
| MANAGER | BEN ROSOL |
| PLAYED | C, 1994-2006 |
| STYLE | ELLIPTICAL |
| DARING | 17 |
| MOTTO | "Well, uh, you see..." |

When the Ospreys won the title in 2019, Elizabeth McCollum raised five purple flagpoles outside Moynihan Field and promised to run a pennant up each one. Her promise looked ridiculous when a second-half swoon in 2020 doomed the Ospreys' title defense, and the lockout has reminded Williamsburg fans of one of the Circuit's coldest truths: flags may fly forever but they fade quick in the sun.

A coward would have torn down the unused flagpoles in the dead of night. McCollum got on the phone, shipping Amber B. Morris—a hero of 2019—to Gettysburg for young flamethrower David R. Jackson. The trade smelled of desperation, but she's promised more to come. If the Ospreys don't win, expect the whole franchise to be shredded—even if those silly flagpoles never come down.

MANAGER: BEN ROSOL

As his bullpen wilted in the August heat, Rosol began answering questions about his relief pitching with rambling anecdotes recounting his years catching for the long-defunct Jackson Typical Pigeons. After weeks of this nonsense, the beat writers finally quit showing up to his press conferences, and the Williamsburg skipper was left blissfully alone.

DANNY ROGERS, SP

As Williamsburg battled Paducah for the pennant, Rogers took the team on his back, throwing 212 innings, setting a career high in strikeouts, and buying a new coffee maker for the bullpen in order to, as he put it, "keep those nin-compoop relief pitchers from sleeping on the job." With his contract up at the end of this season, Rogers is angling for an extension. The relief corps is lobbying for an espresso machine.

NADIA MOYA, C

After years in the shadow of Amber B. Morris, Nadia Moya came to spring training ready to take her place in the spotlight. Her first step was an awkward one, however, as she tripped on the lip of the dugout and went sprawling across the infield dirt. We're sure it's not an omen. Definitely, positively not an omen. Right?

ESME JEANNE BARKLEY, RP

Barkley enters from the bullpen to the soothing sounds of Bach's Flute Sonata in C Major—a tribute to her fathers, who are both classical flautists with the Williamsburg Philharmonic. In her rookie season, she struck out 11.7 batters per nine innings. The hitters blamed her fastball, but she credited the flute for lulling them to sleep.

Broad Street Peacocks

| LINEUP | POS. | L/R | BT | OBT | TRAITS | AGE |
|------------------|------|-----|----|-----|--------|-----|
| DASH THE FLASH | 2B | S | 35 | 42 | S+ | 27 |
| KATHRYN BERK | LF | R | 33 | 38 | C+ | 26 |
| KAKI CAMPBELL | CF | R | 33 | 39 | P+ | 34 |
| IZZY WOOD | 1B | L | 33 | 38 | D+ P+ | 23 |
| HAWKINS ENTREKIN | SS | L | 32 | 36 | C+ | 26 |
| AARON SINNER | C | R | 24 | 34 | P+ | 24 |
| JOSEPH MEYERS | 3B | S | 26 | 34 | | 33 |
| DAVID SHARP | RF | L | 25 | 29 | P+ | 23 |

| BENCH | POS. | L/R | BT | OBT | TRAITS | AGE |
|-----------------|------|-----|----|-----|--------|-----|
| ALLAMATA KOLIVE | OF | L | 24 | 28 | | 32 |
| NOOKSIE BOND | OF | S | 26 | 32 | | 23 |
| PAUL MONTGOMERY | INF | L | 22 | 25 | | 24 |
| MARK WHEELER | INF | R | 25 | 33 | | 35 |
| ANDY ZAK | C | R | 19 | 24 | D+ | 33 |

| ROTATION | P.D. | L/R | BT | OBT | TRAITS | AGE |
|----------------|------|-----|----|-----|--------|-----|
| PAM CASEY | 12 | R | 21 | 28 | ST+ | 27 |
| AUGUST PAIGE | 8 | L | 8 | 11 | | 27 |
| FOREST HEITERT | 8 | R | 13 | 20 | | 22 |
| BEN ZEPPOS | 4 | R | 10 | 16 | GB+ | 29 |
| HANK SWEENEY | 4 | R | 13 | 16 | | 30 |

| BULLPEN | P.D. | L/R | BT | OBT | TRAITS | AGE |
|------------------|------|-----|----|-----|--------|-----|
| PHILLIP PARKER | 12 | R | 11 | 16 | GB+ | 29 |
| VICTORIA GRANITE | 12 | L | 14 | 15 | ST+ | 22 |
| DON GALLON | 12 | R | 11 | 16 | K+ | 22 |
| KILEY JARAMILLO | 8 | R | 11 | 18 | GB+ | 29 |
| CALVIN COOPER | 4 | R | 12 | 20 | K+ | 22 |
| MACRAE LINTON | 4 | R | 9 | 17 | | 28 |
| JOHN HERZOG | -4 | L | 10 | 17 | | 26 |

Nashville Re-Rebuilds

| | |
|------------|--------------------|
| OWNER | CISSY AKERS |
| LAST YEAR | 3RD PLACE, 82-72 |
| PENNANTS | 8 |
| BALLPARK | CUMBERLAND GROUNDS |
| TEAM SCORE | 95 |

Broad Street's roster oozes talent. Not literally—that would be disgusting—but they are an extremely good team. So why haven't they won anything since before you were born? Peacocks managers have often blamed mercurial owner Cissy Akers for meddling. In return, Cissy says that she, "Wouldn't have to meddle if they knew how to win!" In his first year in charge, Phillip Stengel produced a winning season and a half-shot at the title, but Cissy was not satisfied. She fired him as the ballpark emptied on the season's last day and ordered an immediate search for a new face.

Instead, she got an old one. Can Doc Pawlowski mold this motley assortment of brilliant misfits into, y'know, a team? If he can't, Cissy may not wait until season's end to give him the boot.

MANAGER: DOC PAWLOWSKI

Run out of Gettysburg for tampering with the lightning rods atop Gherardi Fields, Doc considered abandoning the weather-based management style that he pioneered more than two decades ago. After a winter's soul searching, he announced his decision: "When hell freezes over!" You'll see him fiddling with his windsocks and hygrometers all summer long—and probably the lightning rods, too.

| | |
|---------|-------------------------|
| MANAGER | DOC PAWLOWSKI |
| PLAYED | 2B, 1980-92 |
| STYLE | COMBUSTIBLE |
| DARING | 16 |
| MOTTO | "Blame it on the rain." |

AUGUST PAIGE, SP

Everyone on Earth knows Pam Casey is the best pitcher in Nashville—which means hardly anyone has noticed the brilliance of August Paige. A sort of little brother to Casey, he wanders out to the mound every fifth day, using a power-sinker and a split-change to induce pathetically weak contact, posting numbers that would make him the ace of any other team. On his rare bad starts, no one complains. Little brothers get away with everything.

AARON SINNER, C

The best catching prospect to hit the Circuit since Adie Barnett, Sinner had his debut delayed by a ruptured achilles, three broken fingers, and a frustratingly vague knee injury that simply refused to heal. Power like this is too valuable to waste on the Injured List—perhaps it's time to shift him to the safer confines of right field.

HAWKINS ENTREKIN, SS

Hawkins Entrekin may be one of the finest contact hitters on the Circuit, but real estate is his passion. A born salesman, he's currently selling units in Hawk Heights, the apartment complex he's building at Twelfth South. We'd make fun but we can't—we bought a two bedroom on the eighth floor.

Knoxville Grackles

| LINEUP | POS. | L/R | BT | OBT | TRAITS | AGE |
|----------------|------|-----|----|-----|--------|-----|
| MAC MCCLINTOCK | SS | R | 30 | 37 | | 28 |
| DENISE ATKINS | RF | R | 31 | 38 | P++ | 28 |
| IAN WHITE | 3B | S | 29 | 36 | P+ | 29 |
| SCOTT KENT | 2B | L | 25 | 38 | | 33 |
| EVERLY ENDRES | CF | L | 23 | 34 | P+ | 24 |
| SHEILA HURLEY | LF | R | 26 | 33 | | 30 |
| ANDY ZAK | C | R | 23 | 30 | D+ | 33 |
| MICHAEL STAHL | 1B | R | 23 | 32 | D+ | 28 |

| BENCH | POS. | L/R | BT | OBT | TRAITS | AGE |
|------------------------|------|-----|----|-----|--------|-----|
| JANDY CRAYTRIDGE, JR. | INF | R | 24 | 31 | D+ | 25 |
| JOHN GARDINER | INF | R | 20 | 25 | D- | 37 |
| AMJ FIRECRACKER PHELPS | OF | R | 21 | 29 | | 23 |
| DREW AKERS | OF | R | 24 | 36 | | 30 |
| RICHARD GROZNIK | C | R | 22 | 27 | | 24 |

| ROTATION | P.D. | L/R | BT | OBT | TRAITS | AGE |
|-------------------|------|-----|----|-----|--------|-----|
| CRACKERJACK ALLEN | 12 | L | 9 | 15 | | 28 |
| MALIA NOVAK | 12 | R | 16 | 21 | | 31 |
| CHEYENNE KARP | 4 | L | 9 | 15 | | 32 |
| ERIE HARRISON | 4 | R | 13 | 17 | K+ | 22 |
| KID EASTON | 4 | R | 8 | 15 | | 32 |

| BULLPEN | P.D. | L/R | BT | OBT | TRAITS | AGE |
|-----------------|------|-----|----|-----|--------|-----|
| HARLOW TAYLOR | 8 | R | 3 | 6 | | 32 |
| FILIP CERVANTES | 4 | L | 3 | 9 | K+ | 31 |
| WALLY GILBERT | 4 | R | 9 | 15 | | 31 |
| PAULY LIGHTFOOT | 4 | R | 11 | 17 | | 20 |
| DOM GUIDO | 4 | R | 8 | 15 | K+ | 30 |
| MELODIE STARK | -4 | R | 9 | 18 | GB+ | 25 |
| SUSUMU MAEDA | -4 | L | 12 | 16 | | 32 |

A Stitch In Time?

| | |
|------------|------------------|
| OWNER | JOHN LONGSTREET |
| LAST YEAR | 4TH PLACE, 78-76 |
| PENNANTS | 24 |
| BALLPARK | C.W. PARK |
| TEAM SCORE | 69 |

When the Grackles were the best baseball team on the planet, their strategy was simple. Score as many runs as you want, they said. We'll score more. Longstreet's front office still prioritizes hitting over pitching—have there ever been Grackles more Gracklish than Denise Atkins and Everly Endres?—but they're not outscoring the opposition like they used to.

Shipping all-purpose infielder Doc Raffos to Gettysburg brought back Harlow Taylor, a new closer whose shocking white hair and jaw-dropping curve promise to bring a new look to the worst bullpen in the league, but it hardly seems like enough. With the roster about to be devastated by free agency, John George is so frantic to hold their window open that he may lose a finger when it slams shut.

MANAGER: JOHN GEORGE

Not even the lockout could divert John George from his routine. Last summer he arrived at C.W. Park every day at 8 on the dot to watch over an empty clubhouse and a phone that never rang. Pressed by his analyst to make the time more productive, George began bringing his knitting to the ballpark. By fall, every player on the Circuit had a new scarf courtesy of J.G.

| | |
|---------|-----------------------|
| MANAGER | JOHN GEORGE |
| PLAYED | 3B, 1982-97 |
| STYLE | ROBOTIC |
| DARING | 10 |
| MOTTO | "Knit one! Purl two!" |

FILIP CERVANTES, RP

It's not a good idea to bet on coin flips, six furlong races, or relief pitching. Once among the most feared pitchers in the game, Cervantes is now simply pitied. His fastball is slow, his curveball straight, his change-up no change at all. All he can hope is that this season, the gods of randomness will shine on him and he will be feared once more.

EVERLY ENDRES, CF

Fans hate strikeouts, tolerate walks, and go berserk for home runs. Those are the only things Endres will give you—she's a classic three true outcomes brute—and her reception when she makes her debut at C.W. Park will depend on the ratio of what she provides. If it's mostly Ks, she'll be booed back to the minors. But if she can find the sweet spot, we'll have a star on our hands.

PAULY LIGHTFOOT, RP

When front office execs talk about stockpiling arms, Pauly Lightfoot is what they have in mind. His right arm boasts five fingers, a shoulder, and an elbow that bends just the right amount to sip a glass of water, eat a ham sandwich, or throw a perfectly acceptable fastball. There's a person attached to it as well, but let's be honest—all Longstreet sees is the arm.

Cooper River Chickadees

| LINEUP | POS. | L/R | BT | OBT | TRAITS | AGE |
|------------------|------|-----|----|-----|--------|-----|
| ROGEN JEMI | LF | S | 34 | 44 | C+ P- | 26 |
| KEIRON PESKETT | CF | S | 30 | 38 | | 32 |
| SAM FISHELL | C | L | 32 | 40 | D+ | 30 |
| THUNDER WELLS | 3B | S | 29 | 41 | P+ | 30 |
| ZELDA MYSLAK | RF | R | 28 | 37 | C+ | 26 |
| CHARLES PEARSON | 1B | L | 25 | 32 | P+ S- | 27 |
| RUSSELL H. ROE | SS | R | 21 | 29 | S+ | 35 |
| MICHAEL ANDERSON | 2B | R | 24 | 33 | | 22 |

| BENCH | POS. | L/R | BT | OBT | TRAITS | AGE |
|----------------|------|-----|----|-----|--------|-----|
| EMILIA ENDRES | OF | R | 27 | 37 | C+ | 26 |
| CASEY MATTESON | OF | L | 24 | 33 | | 30 |
| CASEY MYSLAK | INF | R | 22 | 30 | | 26 |
| ZANASEYR NUO | INF | R | 25 | 29 | | 33 |
| J.P. GESTL | C | R | 28 | 34 | | 28 |

| ROTATION | P.D. | L/R | BT | OBT | TRAITS | AGE |
|-------------------|------|-----|----|-----|--------|-----|
| WALDEMAR PEDERSEN | 12 | L | 22 | 27 | ST+ | 26 |
| SUTTON WARD | 12 | R | 9 | 13 | ST+ | 31 |
| TRISTAN DRAPER | 8 | R | 10 | 15 | ST+ | 28 |
| JIM DEVORE | -4 | L | 16 | 22 | K+ | 24 |
| MARGARET O'HARA | -4 | R | 14 | 15 | | 25 |

| BULLPEN | P.D. | L/R | BT | OBT | TRAITS | AGE |
|----------------|------|-----|----|-----|--------|-----|
| ACADIA LEQUIRE | 8 | R | 12 | 19 | ST+ | 24 |
| KYLIE COE | 8 | R | 7 | 12 | | 27 |
| LEO NORTON | 8 | R | 7 | 13 | | 26 |
| CRYSTAL DARBY | -4 | L | 13 | 20 | | 28 |
| DAW HICKMAN | -4 | R | 9 | 15 | | 37 |
| ORI BANDO | -4 | L | 14 | 17 | | 29 |
| NINA BAGGETT | -4 | L | 6 | 13 | | 28 |

The Fans Save the Day

| | |
|------------|--------------------|
| OWNER | OSWALD BYRNE |
| LAST YEAR | 5TH PLACE, 75-79 |
| PENNANTS | 0 |
| BALLPARK | CRYSTAL CREEK PARK |
| TEAM SCORE | 57 |

| | |
|---------|------------------------|
| MANAGER | ROGEN JEMI |
| PLAYED | LF, 2016- |
| STYLE | SAGACIOUS |
| DARING | 9 |
| MOTTO | "Let's go Chickadees!" |

Since joining the league in 2007, the Chickadees have been controlled by the Alyre family, which ran them with a mixture of bravado, good humor, and spectacular failure. When the latest Alyre to inherit the team made good on his promise to sell the club if they fell short of 76 wins, he ran into a problem: the team was so hopeless that not even South Carolina's daffiest millionaires would consider an offer. Alyre was preparing to auction off the team—the bats, the hot dog machine, everything—when the fans came through.

Led by Oswald Byrne, a respected local plumber and amateur figure skater, a union of Chickadees fans took the team off Alyre's hands for the bargain price of \$1. When they get a look at the team's roster—whose batters are aging and whose pitching veers abruptly from brilliant to catastrophic—they may feel they overpaid.

MANAGER/LF: ROGEN JEMI

Even after the team was sold, there was no question of ditching Rogen Jemi, a one-man Cooper River fan club whose tenure as player/manager has been distinguished by exceptional play on the field and relentless optimism in the dugout. He's the Chickadees' heart. Without him, they wouldn't live long.

TRISTAN DRAPER, P

Last season Tristan Draper learned to pitch. He added nothing to his repertoire and made no alterations to his motion. His velocity and spin rate remained the same. But his ERA plummeted from 5.87 to 3.28. How did he do it? "I woke up one morning without fear," he said. "After that, pitching just made sense." Hear that, kids? All you have to do is live without fear and you can dominate the Circuit, too!

KEIRON PESKETT, CF

In 2020, Keiron Peskett hit an angelic .322 when batting left-handed, which would have won him a batting title if he didn't insist on occasionally batting with his right hand. On the right side of the plate, he hit a devilish .197 with no home runs, prompting Jemi to beg him to give up on switch-hitting and turn lefty for good. Could it be so simple? Or does the good Peskett need the evil Peskett to survive?

EMILIA ENDRES, OF

Perhaps the best bench player on the Circuit, Emilia Endres has tried everything to break into the Chickadees' starting lineup, including trying to learn second base. She tried her darndest, but after three errors in her first four games, the bench welcomed her home.

Tallahassee Kites

LINEUP POS. L/R BT OBT TRAITS AGE

| | | | | | | |
|-----------------|----|---|----|----|-------|----|
| B.L. COFFIN | SS | R | 30 | 37 | | 27 |
| AMBER A. MORRIS | C | R | 31 | 40 | P++ | 27 |
| BRYCE CARTER | 2B | L | 25 | 32 | P++ | 25 |
| GABBY LEWIS | 1B | S | 25 | 35 | P+ | 23 |
| KENNY HEMLER | CF | L | 28 | 35 | | 29 |
| DAVID PRUITV | LF | R | 25 | 34 | | 22 |
| TERRY CANIFF | RF | L | 23 | 30 | D+ P- | 32 |
| GARRET MYHAN | 3B | R | 24 | 28 | D+ | 28 |

BENCH POS. L/R BT OBT TRAITS AGE

| | | | | | | |
|--------------|-----|---|----|----|----|----|
| ALEXA MOONEY | OF | L | 18 | 27 | D+ | 28 |
| JOE CHESSER | OF | L | 18 | 25 | S+ | 22 |
| TIMMY RACEK | INF | R | 24 | 32 | | 28 |
| R.P. MARTIN | INF | L | 24 | 30 | | 34 |
| SPANKY ELLIS | C | R | 24 | 30 | C- | 29 |

ROTATION P.D. L/R BT OBT TRAITS AGE

| | | | | | | |
|-----------------|----|---|----|----|----|----|
| ALYSSA ROMANO | 12 | R | 13 | 20 | K+ | 28 |
| JACKSON SANDS | 12 | R | 11 | 17 | K+ | 20 |
| WALTER BIRDSONG | 8 | R | 15 | 21 | | 30 |
| CHRIS COBB | 8 | L | 8 | 10 | | 27 |
| LUNA STERN | 4 | R | 12 | 16 | | 27 |

BULLPEN P.D. L/R BT OBT TRAITS AGE

| | | | | | | |
|----------------|----|---|----|----|--------|----|
| BENJAC JANEWAY | 8 | R | 3 | 6 | K+ ST+ | 37 |
| J.J. PERKINS | 4 | L | 6 | 12 | | 36 |
| BIGJER SIMS | 4 | L | 11 | 19 | | 26 |
| SAM SIZEMORE | -4 | L | 5 | 9 | | 30 |
| MIKEY BADR | -4 | L | 12 | 16 | K+ | 33 |
| ALIVIA SAMUEL | -4 | R | 12 | 20 | | 28 |
| KOALA LORD | -4 | L | 13 | 17 | ST+ | 25 |

The Kites Stay Grounded

| | |
|------------|------------------|
| OWNER | BRYAN GROSNICK |
| LAST YEAR | 6TH PLACE, 73-81 |
| PENNANTS | 9 |
| BALLPARK | POSEY FIELD |
| TEAM SCORE | 63 |

Fabulous news! Tallahassee is good again! Cheerful incompetent James McInnes has been replaced; the disgraced villains of 2018 have finally been stripped away, and the arrival of Jackson Sands has given Tallahassee the finest rotation in the league. They even changed the mascot, dumping the notoriously surly Wrenata the Wren for the adorable Kit the Kite! They'll win the pennant!

Terrible news! Tallahassee is still lousy! The bullpen is a catastrophe; the lineup is thin, and the bench is nonexistent. Kit the Kite is a dead-eyed nightmare! James McInnes was pure class and the untested Mitchell Moody isn't fit to hold his teacup. They'll finish last!

Which is true? We dunno. That's why they play the games.

MANAGER: MITCHELL MOODY

A two-sport college star, Moody chose pro football over baseball—and was rewarded for his treachery with three championships, two MVPs, and a horrific knee injury that ended his gridiron career at 28. After a decade managing in the Kites' farm system, he's bringing his uniquely cheerful style to the Circuit, where even if he loses, at least nobody will hit him in the head.

| | |
|---------|----------------|
| MANAGER | MITCHELL MOODY |
| PLAYED | SS (COLLEGE) |
| STYLE | ALL-AMERICAN |
| DARING | 6 |
| MOTTO | "Woohoo!" |

AMBER A. MORRIS, C

Amber Morris has arms like steel cables—the stuff they use to build bridges—and every time she hits a home run, they bulge a little more. In 2020 she won the beefsteak, and when she hit her 47th home run—a 108 MPH line drive that cleared the farthest bleachers of Posey Field—she nearly exploded out of her uniform sleeves. This year, she expects to finally bust the seams.

JACKSON SANDS, SP

A whippet-thin sidearmer with a passion for hard candy and comic books, this promising 20-year-old hardly seems grown enough for life among the hardened veterans of Tallahassee pitching staff. But Sands carved a swath of misery and devastation across the bush leagues, posting an ERA of 0.54 in 173.2 innings, and Bryan Grosnick believes it would be cruel to the other minor leaguers to send him back.

BENJAC JANEWAY, RP

The immortal Janeway has been pitching professionally since before Jackson Sands had teeth, and her infamous cutter continues to ravenously devour opposing hitters. After this season she's promised to join wife Destiny Rush in retirement, but if she has a good year we expect to see her next spring.

Gettysburg Owls

LINEUP POS. L/R BT OBT TRAITS AGE

| | | | | | | |
|--------------------|----|---|----|----|-------|----|
| CLINTON DAWLEY | RF | R | 35 | 38 | S+ D+ | 25 |
| PIOTR ZAJKOWSKI | 3B | L | 28 | 37 | | 30 |
| PHILIP MCGRATH | C | R | 31 | 39 | P+ | 28 |
| JAMES MCINNES, JR. | LF | R | 31 | 35 | | 26 |
| AMBER B. MORRIS | 1B | R | 25 | 30 | P+ | 27 |
| DOC RAFOS | 2B | R | 26 | 30 | | 26 |
| JOHN BUCKEYE | CF | R | 25 | 36 | | 25 |
| MARTIN DESK | SS | L | 25 | 29 | | 27 |

BENCH POS. L/R BT OBT TRAITS AGE

| | | | | | | |
|----------------|-----|---|----|----|----|----|
| CAMDEN WOOD | OF | R | 25 | 31 | | 26 |
| ANYA LAMBERT | OF | R | 26 | 31 | | 26 |
| FIONA SULLIVAN | INF | R | 18 | 30 | S- | 33 |
| NEAL O'OSBORNE | INF | L | 16 | 27 | D+ | 20 |
| TIMMY LOOPIS | C | R | 19 | 24 | D+ | 22 |

ROTATION P.D. L/R BT OBT TRAITS AGE

| | | | | | | |
|-------------------|----|---|----|----|-----|----|
| JIMMY PARKER | 8 | L | 11 | 17 | K+ | 26 |
| PRESTON FRANKLIN | 4 | R | 5 | 11 | GB+ | 33 |
| TULLA PAREDES | 4 | L | 15 | 23 | GB+ | 26 |
| NIGHTMARE NEWBARN | 4 | L | 16 | 21 | | 24 |
| SHAWN LESSER | -4 | R | 15 | 21 | | 34 |

BULLPEN P.D. L/R BT OBT TRAITS AGE

| | | | | | | |
|-----------------|----|---|----|----|-----|----|
| TEAGAN BARRETT | 8 | L | 3 | 8 | | 28 |
| MIKAYLA PADGETT | 8 | R | 7 | 15 | ST+ | 29 |
| RYE SANDERS | 4 | R | 5 | 9 | | 32 |
| PRAIRIE DAWN | 4 | R | 13 | 17 | | 25 |
| MAMA SOLASH | -4 | L | 10 | 14 | GB+ | 33 |
| WILLOW NEWSON | -4 | R | 10 | 16 | K+ | 21 |
| DIANA RUBIN | -4 | L | 6 | 11 | | 28 |

Terrible! Simply Terrible!

| | |
|------------|------------------|
| OWNER | COREY LESSER |
| LAST YEAR | 7TH PLACE, 62-92 |
| PENNANTS | 14 |
| BALLPARK | GHERARDI FIELDS |
| TEAM SCORE | 53 |

| | |
|---------|-----------------------|
| MANAGER | TUFFY TOROSCALLI |
| PLAYED | C, 1997-2009 (MINORS) |
| STYLE | FLATBUSH |
| DARING | 17 |
| MOTTO | "Get out of my way." |

Owls fans are used to misery. In a league of cursed teams, they are the cursed-est, failing to win a pennant since god knows when and not looking particularly graceful along the way. Last season they found new depths—not only playing hideous baseball but humiliating themselves every chance they got. Fans howled at the outfield collision that left Kenny Hemler and Jimmy McInnes both injured and pantsless, and the incident of the hornets in the ballpark plumbing is best forgotten altogether. The only question this year is—how can it get worse?

It probably can't. But in a town this blighted by misery, we wouldn't be surprised if the whole mess just happened again.

MANAGER: TUFFY TOROSCALLI

Brooklynite Ricardo Toroscalli credits his success to a lifetime membership at the Park Slope Food Coop, a highly competitive discount grocery where shopping is as cutthroat as any major league. It was there he learned to handle eggs, give orders, stomp toes and act tough even when he was scared to death—all skills that transferred seamlessly to a long career as a minor league catcher. As the Owls newly-minted manager, expect him to keep it fresh.

SHAWN LESSER, SP

The veteran sinkerballer tweaked his elbow in January during a particularly vigorous pillow fight with his toddler. The result was 5 MPH off his fastball, a career in doubt, and questions from the Owls' scouting department wondering if Lesser's daughter can hit breaking pitches as hard as she hits her dad.

AMBER B. MORRIS, 1B

The Owls have long rued the trade that let Amber Alpha Morris go to Tallahassee, where the stout young catcher has become one of the game's brightest stars. And so this winter they went out and got the next best thing: her twin sister, Amber Beta, who is nearly identical to her sister—especially when they're both in their catching gear. In Gettysburg, we understand, she plans to move from catcher to first base to accommodate Phillip McGrath and lessen the confusion all around.

JOHN BUCKEYE, CF

Almost laughably cocky, Buckeye marked his debut in the minors by getting a tattoo that read, "Gettysburg Owls: Champions _____. Once he gets a feel for how hopeless the club really is, he may turn to history to complete his ink. After all, the Owls did win the pennant back in 1878.

Charlottesville Flycatchers

| LINEUP | POS. | L/R | BT | OBT | TRAITS | AGE |
|----------------|------|-----|----|-----|--------|-----|
| BRANT MCKOWN | SS | L | 35 | 40 | S+ | 28 |
| TAVIS LESSER | LF | L | 30 | 33 | P+ | 26 |
| FUNIE STEED | CF | L | 27 | 37 | | 26 |
| PATRICK BYRNES | RF | R | 28 | 36 | | 24 |
| Z.J. HUNT | 1B | S | 26 | 35 | | 27 |
| ADIE BARNETT | C | R | 29 | 33 | D+ | 28 |
| COLIN BEASLEY | 2B | S | 23 | 30 | | 38 |
| BEN COLEMAN | 3B | L | 25 | 32 | | 28 |

| BENCH | POS. | L/R | BT | OBT | TRAITS | AGE |
|---------------|-------|-----|----|-----|--------|-----|
| KYLE BEASLEY | OF/SP | L | 25 | 30 | P+ | 21 |
| LIBERTY ASHES | OF | R | 21 | 31 | S+ D+ | 26 |
| NIC FUHS | INF | L | 18 | 27 | P- | 38 |
| B.P. ISLAND | INF | L | 23 | 29 | D- | 32 |
| RON PLUNK | C | L | 26 | 30 | | 29 |

| ROTATION | P.D. | L/R | BT | OBT | TRAITS | AGE |
|-----------------|------|-----|----|-----|--------|-----|
| COAKER VEAH | 12 | R | 8 | 13 | | 23 |
| JOSHUA THIEDE | 8 | R | 9 | 13 | | 30 |
| TWO NAMES CECIL | 8 | R | 11 | 14 | | 24 |
| RICHIE MCGRAW | 8 | L | 15 | 19 | K+ | 27 |
| KYLE BEASLEY | 4 | L | 25 | 30 | | 21 |

| BULLPEN | P.D. | L/R | BT | OBT | TRAITS | AGE |
|---------------------------|------|-----|----|-----|--------|-----|
| ARNIE TOUART | 12 | R | 7 | 12 | GB+ | 30 |
| BRITT GHERARDI | 12 | R | 4 | 6 | | 30 |
| MICHAEL KEELEY | 12 | L | 15 | 22 | K+ | 21 |
| DON WAKAMATSU | 8 | R | 8 | 13 | | 27 |
| MORGAN MCKEE | -4 | R | 17 | 25 | | 23 |
| HIROM WILLIAMS | -4 | R | 8 | 13 | | 31 |
| BILLIAM JEROME WAINBRIDGE | -4 | R | 13 | 18 | | 24 |

Can Cruz Rise From Ashes?

| | |
|------------|------------------|
| OWNER | ANNE MARIE CRUZ |
| LAST YEAR | 8TH PLACE, 60-94 |
| PENNANTS | 16 |
| BALLPARK | PAVEMENT FIELD |
| TEAM SCORE | 84 |

What the heck happened to the Chickadees? From their arrival on the Circuit in 2007, any lousy team could count on one thing: no matter how bad they were, Cooper River would be worse. But since the emergence of Rogen Jemi, the Chickadees have vacated their customary spot at the foot of the standings and the Flycatchers have reluctantly taken their place.

Attempting to distract fans from this unfamiliar humiliation, Anne Marie Cruz installed plush new folding seats throughout Pavement Field, reasoning that if you're on rock bottom, you may as well have a comfortable seat. The early reviews of the new seats are positive, but when your big offseason acquisition is backup catcher Ron Plunk, foam only goes so far.

MANAGER: K.P. MCNEIL

Understanding that the skipper of a last place team should at least try to look concerned, McNeil reined in his sunshiney demeanor in 2020, donning dark sunglasses, gray suits and a dour scowl whenever not in Charlottesville green. But as soon as he turned the corner you'd hear him laughing at a bawdy limerick or particularly amusing squirrel, and know that even losing can't keep this cheerful vet down.

| | |
|---------|---------------------|
| MANAGER | K.P. MCNEIL |
| PLAYED | C, 1989-2003 |
| STYLE | MERRY |
| DARING | 12 |
| MOTTO | "Embrace the suck." |

COAKER VEACH, SP

A woman of routine, Veach eats a platter of her father's veggie lasagna every day she pitches. The uncertainty of life in the bullpen meant daily helpings of this decadent delicacy, which left her soul nourished and her body often too drowsy to pitch effectively. Now that she's in the rotation, lasagna will be restricted to every fifth day, which will hopefully leave Veach a bit more alert.

KYLE BEASLEY, OF/SP

Critics laughed when Kyle declared himself a two-way player, suggesting that a .188 hitter had no place in the lineup and a 5.88 ERA pitcher was too lousy even for Charlottesville's historically hapless pitching staff. But last August he surprised them all—belting four home runs as a pinch hitter and pitching to an ERA of 3.24. Far from a joke, Beasley has the makings of a folk hero.

MELANA WAYNE, RP

In the box, Wayne leaves her bat on her shoulder as a protest against the concept of pitchers hitting, not even pretending to swing. Last season, a wild change up from BigJer Sims bounced off her bat and rolled long enough that Wayne reached first safely. Her perfect record is ruined—she's now a lifetime 1-34.

Nine Game Pennant

2022

| | 2022 STANDINGS (145 GAMES) | WINS | LOSSES | WIN P'TAGE | GAMES BEHIND | MAGIC NUMBER | TEAM SCORE |
|---|---------------------------------------|-------------|---------------|-----------------------|-------------------------|-------------------------|-----------------------|
| 1 | Broad Street | 83 | 62 | 57.24% | 00 | 08 | 95 |
| 2 | Williamsburg | 81 | 64 | 55.86% | 02 | 08 | 90 |
| 3 | Charlottesville | 81 | 64 | 55.86% | 02 | 08 | 84 |
| 4 | Tallahassee | 73 | 72 | 50.34% | 10 | Elim. | 63 |
| 5 | Knoxville | 73 | 72 | 50.34% | 10 | Elim. | 69 |
| 6 | Gettysburg | 66 | 79 | 45.52% | 17 | Elim. | 53 |
| 7 | Paducah | 63 | 82 | 43.45% | 20 | Elim. | 70 |
| 8 | Cooper River | 60 | 85 | 41.38% | 23 | Elim. | 57 |

With nine games to play in the 2022 season, the Broad Street Peacocks are somewhere impossible: first place. After a generation and a half without a title, Nashville's team has made good on their incredible talent, forgoing their customary mid-August implosion to bring themselves to the brink of a title.

It's up to you to carry them over the line. Or, if you prefer, to stop them.

In the Nine Game Pennant campaign, you choose one of the teams still in contention—Broad Street, Williamsburg, and Charlottesville—and play through the season's climax using the pre-filled scorecards you'll find in the folder titled "Nine Game Pennant 2022." Simulate the games you don't play using Team Score (pg. 38), and track the changes in the standings using the PDF called

Nine Game Pennant Schedule 2022. If two teams are tied after Game 154, play a best of seven Circuit Series to determine the winner.

Who will you choose? Pam Casey and the historically great Broad Street pitching staff? Perennial contenders Williamsburg, led by speedy shortstop Clyde Shaud, Jr.? Or Charlottesville, dragged up from last place by two-way sensation Kyle Beasley? Whoever you choose, you will make legends. Or you'll fail. If you do, well, you'll just have to play again.

The final nine games are as follows:

| ROUND | AWAY | HOME | FAV./CHANCE |
|--------------|-----------------|-----------------|--------------------|
| 20 | Charlottesville | Broad Street | BSP: 61 |
| | Williamsburg | Tallahassee | WIL: 77 |
| | Gettysburg | Paducah | PAD: 67 |
| | Cooper River | Knoxville | KNO: 62 |
| 21 | Broad Street | Gettysburg | BSP: 80 |
| | Charlottesville | Williamsburg | WIL: 56 |
| | Paducah | Knoxville | PAD: 51 |
| | Cooper River | Tallahassee | TAL: 56 |
| 22 | Williamsburg | Broad Street | BSP: 55 |
| | Paducah | Charlottesville | CHA: 64 |
| | Tallahassee | Gettysburg | TAL: 60 |
| | Knoxville | Cooper River | KNO: 62 |



Umpire Nathaniel Jones leaps to avoid Nan Matteson (L, pg. 94) and Bones Perlmutter (pg. 92).

5. SOUTHERN CIRCUIT 1913



1912 Recap

Alfrey's Last Stand

Bean Alfrey is a blight on the Circuit. Since 1892, we've been praying for the famously-cruel Paducah player-manager to just go away, and yet he has stubbornly refused to retire, even as the last few years have shown him to be hopelessly past his prime. Last year it got worse, as his Red Birds mounted a shocking comeback on the season's final day to force a Circuit Series against the Birmingham Ravens, forcing us to contemplate the nauseating thought that this villain might actually win a pennant.

When the Red Birds won the series' first two games, it seemed our nightmare had come to pass, but then Birmingham broke Alfrey's twin aces, Debra Chaff and Gentle Parks, and tied the series 2-2. Along the way, Alfrey made a pair of errors so hideous we were certain he would slink into his hole and never return.

Show what we know.

"Couple bad hops won't slow me down," Alfrey said after Game 4. "If Deb and the Gent can't get it done, we got plenty pitchers who will. This series will be mine even if I have to do the pitching myself."

Kate Eastman made sure it wouldn't come to that. Frankfort's unheralded third starter has always had a knack for the dramatic, and it was in the tradition of the finest sporting clichés that she stepped from the wings to save the Red Birds in Game 5, throwing an easy nine innings as the Birds won 2-1.

"Aw, I could pitch like that all year if I felt like it," she said afterwards. "But don't you think it'd get a little dull?"

For Game 6, the Series returned to Frankfort's gleaming new Ball Yard, where the bumper crowd was as vicious as their skipper has trained them to be. Given the chance to win the pennant, Gentle Parks was pummeled again. Birmingham piled up six runs and snuffed out Frankfort's best shot at a rally with a timely triple play. The series was tied, 3-3, and Bean's complexion had acquired the moist pallor of a drowned corpse.

The pitching match-up for Game 7 read Goldberg vs. Chaff, but it may as well have said Good vs. Evil. It should have been a classic, but unlike Kate Eastman, the demons behind Frankfort's success have no sense of drama. In the first inning, Clobber Dwyer tripled home his brother Urbane and the Red Birds never looked back, rapping 15 hits, scoring 5 runs, and winning the series without apparent strain.

Alfrey remained in the clubhouse long after the game ended, refusing to come out until the ballpark was clear. He spent the night prowling the grandstands and keening, singing the songs his mother taught him on a nameless mountain long decades before. The next day he issued a statement announcing his retirement. It's what we had been waiting for, but we took no pleasure from it. In the end, Alfrey had won.

1912 STANDINGS WINS LOSSES

| | | WINS | LOSSES |
|---|-----------------|------|--------|
| 1 | Frankfort | 93 | 61 |
| 2 | Birmingham | 93 | 61 |
| 3 | Gettysburg | 92 | 62 |
| 4 | Knoxville | 89 | 65 |
| 5 | Charlottesville | 80 | 74 |
| 6 | Broad Street | 79 | 75 |
| 7 | Ponchatoula | 71 | 83 |
| 8 | Meridian | 20 | 134 |

LEAGUE LEADERS

| | |
|-------------------|----------------------------|
| BATTING | Dave Pruitt, PON: .397 |
| HOME RUNS | Beefsteak Atkins, CHA: 19 |
| RBI | Connie Stone, BSP: 122 |
| WINS | Gentle Parks, FRA: 33 |
| ERA | Carrie Goldberg, BIR: 1.27 |
| STRIKEOUTS | M.B. Seligman, CHA: 295 |

Frankfort Red Birds

*“They don’t make a fuss
when they die.”*

| LINEUP | POS. | L/R | BT | OBT | TRAITS | AGE |
|-------------------|------|-----|----|-----|--------|-----|
| BUTCH ELLIS | 3B | L | 33 | 40 | D+ | 27 |
| URBANE DWYER | CF | R | 27 | 36 | | 27 |
| FRANCINE RASPUTIN | 1B | R | 31 | 39 | P+ D+ | 24 |
| RACHEL NASS | 2B | R | 25 | 33 | | 26 |
| KEN BEASLEY | C | R | 25 | 33 | D+ C+ | 24 |
| BENNY MORRS | LF | L | 26 | 30 | | 24 |
| MAXINE BLOCH | SS | R | 24 | 31 | S+ D+ | 26 |
| BOO ERINKARP | RF | R | 20 | 32 | D+ | 23 |

| BENCH | POS. | L/R | BT | OBT | TRAITS | AGE |
|---------------|------|-----|----|-----|--------|-----|
| SPARKS KATT | INF | L | 22 | 27 | C+ | 27 |
| CLOBBER DWYER | OF | R | 18 | 29 | | 32 |
| SCARLET OAKES | UT | R | 24 | 29 | | 24 |
| TEMPEST REZAI | C | R | 24 | 31 | | 26 |

| PITCHERS | P.D. | L/R | BT | OBT | TRAITS | AGE |
|-----------------|------|-----|----|-----|--------|-----|
| DEBRA CHAFF | 20 | L | 23 | 28 | | 23 |
| GENTLE PARKS | 20 | R | 12 | 17 | | 25 |
| ZARAAN MITCHELL | 12 | R | 20 | 23 | | 25 |
| DOC LEVINE | 8 | R | 17 | 23 | | 21 |
| BEAR BODKIN | 4 | L | 18 | 25 | | 26 |

A Chip Off the Old Bloch

| | | | |
|------------|------------------------|---------|-----------------------|
| OWNER | GINGER ROBOTHAM | MANAGER | MAXINE BLOCH |
| LAST YEAR | CHAMPIONS, 93-61 | PLAYED | SS, 1907- |
| PENNANTS | 5 | STYLE | MONASTIC |
| BALLPARK | MUNICIPAL BALL YARD II | DARING | 7 |
| TEAM SCORE | 75 | MOTTO | "Breathe. Then kill." |

The unexpected hero of the Red Birds' championship, Kate Eastman arrived at the victory parade down Capital Ave expecting to lead the procession. She was met by new skipper Maxine Bloch, who has loathed her since the on-field breakdown of their love affair in 1908, and who took demonic pleasure in shredding her contract in full view of the governor's box. Eastman slapped Bloch so hard that her handprint showed for a week, but Bloch showed no sign of pain.

"I loved that girl something fierce," said Bloch. "Ain't no room for love on a baseball team."

From her cruelty to her bowl cut, Bloch is the spitting image of her mentor Bean Alfrey, and her ruthless disposal of her ex-lover showed that like borscht on white pants, Bean's influence on the Red Birds will never fade.

MANAGER/SS: MAXINE BLOCH

Of course, there's more to Bloch than vengeance. This season, Red Birds fans will find the Ball Yard outfield ringed with thousands of delicate pansies, which Bloch compelled her players to plant in lieu of a traditional spring training. "I love the flowers," she says. "They're so pretty—and they don't make a fuss when they die."

FRANCINE RASPUTIN, 1B

First base is a funny assignment. No matter how brilliantly you play it, you will still be regarded as too clumsy to play up the middle, too slow for the outfield grass. Rasputin is proof that such notions are nonsense. Her work at first is rarely spectacular, but her calm is infallible. When she leans to stop a ball from shooting up the gap or drops to snatch a bad throw out of the dirt, she steadies the nerves of every other player on her team. If you don't notice her, well, that's just proof she's doing a good job. Oh, and she's a brilliant hitter, too. Not bad.

ZARAAN MITCHELL, P

Reared beneath the big sky of Montana, Mitchell is the embodiment of the Rocky Mountains: a powerful young pitcher with a dazzling fastball who fancies himself a bit of a hitter, too.

DOC LEVINE, P

Reared beneath the big sky of Wyoming, Levine is the embodiment of the Great Plains: an expansive young pitcher with a dazzling fastball who fancies herself a bit of a hitter, too. If that sounds uncannily similar to Zaraan Mitchell, so what? When a pair of rookies are this talented, it doesn't matter if you can tell them apart.

Birmingham Ravens

“A roaring success!”

| LINEUP | POS. | L/R | BT | OBT | TRAITS | AGE |
|----------------|------|-----|----|-----|--------|-----|
| PETE MCGIMLEY | LF | L | 26 | 35 | S+ | 24 |
| CRIMSON PIKE | RF | R | 27 | 37 | | 26 |
| POP CORCORAN | CF | L | 36 | 40 | P++ | 29 |
| ALLISON RIFFEL | 1B | L | 25 | 36 | D- | 24 |
| CHINTZY HARPER | C | R | 24 | 31 | | 35 |
| KING LEAR | SS | R | 23 | 34 | D+ | 24 |
| OLD '97 MORROW | 2B | R | 23 | 30 | D+ | 25 |
| GREEN RICHARDS | 3B | R | 22 | 27 | | 31 |

| BENCH | POS. | L/R | BT | OBT | TRAITS | AGE |
|-----------------|------|-----|----|-----|--------|-----|
| WILD BILL ELKIN | INF | S | 24 | 30 | | 23 |
| BOBBY ROYNT | OF | S | 20 | 23 | | 22 |
| JORGE MOLINA | UT | S | 21 | 27 | | 31 |
| WALT ELFMAN | C | R | 19 | 30 | | 33 |

| PITCHERS | P.D. | L/R | BT | OBT | TRAITS | AGE |
|-----------------|------|-----|----|-----|--------|-----|
| CARRIE GOLDBERG | 20 | L | 11 | 14 | | 27 |
| WENDY CRAMPTON | 8 | R | 9 | 5 | | 27 |
| PHILIP HURD | 8 | R | 24 | 34 | | 26 |
| NOMVULA JANE | 6 | R | 14 | 18 | | 26 |
| KATE EASTMAN | 0 | R | 22 | 25 | | 32 |

Watts Lights Up Poe Park

| | |
|------------|-------------------|
| OWNER | EDGAR ALLAN THORN |
| LAST YEAR | 2ND PLACE, 93-61 |
| PENNANTS | 1 |
| BALLPARK | POE PARK |
| TEAM SCORE | 58 |

Pete and Pike and Pop

*The Birmingham outfield won't stop
Smacking doubles and hitting home runs
Having criminal levels of fun
Marching all the way to the top
Are Pete and Pike and Pop*

That charming bit of doggerel began making the rounds of Birmingham's lowest saloons last January, before Pop Corcoran even made his debut for the club. It was terribly optimistic—Birmingham were hardly known for doubles, home runs, or fun—but it proved prophetic, as the outfield three were instrumental in taking the Ravens from sixth to an improbable berth in the Circuit Series. This year they hope to add another verse—what rhymes with “champions”?

MANAGER: RANDALL WATS

Randall Watts' first year in charge of the Ravens was a roaring success. Don't believe us? Just ask Watts, who spent the offseason at ribbon cuttings and brass band concerts, shaking hands and kissing babies and declaring to anyone who would listen, “My first year in charge was a roaring success!” Though he acts like a politician, Watts' constituency amounts to exactly one—owner Edgar Allan Thorn—and if he doesn't keep him happy, the roaring will stop.

| | |
|---------|---------------|
| MANAGER | RANDALL WATTS |
| PLAYED | P, 1884-93 |
| STYLE | STUBBORN |
| DARING | 6 |
| MOTTO | “Told ya so.” |

KING LEAR, SS

There's something tragic about Joey Lear. Trouble with his daughters? A touch of madness on the heath? An unspeakable accident with his eyes? Nah. He's just such a good defender—leaping and diving and turning double plays that no mortal should be able to turn—we just think it'd be neat if he could hit over .228. Perhaps that doesn't qualify as tragic, but nobody's buying tickets to, “The Mild Disappointment of King Lear.”

OLD '97 MORROW, 2B

Although Ethelda Morrow was literally born on a train, don't let that conjure up images of a childhood hopping freight cars and dodging railyard detectives. Old '97 is the granddaughter of Iron Guts Morrow, a robber baron who once controlled train lines from Juneau to Key West. Like her defense at second base, Morrow's upbringing was strictly first class.

ALLISON RIFFEL, 1B

A meat-and-potatoes outfielder, last season Riffel found herself unable to defeat the Cerberus of Pete, Pop, and Pike. Her bat demanded a spot in the lineup, so Watts handed her a first baseman's glove and a piece of sage advice: “Don't hurt yourself out there.”

Gettysburg Owls

*“Adulthood is
a grim thing.”*

| LINEUP | POS. | L/R | BT | OBT | TRAITS | AGE |
|--------------------|------|-----|----|-----|--------|-----|
| DANIEL CHAIRET | CF | L | 28 | 33 | S+ | 25 |
| BONES PERLMUTTER | 1B | L | 29 | 35 | | 29 |
| BUBBLES LITTLEJOHN | C | R | 25 | 33 | D+ | 24 |
| PORKY FLICK | LF | S | 25 | 30 | D- | 30 |
| ELMO LAUCKS | RF | R | 25 | 28 | | 22 |
| TAMMY WILSON | SS | L | 20 | 29 | | 33 |
| THUMPTHORNDYKE | 2B | L | 19 | 28 | P+ D- | 30 |
| JOEL MAGREE | 3B | S | 20 | 28 | | 23 |

| BENCH | POS. | L/R | BT | OBT | TRAITS | AGE |
|---------------|------|-----|----|-----|--------|-----|
| LENNA SMALLS | INF | R | 16 | 26 | S- | 30 |
| LEE TALBERT | OF | L | 21 | 32 | | 26 |
| JAMES MCINNES | UT | R | 21 | 25 | C+ | 21 |
| VALERIE BIRCH | C | R | 21 | 25 | | 33 |

| PITCHERS | P.D. | L/R | BT | OBT | TRAITS | AGE |
|-----------------|------|-----|----|-----|--------|-----|
| ROSCO SCHENSKIE | 12 | R | 19 | 23 | | 25 |
| MAGIC MCCRANE | 12 | L | 20 | 29 | | 24 |
| KITTY LOPEZ | 8 | R | 13 | 20 | K+ | 24 |
| SMALLS TOUART | 8 | R | 13 | 19 | | 25 |
| PEANUT HOWARD | 6 | R | 26 | 30 | | 25 |

All the Young Arms

| | | | |
|------------|------------------|---------|------------------------------|
| OWNER | DOLORES PAWN | MANAGER | JUICE MANKY |
| LAST YEAR | 3RD PLACE, 92-62 | PLAYED | 3B, 1898- |
| PENNANTS | 4 | STYLE | WOLFISH |
| BALLPARK | GHERARDI FIELDS | DARING | 10 |
| TEAM SCORE | 59 | MOTTO | "Lookit me! I'm still here!" |

On a Circuit that's sodden with good pitching, Gettysburg's hurlers stand out. Anchored by the formidable Rosco Schenskie, Juice Manky's staff is notable both for its startling youthfulness—none of these whippersnappers are old enough to remember a world before zippers—and its depth. Peanut Howard would be a second starter on any other team, but in Gettysburg he's restricted to mop-up work—an injustice that has Juice considering something unprecedented: a four man rotation.

Although giving pitchers three days' rest between starts might prevent injuries, owner Dolores Pawn is staunchly opposed to the idea. "These rascals get into enough trouble on two days' rest," she says. "Why give them a third?"

MANAGER: JUICE MANKY

Although he probably could have scratched out another year or two as a bench player, Juice has officially hung up his cleats. In a career that took him across the Circuit and saw him play every position save catcher, this cheerful utility man was always good without ever touching greatness. His lifetime stats won't get him into the Ring of Honor, but a couple of pennants with Gettysburg might change the voters' minds.

DANIEL CHAIRET, CF

Along with roommate and bridge partner Bones Perlmutter, Chairet is one of the standouts on an otherwise-anemic lineup. Life as a team leader has made him old before his time. Three years ago he was lighting hotfoots and planting whoopie cushions, racing dodgy horses and shooting crooked dice and regularly staying out past dawn. Now he rises with the sun, spends all day trying to convince his teammates to buy life insurance, and is in bed by 8:30. Adulthood is a grim thing.

ROSCO SCHENSKIE, P

Pitchers like Rosco are the reason we watch the game. Not simply for the beauty of his windup, the simple ferocity of his fastball, the treachery of his change, but because he represents a promise kept. After years as a prospect, last summer he touched greatness, making good on his talent like too few manage to do.

MAGIC MCCRANE, P

A modern-day Samson, McCrane is convinced his talent lies in his extravagant black curls, which tumble down from the crown of his head all the way to his waist. A foolish superstition? Perhaps, but as long as his curve breaks like that, keep the scissors away.

Knoxville Grackles

*“What is the point of
Ulysses S. Bunt?”*

| LINEUP | POS. | L/R | BT | OBT | TRAITS | AGE |
|-----------------|------|-----|----|-----|--------|-----|
| CASSANDRA LOAM | SS | R | 30 | 37 | S+ | 31 |
| RON JUSTUS | RF | L | 32 | 37 | C+ | 24 |
| JOE TALL-ROCK | 1B | R | 31 | 40 | C+ | 27 |
| NAN MATTESON | 2B | L | 35 | 41 | P++ | 24 |
| TUFFY MCGOON | C | R | 26 | 38 | P+ | 32 |
| DOC MATTESON | LF | R | 27 | 34 | D+ | 25 |
| BREE ZAPHROZI | CF | L | 28 | 34 | C+ | 24 |
| ULYSSES S. BUNT | 3B | R | 22 | 27 | | 28 |

| BENCH | POS. | L/R | BT | OBT | TRAITS | AGE |
|-----------------|------|-----|----|-----|--------|-----|
| DAVID SUPERBONE | INF | R | 16 | 23 | D+ | 19 |
| SONDRA BRIDGES | OF | R | 24 | 31 | | 33 |
| BRETT BOZEMAN | UT | S | 19 | 26 | | 24 |
| SPUDS LUKE | C | S | 23 | 31 | D+ | 24 |

| PITCHERS | P.D. | L/R | BT | OBT | TRAITS | AGE |
|--------------------|------|-----|----|-----|--------|-----|
| BOULDER SIMMS | 12 | R | 10 | 15 | | 27 |
| COLIN UPSON | 8 | L | 22 | 27 | | 24 |
| GERSHON BEN ISRAEL | 8 | R | 11 | 15 | ST+ | 24 |
| ROHAAN MITCHELL | 6 | R | 24 | 29 | ST+ | 24 |
| RUTH WANNEMAKER | 6 | L | 13 | 15 | | 27 |

Matteson Eyes the Beef

| | |
|------------|------------------|
| OWNER | MONTE SARNO |
| LAST YEAR | 4TH PLACE, 89-65 |
| PENNANTS | 2 |
| BALLPARK | THE NEST |
| TEAM SCORE | 59 |

| | |
|---------|-----------------|
| MANAGER | FAY HARBAUGH |
| PLAYED | P, 1873-84 |
| STYLE | GRINNING SADIST |
| DARING | 8 |
| MOTTO | "Hush." |

Nan Matteson likes it hot. When the August sun pushed the mercury above 95° last season, she went on a power tear, belting three home runs in a week to bring her season total to eleven, putting her in a tie with Beefsteak Atkins himself. For weeks they traded blows, hammering balls out of the Nest and the Pavilion and everywhere in between. When September came they were deadlocked with the staggering total of 15 homers apiece. Alas, the fall winds scattered Matteson's power—she did not homer again, and Beefsteak claimed another title.

"He got me this year," she said, "but the old man's gotta slow down sometime. In 1913 I'm hitting 23."

Sure, Nan. Sure.

MANAGER: FAY HARBAUGH

Most serious observers of the game believe that Knoxville has the stoutest lineup on the Circuit, but Fay Harbaugh does not think it is good enough. Last season she instituted a policy that was unusually cruel even by her august standards, barring from the team hotel any player hitting below .275. Batting averages skyrocketed for everyone save Sondra Bridges, who preferred to sleep beneath the stars.

BOULDER SIMMS, P

Boulder Simms has always believed he was a star. As a child, he autographed everything—fences, buildings, roads, library books, everything—certain that anything he'd touched would one day be worth a mint. Last year he struck out 198 and his ERA dropped to 2.66, suggesting that his signature may finally be worth something.

RUTH WANNEMAKER, P

The best seats at the Nest are behind home plate—unless Ruth Wannemaker is on the mound. When she misses the plate she misses with conviction, peppering the front rows with fastballs and curveballs and encouraging all but the most daring fans to fall back to Row G. But when she hits her catcher's target, it's the batters who cower in fear.

ULYSSES S. BUNT, C

What is the point of Ulysses S. Bunt? Brought over in a head-scratching trade with Gettysburg, he is completely unremarkable as a hitter, a catcher, and a human being. Even his mother thinks so, once telling a reporter that, "The thing about Uly is, well, he's just kind of there." Perhaps being there is his strength. If he weren't, the ball would roll all the way to the backstop, so at least he's saving the pitchers a walk.

Charlottesville Flycatchers

“Fooey.”

| LINEUP | POS. | L/R | BT | OBT | TRAITS | AGE |
|------------------|-------------|------------|-----------|------------|---------------|------------|
| WILSON COGAN | CF | R | 26 | 35 | S+ D+ | 26 |
| CHEESY HORACE | 2B | R | 30 | 33 | | 24 |
| BEEFSTEAK ATKINS | C | R | 30 | 37 | P++ | 33 |
| VERA MYERS | 3B | R | 26 | 33 | P+ | 32 |
| STARLING KETCH | RF | R | 29 | 38 | D+ | 26 |
| MARK LONGDEN | SS | S | 30 | 35 | D- | 23 |
| JESSIE VALDEZ | 1B | R | 23 | 33 | | 34 |
| LIZZY HEAPS | LF | R | 22 | 28 | D+ | 28 |

| BENCH | POS. | L/R | BT | OBT | TRAITS | AGE |
|-------------------|-------------|------------|-----------|------------|---------------|------------|
| TORIN FASTFEET | INF | R | 18 | 28 | S+ D+ | 23 |
| HOT DOG BELANGER | OF | R | 27 | 32 | | 25 |
| H.H. TOPHERSTORMS | UT | L | 17 | 30 | | 24 |
| KENTUCKY JANE | C | R | 24 | 29 | | 19 |

| PITCHERS | P.D. | L/R | BT | OBT | TRAITS | AGE |
|-----------------|-------------|------------|-----------|------------|---------------|------------|
| JASON JENSEN | 8 | R | 19 | 23 | | 23 |
| ALICIA RODIS | 6 | L | 9 | 15 | | 25 |
| LEE TALBERT | 6 | R | 18 | 24 | | 24 |
| IZZY CHARLES | 4 | R | 15 | 18 | | 31 |
| A.J. GOVIER | 4 | R | 22 | 29 | | 26 |

Wilks Cheaps Out

| | |
|------------|---------------------|
| OWNER | TAMERLANE WILKS |
| LAST YEAR | 5TH PLACE, 80-74 |
| PENNANTS | 2 |
| BALLPARK | MERIWETHER PAVILION |
| TEAM SCORE | 60 |

| | |
|---------|----------------|
| MANAGER | PAPA BUCCHIONI |
| PLAYED | 1888-98 |
| STYLE | ROUGH RIDER |
| DARING | 14 |
| MOTTO | "Bully!" |

Moise B. Seligman never wanted to be anything but a Flycatcher. A fan of the Greenbirds since childhood, he could have spent the rest of his career with the club if he hadn't made the mistake of pitching like a god. Getting good meant getting expensive, and when Seligman asked for what he was worth Tamerlane Wilks told him to get out of town.

"I can barely pay the lousy players," Wilks said from underneath a hot towel at the barbershop in the offices of Wilks Life & Casualty. "How the heck am I supposed to afford a star?"

As Seligman gets rich in Meridian, the Flycatchers are left with nothing but the fading talents of Izzy Charles and the questionable promise of Jason Jensen and Lee Talbert. But a millionaire saved a few bucks—isn't that what really counts?

MANAGER: PAPA BUCCHIONI

To supplement his meager salary, Papa Bucchioni began busking in Charlottesville's downtown, blowing his bugle for business types on their lunch hour. When his horrid honking threatened to tank the local economy, the Chamber of Commerce took up a collection on his behalf, doubling his income and getting him off the streets.

BEEFSTEAK ATKINS, C

With his contract up and his boss unwilling to offer an extension, some fans have called for Atkins to retire rather than keep playing in another team's uniform. To those sentimental fools, Atkins says, "Fooey." The greatest power hitter in the history of the game, he intends "to keep playing 'till I'm forty—and then play ten years more."

KENTUCKY JANE, C

An entire generation of Charlottesville backstops has withered waiting for Atkins to fade, but if the Beefsteak really does leave after this year, the capable youngster Kentucky Jane will take his place. He will be good but rarely exceptional. In Charlottesville, that may not be enough.

VERA MYERS, 3B

Last summer at Newport, Myers was playing a charity tennis match against poultry scion Eggs Blorko when the court was swarmed by furious geese. Myers swept the slight young millionaire to safety and, by the time the gaggle dispersed, she and Blorko were engaged to be wed. "My darling!" Blorko cried between smooches. "In those tennis whites, you were an alabaster titan!" And so in Newport and Meridian, she'll be the Alabaster Titan evermore.

Broad Street Peacocks

“Things have gotten ugly at the Cumberland Grounds.”

| LINEUP | POS. | L/R | BT | OBT | TRAITS | AGE |
|----------------|------|-----|----|-----|--------|-----|
| MERCURY TYNE | SS | L | 31 | 38 | S+ D+ | 26 |
| HARRY GRIMES | 3B | R | 33 | 42 | P+ | 22 |
| NICHOLAS KREEL | 2B | R | 30 | 40 | P+ | 25 |
| CONNIE STONE | 1B | R | 38 | 43 | C+ S+ | 24 |
| VIKTOR BEREGUN | C | L | 31 | 41 | | 23 |
| COPPER MULDOON | LF | R | 30 | 37 | | 29 |
| CRUISER TYBEE | RF | L | 33 | 39 | D+ | 26 |
| ALBERT ROSS | CF | L | 26 | 29 | S+ | 23 |

| BENCH | POS. | L/R | BT | OBT | TRAITS | AGE |
|------------------|------|-----|----|-----|--------|-----|
| REUBEN DARIOUS | INF | R | 22 | 33 | | 23 |
| BISMARCK MILCH | OF | R | 20 | 31 | | 32 |
| MICHAEL KROEKER | UT | R | 29 | 36 | D+ | 22 |
| GARRETT KURAMOTO | C | S | 24 | 33 | | 20 |

| PITCHERS | P.D. | L/R | BT | OBT | TRAITS | AGE |
|---------------|------|-----|----|-----|--------|-----|
| VIOLET PARKER | 8 | R | 16 | 19 | | 33 |
| EFFIE BAILEY | 8 | R | 17 | 23 | K+ | 22 |
| SILKY STARSKY | 8 | R | 14 | 19 | | 28 |
| OWEN ENDRES | 4 | R | 18 | 26 | | 22 |
| WESLEY SCOTT | 0 | L | 17 | 25 | | 21 |

They Just Can't Pitch

| | |
|------------|--------------------|
| OWNER | C.A. DETRIGNEY |
| LAST YEAR | 6TH PLACE, 79-75 |
| PENNANTS | 8 |
| BALLPARK | CUMBERLAND GROUNDS |
| TEAM SCORE | 54 |

Baseball is a lovely game as long as your pitchers know how to pitch. Remove that key ingredient, and strikeouts turn into walks. Double plays turn into hard-hit doubles. Crisp 90 minute games balloon to an interminable two hours. Without pitching, baseball is positively hideous—and that's why things have gotten ugly at the Cumberland Grounds.

For a decade now, Violet Parker has carried this club on her back. Last year that back broke. Her once microscopic ERA ballooned to a positively mortal 2.77, and the club collapsed around her. No youngster has stepped up to replace her, no help is coming from outside. If she can't recover her form—and at 33, that's hardly likely—things will get uglier fast.

MANAGER: PEGG DEVERICH

While playing roulette in an underground gambling hall on Church Street, Deverich was disappointed to find her revelry interrupted by a police raid. A young patrolman named Garrett Kuramoto chased her onto the roof, where Pegg attempted to repel him by chucking snowballs. The beat cop did such a good job catching them that Pegg signed him to a contract while cooling her heels in the county jail.

| | |
|---------|-----------------------------|
| MANAGER | PEGG DEVERICH |
| PLAYED | 2B, 1881-99 |
| STYLE | VIOLENTLY ENERGETIC |
| DARING | 14 |
| MOTTO | "Never. Stop. Baseballing." |

CONNIE STONE, 1B

How good can a player get before the whole game falls apart? Only 24 and already the best infielder in the league, Connie Stone keeps getting stronger, faster, smarter—pushing the limits of what the human body is capable of, threatening to shatter time itself. She could change the face of the universe. She could become a god. Or maybe she'll just win a lot of baseball games. Hard to say.

WESLEY SCOTT, P

Raised on the vaudeville circuit, Scott can juggle bowling balls, broken bottles, flaming swords, and anything else that can be thrown into the air. He speaks eight languages, sings bel canto opera, does sleight of hand magic, and can tell jokes so funny you'll laugh until your sides hurt. The only thing he can't do is pitch, but who cares? He's fun to have around.

ALBERT ROSS, CF

Albert Ross plays a shallow center field. When a ball is hit over his head, he turns and runs, churning up the loamy outfield, tempting fate but always catching up with the ball just in time. He's terrifying to watch and beautiful all the same, and those who ask him to play more sensibly are missing the point.

Ponchatoula Yellowstockings

*“The man bathes regular.
Smells nice.”*

| LINEUP | POS. | L/R | BT | OBT | TRAITS | AGE |
|----------------|------|-----|----|-----|--------|-----|
| DAVE PRUITT | CF | R | 37 | 45 | S+ | 26 |
| MIGUEL IBAÑEZ | LF | R | 26 | 31 | S+ | 25 |
| SPARKLES TSAO | SS | R | 30 | 36 | | 27 |
| RAINY COLES | RF | L | 29 | 36 | | 25 |
| FIONA FRENCH | C | R | 27 | 35 | P- | 26 |
| FORTUNE KREBS | 1B | L | 26 | 37 | | 28 |
| LONA SMITH | 3B | R | 25 | 29 | D+ | 24 |
| CUPPA JOE COLE | 2B | S | 20 | 26 | | 25 |

| BENCH | POS. | L/R | BT | OBT | TRAITS | AGE |
|----------------------|------|-----|----|-----|--------|-----|
| ARNOLD VIGOR | INF | L | 23 | 34 | D+ | 32 |
| FRANKLIN TILLEY | OF | R | 19 | 24 | | 26 |
| KURT BOHLMANN | UT | R | 20 | 29 | | 24 |
| SLAMMIN' SAVANNAH P. | C | L | 21 | 25 | | 24 |

| PITCHERS | P.D. | L/R | BT | OBT | TRAITS | AGE |
|-----------------|------|-----|----|-----|--------|-----|
| TARGET PIERCE | 8 | R | 19 | 22 | | 24 |
| HOLY ABBOTT | 8 | L | 23 | 27 | | 27 |
| HAROLD G. PAVEL | 6 | R | 14 | 21 | | 23 |
| MARY MAHONEY | 4 | L | 16 | 22 | | 25 |
| ROLPH RIDDLE | 4 | L | 11 | 20 | | 25 |

Pruitt Walks Alone

| | |
|------------|---------------------------|
| OWNER | W.F. LEITCH |
| LAST YEAR | 7TH PLACE, 71-83 |
| PENNANTS | 4 |
| BALLPARK | BILL AKERS MEMORIAL FIELD |
| TEAM SCORE | 51 |

Ponchatoula is wasting Dave Pruitt. Last season he stole 74 bases and won the batting race with an average that scraped .400, but his club was so lousy that by September, just a few hundred intrepid souls were wandering through the turnstiles of Bill Akers Memorial to watch him play. Philosophically-minded fans had to ask: If a right fielder wins a batting title and there's no one there to see it, did he win anything at all?

Pruitt doesn't care. Win or lose, he loves Ponchatoula—the sizzle of redfish, the fog on the lake, the easy ferry ride to New Orleans. He never wants to leave.

MANAGER: NICOLAS SAUVAGE

In two years running the Yellowstockings, Nicky Sauvage has taken a championship team to the Circuit's cellar. The players have no faith in him—Kurt Bohlman once called him, “as useful as a barbed wire hankie”—and the fans pelt him with popcorn and spare change whenever he's fool enough to walk across the field. Not only does he not understand the first thing about running a ball club, he seems to barely know the rules of the game. Asked why he refuses to fire his hapless skipper, owner W.F. Leitch said, “The man bathes regular. Smells nice. In this sport, that's a quality to cherish.”

| | |
|---------|-------------------------|
| MANAGER | NICOLAS C. SAUVAGE |
| PLAYED | 2B, 1891-1905 |
| STYLE | DAPPER DAN |
| DARING | 7 |
| MOTTO | “It's fun to be clean.” |

SPARKLES TSAO, SS

On the final day of the season, Tsao's batting average teetered on the lip of .300. After a fluke single nudged her over the edge, Sauvage refused to let her leave the game, insisting that she take the rest of her at-bats, even if it meant hitting .299. So Tsao did the honorable thing: she faked an injury, writhing on the infield dirt until Sauvage was forced to remove her, fixing her .300 average in stone.

HAROLD G. PAVEL, P

In his three years on the Circuit, this curve-happy right hander has posted ERAs of 2.93, 2.92, and 2.91. At this rate, we expect him to capture the ERA title by the time he's 203. Incremental improvement is nothing to be sniff at, of course. It's much better than getting worse.

LONA SMITH, 3B

For years now, the scouts on the Ponchatoula farm have whispered legends of Lona Smith. A once-in-a-lifetime defensive talent, we're told she's never made an error, that she can catch a watermelon with one hand, that she once leapt so high to snatch a line drive, it took her a week to come down to earth. This year, if the baseball gods are smiling, her legend will come to life.

Meridian Mourning Doves

“A season from hell.”

| LINEUP | POS. | L/R | BT | OBT | TRAITS | AGE |
|---------------------|-------------|------------|-----------|------------|---------------|------------|
| PETE ARCIERO | CF | L | 33 | 40 | D+ | 21 |
| VICKY GOLDSBERG | 1B | R | 27 | 32 | | 27 |
| SAMANTHA LILLE | 2B | L | 24 | 31 | P++ | 34 |
| BUBBLES HALLETT | 3B | S | 24 | 31 | | 25 |
| WESTON DAVIES | LF | L | 21 | 29 | S+ P- | 26 |
| ASTRO KOWALSKI | RF | L | 20 | 28 | P+ | 26 |
| VOODOO HELMS | SS | L | 23 | 28 | | 22 |
| SPERATUS BERRYCLOTH | C | R | 19 | 25 | C+ | 22 |

| BENCH | POS. | L/R | BT | OBT | TRAITS | AGE |
|----------------|-------------|------------|-----------|------------|---------------|------------|
| TASIA TRENT | INF | R | 22 | 31 | D+ | 27 |
| FRED ERDMAN | OF | R | 22 | 29 | | 26 |
| BULLET WIK | UT | L | 18 | 30 | S+ | 36 |
| BORSCHT CONNOR | C | R | 20 | 32 | | 28 |

| PITCHERS | P.D. | L/R | BT | OBT | TRAITS | AGE |
|-----------------------|-------------|------------|-----------|------------|---------------|------------|
| MOISE B. SELIGMAN JR. | 20 | L | 17 | 20 | | 28 |
| TEDDY AUGUSTUS | 12 | R | 16 | 19 | | 25 |
| SILKY STARSKY | 8 | R | 14 | 19 | | 28 |
| LIMEROCK JONES | 8 | L | 10 | 15 | ST+ | 23 |
| MIKEY STREUKS | 6 | L | 17 | 21 | | 22 |

The Doves Seek Salvation

| | |
|------------|------------------------|
| OWNER | VERLIN LITTLEJOHN |
| LAST YEAR | 8TH PLACE, 20-134 |
| PENNANTS | 2 |
| BALLPARK | LAUDERDALE COUNTY PARK |
| TEAM SCORE | 65 |

| | |
|---------|------------------------|
| MANAGER | WALTER HEENEY |
| PLAYED | P, 1857-78 |
| STYLE | GENTLE |
| DARING | 8 |
| MOTTO | "This too shall pass." |

Last year Meridian won 20 games, tying the opium-addled 1884 Key West Herons for the worst record in Circuit history. Rumors circulated that they were losing on purpose, perhaps as part of a cynical attempt by Vernon Littlejohn to drive down the team's value in order to relocate to Chattanooga, but the truth is much simpler: they just stunk. It was a season from hell, punctuated by an on-field brawl in which elder statesman David Larch pummeled light-hitting catcher Speratus Berrycloth as punishment for, as Larch put it, "playing like crud."

Like a rat who was just barely in time to escape the sinking ship, Larch has vanished into retirement. Berrycloth and his young teammates are not so lucky. They are cursed to life as Mourning Doves until the world ends or their contracts run out—whatever comes first.

MANAGER: WALTER HEENEY

Perhaps the kindest man on the Circuit, this longtime Meridian pitching coach was awarded the top job after Augusta Haas skipped town. Quiet, religious, and Canadian, Five Pin Heeney likes to think of himself as his players' friend. It is our sincere hope that the Circuit rewards his good nature, but we fear this league will eat him alive.

MOISE B. SELIGMAN, P

It's strange to see Seligman in a Meridian uniform—not just because the Flycatcher colors were so flattering on him, but because he's simply too talented to make sense on this club. Perhaps his divine left arm will haul Meridian out of the mire, but it seems more likely that the Mourning Doves will drag him into the muck. Either way, we hope the fans at Lauderdale County appreciate his easy heat, soft touch, the way he makes art with a heavy ball.

PETE ARCIERO, CF

Sweet Pete descended on spring training with a purpose: to knock Bullet Wik out of center field. As the Mourning Doves barnstormed across Texas, this startlingly talented youngster hit .555 over 28 games and fielded so stylishly that Wik was happy to step aside. "I'm comfy on the bench," said Wik. "Gonna have a hell of a time watching that kid play."

MIKEY STREUKS, P

Streuk's once won an eating contest by gulping down 17 hot glazed donuts. Then, because the donuts were free, he had five more. On a team starved for success, this counts as championship pedigree. Walter Heeney hopes he can teach his teammates to be hungry.

Nine Game Pennant

1913

| 1913 STANDINGS (145 GAMES) | | WINS | LOSSES | WIN P'TAGE | GAMES BEHIND | MAGIC NUMBER | TEAM SCORE |
|-------------------------------|-----------------|------|--------|---------------|-----------------|-----------------|---------------|
| 1 | Frankfort | 84 | 61 | 57.93% | 00 | 09 | 75 |
| 2 | Birmingham | 83 | 62 | 57.24% | 01 | 09 | 58 |
| 3 | Ponchatoula | 81 | 64 | 55.86% | 03 | 07 | 51 |
| 4 | Broad Street | 74 | 71 | 51.03% | 10 | Elim. | 54 |
| 5 | Charlottesville | 74 | 71 | 51.03% | 10 | Elim. | 50 |
| 6 | Meridian | 68 | 77 | 46.90% | 16 | Elim. | 65 |
| 7 | Gettysburg | 62 | 83 | 42.76% | 22 | Elim. | 59 |
| 8 | Knoxville | 54 | 91 | 37.24% | 30 | Elim. | 59 |

The sensible souls of the Circuit prayed that the departure of Bean Alfrey would mean the end of the Red Birds. If they'd ever read a dime novel, they'd understand that villains do not disappear so readily. Alfrey and his heir, Maxine Bloch, are as resilient as Quisley van Kleerk, the nefarious mill owner in Ruth Wannemaker's bestselling *Christelda, Hero of the Spinners*. Like Quisley, they won't stop until they have been swaddled in cement and tossed in Lake Champlain.

All that is to say, the Red Birds played well in 1913. With nine games to play, they have a tight lead over Birmingham—whose celebrated trio of Pete and Pike and Pop look to secure their status as immortals—and Ponchatoula, where Nicolas C. Sauvage has finally shaken the ghost of Vic Horstmann and learned how to win on his own terms. The winner is up to you.

Choose your team—the Red Birds, the Ravens, the Yellow Stockings. You'll find pre-filled scorecards for their final nine games along with the digital supplements that came with this game, in a folder with the evocative title "Nine Game Pennant 1913." Along with that you'll discover the Nine Game Pennant: 1913 tracker, which allows you to mark down the standings as the final three series unfold. Play your team's games and simulate their others using Team Score (pg. 38). If the standings are tied after Game 154, the teams in first and second will play a best-of-seven Circuit Series to decide the title.

The final three series are as follows:

| ROUND | AWAY | HOME | FAV./CHANCE |
|--------------|-----------------|-----------------|--------------------|
| 20 | Frankfort | Meridian | FRA: 60 |
| | Ponchatoula | Birmingham | BIR: 57 |
| | Broad Street | Knoxville | KNO: 55 |
| | Charlottesville | Gettysburg | GET: 59 |
| 21 | Ponchatoula | Frankfort | FRA: 74 |
| | Birmingham | Broad Street | BIR: 54 |
| | Knoxville | Gettysburg | GET: 51 |
| | Meridian | Charlottesville | MER: 65 |
| 22 | Birmingham | Frankfort | FRA: 67 |
| | Knoxville | Ponchatoula | KNO: 58 |
| | Broad Street | Meridian | MER: 61 |
| | Gettysburg | Charlottesville | GET: 59 |

Ring of Honor

Each year, a handful of old timers bid the Circuit goodbye and we welcome the best of them into the Ring of Honor—a sporting paradise where they will always be remembered at their peak. Below are this year's inductees. Opposite you will find teams featuring some of the all-time legends of the game. Among this rulebook's supplements, you will find a scorecard that pits them against each other. Play, and let the legends live again.

THE MODERN ERA

| NAME | POS. | L/R | BT | OBT | TRAITS | NEXT LIFE |
|-----------------|--------|-----|----|-----|--------|-------------------|
| EL SCHNEIDER | C | R | 28 | 33 | D+ | CHEF |
| PETE DRAGASAKIS | RF | R | 25 | 34 | P++ S- | MOUNTAINEER |
| OIL CAN MORRIS | SP: D8 | R | 14 | 19 | ST+ | RAILROAD ENGINEER |
| ANN WHEELER | SP: D8 | R | 14 | 20 | | ENGLISH TEACHER |

THE ANCIENT ERA

| NAME | POS. | L/R | BT | OBT | TRAITS | NEXT LIFE |
|----------------|-------|-----|----|-----|--------|---------------------|
| TOP HAT SEARCY | P: D8 | L | 15 | 23 | | CABARET SINGER |
| DAVID LARCH | 3B | R | 27 | 34 | C+ | POMADE SPOKESMAN |
| BEAN ALFREY | LF | L | 36 | 40 | S+ D+ | PADUCAH BENCH COACH |

MODERN LEGENDS, YEAR V

LINEUP POS. L/R BT OBT TRAITS AGE

| | | | | | | |
|------------------|----|---|----|----|--------|---|
| CY WARMOTH | CF | R | 32 | 41 | D+ | ∞ |
| ABIGAIL MUELLER | 3B | S | 33 | 43 | D+ | ∞ |
| EL SCHNEIDER | C | R | 28 | 33 | D+ | ∞ |
| PETE DRAGASAKIS | RF | R | 25 | 34 | P++ S- | ∞ |
| VALMO GHOST | 1B | R | 28 | 35 | C+ | ∞ |
| BOKKAI TAKIMO | 2B | S | 29 | 34 | | ∞ |
| WOOGIE STABILE | SS | R | 29 | 35 | | ∞ |
| CLINT WATTENBERG | LF | S | 26 | 36 | | ∞ |

PITCHERS P.D. L/R BT OBT TRAITS AGE

| | | | | | | |
|----------------|----|---|----|----|-----|---|
| SAM SMITH | 12 | R | 19 | 21 | | ∞ |
| MARC LAVINE | 12 | R | 12 | 20 | | ∞ |
| ANN WHEELER | 8 | R | 14 | 20 | | ∞ |
| OIL CAN MORRIS | 8 | R | 14 | 19 | ST+ | ∞ |
| TYLER STEIN | 8 | L | 19 | 24 | | ∞ |

ANCIENT LEGENDS, YEAR V

LINEUP POS. L/R BT OBT TRAITS AGE

| | | | | | | |
|----------------|----|---|----|----|-------|---|
| BEAN ALFREY | LF | L | 36 | 40 | S+ D+ | ∞ |
| REBA RAMSEY | RF | L | 36 | 43 | S+ | ∞ |
| DAVID LARCH | 3B | R | 27 | 34 | C+ | ∞ |
| BIG LEW DORP | C | L | 26 | 33 | P++ | ∞ |
| FREDDY CLIPPS | 1B | R | 24 | 26 | P+ | ∞ |
| SAFFRON SKIZAS | SS | R | 27 | 35 | S+ D+ | ∞ |
| SHRIMP BOTKINS | CF | S | 30 | 36 | | ∞ |
| LEAKY COOMBS | 2B | R | 29 | 33 | | ∞ |

PITCHERS P.D. L/R BT OBT TRAITS AGE

| | | | | | | |
|----------------|----|---|----|----|-----|---|
| PHAEDRA BURNS | 20 | R | 14 | 16 | | ∞ |
| RITA MANCINI | 12 | R | 16 | 21 | ST+ | ∞ |
| TOP HAT SEARCY | 8 | L | 15 | 23 | | ∞ |
| FATS WILHELM | 8 | L | 11 | 14 | | ∞ |
| SLOPPY HOWE | 6 | R | 18 | 22 | ST+ | ∞ |

Re 97





Images

Cover: “*Biddefords vs. Portlands Granite St. grounds, Biddeford, Friday, May 22.*” 1885. Clay & Richmond (Lithographer). Sage, John B (Publisher). Library of Congress.

Page 6-7: “[*Washington Baseball.*]” 1924. Harris & Ewing. Library of Congress.

Page 19: “[*Boys Playing Baseball.*]” 1923. Library of Congress.

Page 20-1: “*Here’s one that looks doubtful.*” 1924. Library of Congress.

Page 25: “*Baseball girl in Japan, 12/12/1925.*” 1925. Bain News Service. Library of Congress.

Page 27: “*BASEBALL, PROFESSIONAL PLAYERS.*” 1913. Harris & Ewing. Library of Congress.

Page 33: “[*Joe Harris, of the Washington National, sliding safely into 3rd base during a baseball game.*]” 1924. Library of Congress.

Page 40: “[*Senator Pat Harrison, baseball.*]” 1921. Library of Congress.

Page 45: “[*Harry Lyons and Billy Taylor, Philadelphia Quakers, baseball card portrait.*]” 1887. Charles Gross & Co. Library of Congress.

Page 46: “[*Lord, Phila. Am.*]” 1911. Paul Thompson. Library of Congress.

Page 52: “[*Belle North, female pitcher (baseball).*]” 1919. Bain News Service. Library of Congress.

Pages 54-5: “[*Statues of Walter Johnson at Dunbar studio, 11/12/24.*]” 1924. Library of Congress.

Pages 62-3: “[*Negro Marines prepare for action.*]” 1943. Smith, Roger. Library of Congress.

Pages 84-5: “[*Men playing baseball.*]” 1921. Library of Congress.

Pages 108-9: “[*Clyde Milan, Washington AL (baseball).*]” 1912. Bain News Service. Library of Congress.

Glossary

ANCIENT: The version of *Deadball* introduced in *Deadball: 1909*, which covers the sport as it was played in the early 1900s—the low scoring dead ball era that gives this game its name. (Pg. 50)

BATTER TARGET (BT): The number derived from the first two digits of a player's batting average, which represents his percentage chance of getting a hit. If the MSS is equal to or below the BT, the batter has a hit. (Pg. 22, 26)

BONUS TRAITS: Positive and negative attributes, such as Speedy Runner (S+) or Slow Runner (S-) that distinguish players. (Pg. 24)

CRITICAL HIT: A hit scored on an MSS of 5 or less, which is bumped up a level (single to double, double to triple, etc.). On Critical Hits, runners always take an extra base, and there are no DEF rolls. (Pg. 28)

DEFENSE (DEF): On certain results indicated on the Hit Table, the defender rolls for DEF, giving her a chance to make a spectacular play or error. (Pg. 26-8)

ERROR: A botched play that allows a runner to reach base when she should have been out, or take extra bases. It occurs after a DEF roll of 1-2 (Modern) or 1-3 (Ancient). (Pg. 28-9)

HIT AND RUN: An offensive gamble in which a baserunner takes off before the ball is thrown, risking a double play in hopes of taking an extra base. (Pg. 32)

HITTABLE (HT): The table that determines what type of hit the batter has recorded. Hitters roll a d20 to decide their fate. (Pg. 26)

MODERN: The version of *Deadball* introduced in the original rulebook, designed to simulate play in the modern, or post-1920, era. (Pg. 22)

MODIFIED SWING SCORE (MSS): The result of

adding the Pitch Die result to the Swing Score. If it is equal to or less than the Batter Target, the batter rolls on the Hit Table. (Pg. 18, 26)

ODDITY: A peculiar play triggered by an MSS of 1 or 99. (Pg. 42-3)

ON BASE TARGET (OBT): The number derived from a player's on-base percentage, which represents his percentage chance of getting on base. If the MSS is between the player's BT and OBT, the player reaches base via a walk. (Pg. 18, 25)

OUT TABLE: The table that shows which player completes an out, according to the second digit of the MSS. (Pg. 29)

PITCH DIE (PD): The die, derived from a pitcher's ERA, which the pitcher adds to the batter's Swing Score in order to make it harder for him to get a hit. The better a pitcher, the larger her Pitch Die. (Pg. 23, 34)

PITCHER FATIGUE: The method by which a pitcher's Pitch Die drops over the course of the game, either from pitching too many innings or allowing too many runs. (Pg. 35-6)

PRODUCTIVE OUT: An out that, because the MSS was lower than 70, allows a runner to advance. (Pg. 30)

SWING SCORE: The d100 roll that is the heart of each at-bat. It is added to the result of the pitcher's Pitch Die roll to get the MSS. (Pg. 26)

SWING RESULT TABLE: The master table that explains all the possible results of the MSS. (Pg. 27)

TRICKY PLAY: A play that requires the defender to make a DEF roll. When the MSS is 1-5 points higher than the batter's OBT, the defender must roll for DEF, risking making an error that allows the batter to reach base safely. (Pg. 29)

Vital Tables

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 |

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 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 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. |

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) |

PITCH DIE

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

DEFENSE (D12)

| | |
|-------|------------------------|
| 1-2 | Error. |
| 3-9 | No change. |
| 10-11 | Hit goes down a level. |
| 12 | Hit turned into out. |

BASE STEALING

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

| | |
|-----|----------------|
| 1-3 | Runner is out |
| 4-8 | Runner is safe |

Vital Tables

ODDITIES (2D10) SEE PAGE 43 FOR EFFECT

| Result | Oddity |
|--------|---------------------------------|
| 2 | Fan Interference |
| 3 | Animal On Field |
| 4 | Rain Delay |
| 5 | Fielder Appears Injured |
| 6 | Pitcher Appears Injured |
| 7 | TOOTBLAN |
| 8 | Pick-Off |
| 9 | Call Blown at First |
| 10 | Call Blown at Home Plate |
| 11 | Hit by Pitch |
| 12 | Wild Pitch |
| 13 | Pitcher Distracted |
| 14 | Dropped Third Strike |
| 15 | Passed Ball |
| 16 | Current Batter Appears Injured |
| 17 | Previous Batter Appears Injured |
| 18 | Pitcher Error |
| 19 | Balk |
| 20 | Catcher Interference |

INJURY TABLE (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 (D6)

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

MODERN ERA BUNTING (D6)

| Roll | Situation | Result |
|------|---------------------------|----------------------------------|
| 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 |

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 |