



W.M. AKERS

DEADBALL
Year II

by Chas W. Beck Jr.

DEADBALL

Year II

W.M. AKERS

We are at the top of our profession. And we should be rewarded for it. The fans don't seem to see it that way.

Sal Bando

Oh, hell, pay the bastards whatever they ask. I want to watch the game.

Dolores Pawn

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1. GETTING STARTED



This Game is Ours

Collusion is an ugly word.

So is tanking.

Same with fire sale, teardown, rebuild, or anything else that compares the teams we love to distressed property. In the winter of 2017, after the curtain fell on a truly sublime October, those words were all we heard.

As many as 10 teams have made clear that they are not interested in trying to win, that they would rather lurk at the bottom of the standings, playing halfhearted games before miserable fans, soaking up draft picks and saving money so that someday, in a year or five or maybe just never, they can go for it.

If a player throws a game, he is banned for life—cast out into the void because if one side stops trying, baseball’s spell is broken. Today, the men who run this sport are doing the same thing, knowing that win or lose they will still make millions, and they will suffer no punishment at all.

I’m writing this in February, when the outfields are hard with frost. In a few weeks, there will be strikeouts and ground-outs and razor-sharp double plays, walk-offs and no-hitters and bench clearing brawls. We won’t be talking about tanking or collusion, because even when the owners don’t try, the players always do, and the spell will be woven again. The game will be beautiful, but its foundation will remain cracked.

That’s why we have *Deadball*, a version of baseball that you can shape however you like. When I play the game, I imagine a world

where the players are paid fairly and every owner goes for broke, because they know the city will riot if they fail. It's a world where no one blinks at a woman on the diamond, where the pitching is unbeatable except when it's not, where the beer is cold and cheap. Most of those ideas have no bearing on gameplay, but that doesn't mean they aren't important. As I've said before, the crucial parts of every baseball game—real, fictional or in-between—live in your mind.

This expansion is designed to make it easier for you to play *Deadball*, so that when the real world fails you, you can take refuge among your dice. Everything in this book, which includes new rules, new game modes and new players, is here to help you spend less time thinking and more time playing. In *Deadball: Year II*, your ideal of baseball is more attainable than ever before.

The fun starts in chapter two, which updates the game's rules, introducing new concepts, clarifying old ones, and suggesting some optional rules to change the flavor of the game. These notes are organized so that the most important changes come first. For the most part, they apply to the modern game (the original *Deadball*), rather than the ancient game introduced in *Deadball: 1909*.

The third chapter contains a ballclub generator, which will help you create a fictional franchise in just a few minutes, while the fourth and fifth chapters contain lineups for the 2018 and 1910 Southern Circuit. These chapters introduce my favorite new feature: Nine Game Pennant, a campaign mode that drops you into the thick of a September pennant race, creating the excitement and satisfaction of a full season in just a few hours.

Following this new material are essays by some of the finest baseball writers on the planet: Britni de la Cretaz, Will Leitch, and baseball's historian, John Thorn. Like the player write-ups in the Southern Circuit chapters, which I had entirely too much fun writing, these essays are intended to spur your imagination. Whatever you love about baseball, *Deadball* is here to bring it to life.

Welcome to Year II

Deadball: Year II is an expansion to the game *Deadball: Baseball With Dice*. It requires either the original game or the standalone expansion *Deadball: 1909*. You will also need:

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

A QUICK REFRESHER

If you are new to *Deadball*, I suggest reading over the basic rules in the main rulebook or *Deadball: 1909* and playing one or two games before diving into this book. For those who know the game but haven't played lately, here is a brief reminder of the fundamental mechanic:

The batter rolls a d100 to get his Swing Score, to which the pitcher adds the result of her Pitch Die (PD) to get the Modified Swing Score (MSS). If the MSS is equal to or less than the batter's Batter Target (BT), the batter has a hit, and rolls a d20 on the Hit Table to determine how powerful a hit it was.

For a more detailed refresher, reread the original rules or consult the glossary on page 101 of this book.

JUST TWO MORE THINGS...

Before we dive into the new season, I want to alert skimming readers to two crucial things—probably the most important in the book:

1. On pages 62 and 84, instructions are given for a nine game pennant race that will take players through the climax of the 2018 and 1910 Southern Circuit seasons. Designed to take two or three evenings to play, it is a short campaign for players who like playing with a purpose.
2. If you haven't checked out the *Deadball* tools created by Travis K. Jansen, found at <http://www.sweethoss.com/deadball>, you're in for a treat. Jansen has created a host of simple shortcuts for lineup generation, including his Team Creator, a brilliant tool that generates *Deadball*-ready rosters for any major league team, from 1871 to 2017. If you like to play with real-life players, this will change the way you play the game.



A black and white historical photograph of three African American baseball players from the Hilldale team. They are standing in a row on a grassy field. Each player is wearing a light-colored baseball uniform with "Hilldale" written across the chest in a script font. They also wear caps, belts, and dark socks over their shoes.

2. NEW RULES

The Juiced Ball

Call it the launch angle revolution. Call it a juiced ball. However you see it, 2017 was the year of the home run, when the long ball reshaped the game so drastically that *Deadball* couldn't help but take notice. Take a look at the numbers, and witness the damage for yourself:

	2010-2016	2017
SINGLES	66.91%	63.76%
DOUBLES	19.66%	19.89%
TRIPLES	2.08%	1.88%
HOME RUNS	11.35%	14.46%

A three percent jump in home runs doesn't sound like much, but if you watched baseball in 2017, you felt the difference. With seemingly-ordinary hitters suddenly able to hit 20 or 30 homers, any pitch could be decisive. This altered every facet of the sport, from lineup construction to bullpen usage, and *Deadball* couldn't say no.

At the top of the next page, you'll see two Hit Tables: the original, based on data from 2010 to 2016, and a new "Juiced Ball" table inspired by homer-happy 2017. To balance the power of the added dingers, I've replaced some of the doubles and triples with singles, and removed two DEF rolls.

The result is as close to reality as I can get using a d20. I played with this table all winter, and I can attest that it faithfully recreates the terror of pitching with a juiced ball, knowing that a bases-clearing hit is possible on every pitch.

ORIGINAL HIT TABLE (D20)		JUICED BALL HIT TABLE (D20)	
1-2	Single	1-2	Single
3	Single, DEF (1B)	3	Single, DEF (1B)
4	Single, DEF (2B)	4	Single, DEF (2B)
5	Single, DEF (3B)	5	Single, DEF (3B)
6	Single, DEF (SS)	6	Single, DEF (SS)
7	Single, DEF (SS/2B)	7-9	Single
8-12	Single, runners adv. 2	10-13	Single, runners adv. 2
13	Double, DEF (LF)	14	Double, DEF (LF)
14	Double, DEF (CF)	15	Double, DEF (CF)
15	Double, DEF (RF)	16	Double, DEF (RF)
16-17	Double, runners adv. 3	17	Double, runners adv. 3
18	Triple, DEF (RF/CF)	18-20	Home Run
19-20	Home Run		

You will have questions, I'm sure.

“Hold on!” you say. “What have you done with the triples?”

Don't panic! There are still three ways for a batter to reach third safely:

- On an MSS of 5 or less (a Critical Hit), a Hit Table result that would normally be a double turns into a triple.
- On a Hit Table result of 2, Speedy Runners (S+) triple.
- When a fielder attempting to corral a double makes an error, the runner advances to third.

This means that ordinary hitters now triple about 2% of the time, depending on the quality of the pitching, while Speedy Runners triple around 7% of the time, which is in line with what the fastest players achieve in real life.

“What about P+ and P++ players? Are they totally overpowered now?”

They are—just like in real life. P+ players now homer 20% of the time, while P++ hitters homer 25% of the time. This is actually a lower percentage of homers than the majors’ most powerful sluggers produced in 2017.

“But I like hitting lots of triples and doubles. Why’d you have to mess with something that was working fine?”

The lovely thing about pen and paper games is that nothing I do has to affect the way you play the game. If you prefer the old Hit Table, which is more appropriate for the slap-hitting 1980s than the three true outcomes era we are now mired in, keep using it! And if you really hate home runs, well, have you considered playing a few games of *Deadball: 1909*?

On Base Target

Since the steroid era, the most important development in baseball has been the realization that a player who draws walks is very valuable indeed. Just as baseball has awakened to the power of the base-on-balls, so have I decided that the original *Deadball* rules, in which no player was better at drawing a walk than anyone else, were oversimplified. In an era when on base percentage is the definitive measure for offensive performance, we must do better.

The solution comes from *Deadball* fan Bob Ellis. He suggests giving each player a score called On Base Target (OBT), which is derived from their on-base percentage just as their Batter Target is derived from their batting average. When the MSS falls between the BT

and OBT, the batter draws a walk. It's a simple tweak, and it enriches the game immeasurably.

Take Maxine Bloch, shortstop for the Harlan Red Birds of the ancient era. We met her in *Deadball: 1909* as a lightning fast, talented defender whose BT of 21 was so embarrassing that her manager looked mad for batting her in the leadoff spot. In the 1910 Red Birds roster on page 70, however, you'll see she has an OBT of 32. Suddenly, Bloch's character comes into focus. She is a young, light-hitting infielder who draws a lot of walks and raises hell on the basepaths: a promising player who whipsaws between uselessness and inspiration. Her numbers tell a story, and that's what *Deadball* is all about.

I've made room for OBT on the official scorecard, and the stat is included with every Southern Circuit roster. You will also see it reflected on the updated Swing Result Table on page 19 and the updated Quick Reference sheet included with this game.

Prefer the simplicity of the old rule? I did too, for a long time. But once I played a game with OBT, I fell in love, and I think you will too. If you don't, the old rule will work as well as ever.

FINDING ON BASE TARGET

When playing with real players, find their On Base Target by taking the first two digits of their on-base percentage and rounding to the nearest whole number, just as you adjusted their batting average to find their Batter Target.

For example, a player with a batting average of .254 and an on-base percentage of .342 has a BT of 25 and an OBT of 34. A player with a batting average of .277 and an on-base percentage of .355 has a BT of 28 and an OBT of 36.

When generating fictional players, roll 2d6 and add the result to the player's BT to find their OBT.

USING ON BASE TARGET

If the Modified Swing Score (MSS) is less than or equal to the player's BT, the player has gotten a hit, and should roll on the hit table as described in *Deadball*, page 17. If the MSS is higher than the BT, but still less than or equal to the OBT, the player reaches base via a walk.

For example, consider Casey Matteson, left fielder for the Knoxville Grackles (page 54). Casey has a BT of 23 and an OBT of 32. On an MSS of 23 or less, he gets a hit. On an MSS between 24 and 32, he walks.

Reaching First

This section explores a few other ways to reach first base. Designed to fill gaps in the game's core rules, they are presented for the player who sometimes thinks, "Hm—I wonder what happens here," and is annoyed when the game does not provide an answer. If you are not the wondering type, don't let these rules trouble you.

FIELDER'S CHOICE

When a ball is hit to an infielder and there is a runner on first base, the defending team turns a double play if the MSS is 70 or higher. If the MSS is 69 or lower, according to the original rulebook, the lead runner is out and the batter is safe at first, reaching on a classic fielder's choice.

This has never quite satisfied me, as there should be times when the runner advances to second and the batter is out at first. And so, a new rule:

If an out is made on the infield and there is a runner on first base, the result of the play is determined by the MSS. On an MSS of 49 or less, the runner advances to second and the batter is out. On an MSS between 50 and 69, the lead runner is out and the batter is safe at first. On an MSS of 70 or higher, both runners are out on a double play.

SWING RESULT TABLE	
<i>MSS</i>	<i>Result</i>
0 - 5	Critical hit
6 - BT	Ordinary hit
BT+1 - OBT	Walk
OBT+1 - OBT+5	Possible error. Roll for DEF.
OBT+6 - 49	An out, possibly a productive out. In a double play situation, the runner at first advances and the batter is out.
50 - 69	An out, possibly a productive out. In a double play situation, the runner at first is out and the batter is safe at first.
70+	An out, possibly a double play

TURNING OUTS INTO ERRORS

In the original *Deadball* rules, errors are found only on the Defense (DEF) table, meaning they occur only when a runner who has already gotten a hit takes an extra base due to a misplay. This neglects the errors that turn a sure out into a baserunner—the booted ball or dropped catch that makes you fall to your knees and scream at your TV.

Deadball: 1909 introduced a rule designed to correct this. Below, I've updated the rule to reflect the addition of OBT and to make it appropriate for modern play:

When the MSS is 1-5 points higher than the OBT, the play may result in an error. Find the second digit of the MSS on the Out Table to determine which fielder is attempting to make the play. If



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the MSS ends in a 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 the second baseman.

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.

As an example, let's return to Casey Matteson, whose OBT of 32 means that results of 33-37 are possible errors. His second time at bat, Casey rolls an MSS of 35—a tricky play. Because the second digit of the MSS is 5, the Out Table tells us that the ball is fielded by the third baseman.

The third baseman rolls on the DEF table, and the result is 2: an error! Casey reaches base, and we mark E-5 on the scorecard. If the third baseman were a Good Defender, with a D+ Bonus Trait, he would add 1 to his DEF roll, turning the 2 into a 3, and the error into a nifty out, marked 5-3 on the scorecard.

HIT BY PITCH

An extremely optional rule: if the MSS is equal to the player's OBT, the player has been hit by a pitch, and goes to first base. For Casey Matteson, this would mean an MSS of 32 on the nose. As this has no effect on gameplay, it is not included in the Swing Result Table.

The hit by pitch opens up some intriguing possibilities. If the same pitcher hits two batters in the same game, it could trigger a brawl (page 28). If the pitch is a particularly bad one—a 1 on the Pitch Die, let's say—you could force the batter to roll on the injury table (page 29). This is the stuff of baseball drama, and I will let you write that story yourself.

Relief Pitchers

POWER RELIEVERS

According to page 20 of *Deadball*, “When a righty pitches to a righty or a lefty to a lefty, bump the Pitch Die up a level. (d4 to d8, d8 to d12, etc., with a max of d12.)”

To simulate the dominant relief pitching that is a hallmark of the modern game, you may choose to disregard that maximum limit for relievers. Relievers with a Pitch Die of d12 will instead use a d20 when facing batters whose handedness matches theirs.

As an example, take Knoxville’s star closer, Jay Street, a right-hander with a Pitch Die of d12. If brought in to face a right-handed batter, Street would use a Pitch Die of d20. Nasty!

RELIEVER FATIGUE

Page 39 of the original rules states, “A relief pitcher requires one day off for every two innings pitched, or for every three days pitched in a row. If a pitcher returns early, reduce his Pitch Die by one level for every day of rest he has skipped.” In practice, I have found this to be too easy on the pitchers. And so:

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

This means that if used for a third day in a row, Jay Street’s Pitch



Losing 13-0, shortstop Mildred Crump takes the mound for the Gettysburg Owls of 1910.

Die would be reduced from d12 to d8, and he would be unavailable to pitch tomorrow.

LONG RELIEF

On days when your starting pitcher just doesn't have it, and you're forced to go to the bullpen early, you may choose a relief pitcher for mop-up duty, giving you several lower-quality innings in order to spare your bullpen.

To use a pitcher as a long reliever, reduce their Pitch Die to -d4. For the rest of the game, when assessing penalties for fatigue, treat them as a new starting pitcher, dropping a Pitch Die level:

- If they allow 3+ runs in an inning
- If they allow 4+ runs over two innings
- For every run allowed over 4
- For every inning pitched past six

An example: If called on to pitch in long relief, Charlottesville reliever Mama Solash would reduce her d8 Pitch Die to -d4. After six innings pitched, or 3+ runs allowed, she would begin losing levels on her Pitch Die.

Catcher Defense

When creating the original rosters for the Southern Circuit, I was pleasantly surprised by how many *Deadball* players asked to be included as sluggish, light-hitting, defense-first catchers. In order to reflect the value of such catchers, *Deadball* tinkered with the Pitch Die, giving a bonus to pitchers whose catchers were Great Defenders and a penalty to those whose catchers were Poor Defenders.

Although well-intentioned, these rules never really worked. Bumping a pitcher up or down a Pitch Die level is a huge change, and meant that a D+ catcher could totally alter the complexion of the game. I stopped playing with this rule not long after the book went to press, and advised other players to do the same.

In *Deadball: 1909*, I changed the rules to the following, and I'd like to extend them to cover every version of the game:

If the Great Defender is a catcher, subtract 1 from all opposing stolen base rolls. If the Poor Defender is a catcher, add 1 to every stolen base roll attempted by the opposing team.

As always, if you preferred the old rule, continue to play with it. Other optional ideas to simulate a catcher's defensive value:

- Add 1 point to every MSS
- Wait an extra inning to begin reducing the starting pitcher's Pitch Die due to fatigue, meaning that the pitcher doesn't start losing levels until after the seventh inning (modern) or the eighth (ancient). This reflects the way that, through effective pitch calling, a good catcher helps a pitcher last longer into the

game. If the pitcher has Great Stamina (ST+), I would not let the two bonuses stack, as that could get silly.

- A team with a D+ catcher gets to re-roll two pitch dice per game
- A team with a D+ catcher gets to re-roll one at-bat per game

Daring

In baseball, every fan in the ballpark knows—or thinks he knows, anyway—when the manager should make a move. Is it time to bunt? Time to steal? Time to give the pitcher the hook, or time to trust her another inning?

To help those who play single-player make choices for the enemy, every manager in this book has been given a score for Daring. It ranges from 1-20, and the higher it is, the more likely they are to make a risky choice. If you’re not playing with Southern Circuit rosters, you can generate a Daring score yourself.

USING DARING

To find a manager’s Daring, roll d20. On a result of 20, mark the manager’s Daring as 19.

When the manager must make a decision, decide which choice is daring and which is conservative. (The table on the next page provides a rough guide to what is considered daring in the modern era.) Roll d20. If the result is equal to or less than the manager’s Daring, the manager makes the Daring choice.

DARING	CONSERVATIVE
Attempting to steal a base	Not attempting to steal
Calling for a hit and run	Not calling for a hit and run
Refusing to bunt in a bunting situation	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

As an example, imagine you are playing a game against the famously aggressive Harlan Red Birds skipper, Bean Alfrey (page 71), whose Daring is 17. In the second inning, one of Alfrey's players reaches first base. To decide whether Alfrey calls for the steal, roll d20. The result is 13, and Bean tells the runner to go.

For a more dynamic single player experience, you could adjust Daring depending on whether or not his choice pays off. If Bean'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.

Playing Dirty

This section offers rules for the rough play associated with a by-gone era, when pitchers threw at hitters, runners slid cleats-up, and the slightest provocation meant a fight.

Like other rules that call for a bit of roleplaying, these may be better suited for two-player games. However, in single-player play, you may use the opposing manager's Daring (page 25) to judge how dirty he likes to run the game.

HEADHUNTING

To intimidate the opposing team, a pitcher may deliberately throw at the batter. Roll d20 on the following table:

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

An optional rule: For the game's first headhunting roll, roll d20. For each successive roll by either team, roll d20-1, d20-2, etc., making the practice more dangerous as the players become angrier.

TAKE-OUT SLIDES

On a double play ball, the player sliding into second base may choose to forgo good sportsmanship and slide directly into the legs of the fielder, attempting to break up the double play. Roll d8 on the following table:

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

SHOWING OFF

After a home run or spectacular defensive play—a play in which a DEF roll turns a hit into an out—the happy player may choose to taunt his opponents in order to intimidate them. Roll d6 on the following table:

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

BRAWLS

When rough play pushes players beyond their limit, they spill out of the dugout and engage in the time-honored practice of a benches-clearing brawl—in other words, 50 people in pajamas shoving each other and trying to look tough without getting hurt. When a brawl erupts, roll d20 on this table:

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

Injuries

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

As a fan, there is nothing more terrifying than when your favorite player takes a pitch to the wrist, grabs at his hamstring, or fails to get up after making a spectacular play. The whole season flashes before your eyes, a moment of horror so awful that I simply had to include it in the game.

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

A MSS of 99 triggers an injury situation, in which a player on the field appears to be hurt. This MSS does not determine the result of the at-bat in progress, which will be rolled for again after the injury has been resolved.

Roll d4 to determine which player appears hurt, then d20 for the injury location. Roll the d20 again to determine which side of the body is afflicted: even for left, odd for right. Finally, roll on the injury table (next page) to determine the severity of the injury.

INJURIES

INJURY TABLE (ROLL D100)	
1	Catastrophic injury. Player is out for season and suffers permanent effects. Roll on catastrophic injury table.
2-5	Major injury. Player is unavailable for 2d20 games.
6-10	Minor injury. Player is unavailable for d8 games.
11-75	Superficial injury. Player plays with BT reduced by 5 or PD reduced by 1 for d6 games. Bonus traits are nullified.
76-100	Player is unhurt

In most cases the player is able to shake it off and continue the game, either with a slight reduction in performance or with no ill effects at all. In the case of a catastrophic injury, however, the player suffers permanent damage.

Roll on the catastrophic injury table to determine the extent:

CATASTROPHIC INJURY TABLE (ROLL D6)	
1	Modern: Player retires. Ancient, batters and pitchers, head injuries only: Player dies.
2-6	Permanently reduce BT by d10 or PD by 1.

Note that when playing the ancient game, a roll of 1 means an injured batter or pitcher can be killed in play. (Call it the Damon Rutherford rule.) If you are playing with children, or simply don't feel the need for such gothic drama, allow the player to retire from baseball, battered but alive.

Once you've resolved the injury and, if necessary, replaced the player on the field, roll for a new MSS and continue the at-bat as normal.

Player Development

CREATING PROSPECTS

The rules for player generation (*Deadball*, page 41) state that each season, every fictional team gets three new prospects: one Top Prospect and two Farmhands. To determine their position, use the table at right.

PROSPECT POSITION (ROLL D4)	
1	Starting Pitcher
2	Relief Pitcher
3	Infielder
4	Outfielder

The original system led to too many young pitchers coming up as fully-formed aces. When creating the prospects for the 2018 Southern Circuit, I instead used the table at right, which is based on the one developed for *Deadball: 1909*. Roll d8 for Top Prospects, d8+2 for Farmhands.

For position player prospects, the formulas for batting target remain:

Top Prospect: 2d10+15

Farmhand: d10+15

PROSPECT PITCHING (D8/D8+2)	
1	d12
2	d8
3	d8
4	d4
5	d4
6	d4
7	d4
8	-d4
9	-d4
10	-d4

The procedure for generating ancient prospects, described on page 40 of *Deadball: 1909*, remains unchanged.



Long past his prime, Broad Street's 39-year-old Blue Reynolds (left) attempts to reinvent himself in the bullpen.

CONVERTING TO RELIEVERS

It's common today for failed starters to find new life as relievers. To convert a pitcher between the two roles, use these tables:

CONVERT STARTER TO RELIEVER (ROLL D6)	
1	-1 PD
2-4	No Change
5-6	+1 PD

CONVERT RELIEVER TO STARTER (ROLL D6)	
1-4	-1 PD
5	No Change
6	+1 PD

TEAM SCORE

This year, I found that the team score system (*Deadball*, Page 38) overvalued pitching. The original formula for Team Score was:

$$((\text{Total Position Player Batter Target}) + (\text{Total Pitch Dice} * 10)) / 10$$

In *Deadball: 1909*, I bumped down the Pitch Dice modifier to 7, making the new formula:

$$((\text{Total Position Player Batter Target}) + (\text{Total Pitch Dice} * 7)) / 10$$

NEW AGING TABLES

The game's original aging tables (*Deadball*, page 40) were too easy on young players and pitchers, causing inflation that would, over a few seasons, disrupt the balance of a league. Adjusted tables, which reduce the modifier bonus given to youngsters and make it more likely for pitchers to get worse as they age, are below.

Remember that to use these tables, you first find the player's age on the modifier table, and then apply that modifier to a 2d6 roll on the aging table to learn how the player's skills improve or decline.

AGE	AGING ROLL 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 ROLL (2D6+AGING ROLL MODIFIER)	
1	Decrease BT by 5 or PD by 2. Remove all positive traits. If player has no positive traits, add 1 negative trait.
2-3	Decrease BT by 3 or PD by 1. Remove 1 positive trait.
4-5	Decrease BT by 1
6-8	No change
9-10	Increase BT by 1
11	Increase BT by 3, PD by 1
12	Increase BT by 5, or PD by 2. Add 1 positive trait. (Max 2)



3. FRANCHISE BUILDER



The Club

The following tables provide a guide to generating a fictional ballclub: a team, a ballpark and a manager. Print a copy of the Franchise Builder supplement and grab your d20, then roll on each table for guidance on what shape your franchise should take. If a result includes a note like “+1 FB,” this is a modifier to the Fanbase roll, which determines the franchise’s popularity, and which should be performed last.

When a result gives a vague answer, such as “local magnate,” on the owner background table, take a moment to think up an answer specific to your team’s location, time period and identity. The more specific you are, the more special your team will feel.

For sections that don’t have a corresponding table, such as owner name, I trust you to fill in the gaps yourself. If you’re stumped, I suggest finding a Baseball Reference page for the appropriate era, then mixing and matching names until you have one you like.

If at any point you have a better idea than those provided on the tables, skip the die roll and just write down what you want. This is designed to stimulate your imagination, not corral it.

Once your franchise is built, go ahead and generate the roster according to the player generation rules on Page 37 or *Deadball* (for modern teams) or Page 36 of *Deadball: 1909*. A blank roster sheet has been provided along with the Franchise Builder supplement for your benefit. If you prefer not to take the time to generate a couple dozen imaginary players, use Travis K. Jansen’s tools at <http://sweethoss.com/deadball> to find the statistics for a real-life team, and use their BTs, OBTs and PDs as your own.

ERA: PICK ONE	
Ancient	<i>Deadball: 1909</i>
Modern	<i>Deadball: Baseball With Dice</i>

MASCOT: ROLL D20	
1	Demony (Baltimorean, Honolulan)
2	Local Nickname (Hawkeye, Hoosier)
3	Geography (Lakesiders, Canyons)
4	Weather (Twisters, Wintry Mixes)
5	Industry (Butchers, Bakers)
6	Bird (Robins, Herons, Swallows)
7	Fish (Guppies, Catfish, Tilapia)
8	Predator (Pumas, Hyenas, Humans)
9	Horse (Palaminos, Appaloosas, Pintos)
10	Gentle Animal (Manatees, Big Birds)
11	Mythological Creature (Gryffons, Yeti)
12	Color (Blues, Yellows, Purples)
13	Clothing (Blue Sox, White Caps)
14	Baseball Term (Curveballs, Heaters)
15	Food (Beefsteaks, Waffles, Biscuits)
16	Historical Figure (Hamiltons, Burrs)
17	Noble Title (Dukes, Viscounts, Barons)
18	Military Ranks (Admirals, Generals)
19	Weapons (Cutlasses, Knuckledusters)
20	Random Word (Gasconades, Turnkeys)

TEAM PRIORITY: ANCIENT, ROLL D20+5 MODERN, ROLL D20	
1-5	Hitting for Power
6-10	Hitting for Average
11-15	Starting Pitching
16	Bullpen
17-18	Speed
19-25	Defense

TEAM MAKEUP: ROLL D20	
1-5	Mostly Prospects
6-15	Balanced
16-20	Mostly Veterans

YEARS IN LEAGUE: ROLL D20	
1	Expansion: +2 FB
2	1-4 Years: +1 FB
3-4	5-9 Years
5-6	10-19 Years
7-8	20-29 Years
9-10	30-39 Years
11-12	40-49 Years
13-14	50-75 Years: +1 FB
15-20	Since League's Founding: +2 FB

MOST RECENT CHAMPIONSHIP: ROLL D20	
1	Last Season: +3 FB
2-3	2-4 Years Ago: +2 FB
4-8	5-9 Years Ago: +1 FB
9-15	10-24 Years Ago
16-19	25-49 Years Ago: -1 FB
20	50 or More Years Ago: -2 FB

THE CLUB

OWNER BACKGROUND: ROLL D20	
1	Captain of Industry
2	Eccentric Inventor
3	Entertainer
4	Former Player
5	Heir to Previous Owner
6	Local Government
7	Local Magnate
8	Media Personality
9	Millionaire Recluse
10	Multinational Corporation
11	Newspaper Syndicate
12	Oil Man
13	Player's Cooperative
14	Politician
15	Railroad Baron
16	Real Estate Developer
17	Riverboat Gambler
18	Roller Coaster Tycoon
19	Venture Capitalist
20	War Hero

OWNER PERSONALITY: ROLL D20	
1	Baffled
2	Boastful
3	Combative
4	Cowardly
5	Destructive
6	Elegant
7	Even-Keeled
8	Giddy
9	Gossipy
10	Gregarious
11	Hedonistic
12	Humble
13	Lovable
14	Miserly
15	Noble
16	Quixotic
17	Sadistic
18	Slovenly
19	Temperamental
20	Unbalanced

FANBASE: ROLL D20, APPLYING ALL FANBASE MODIFIERS	
1-2	Non-existent: 20% attendance. Team is broke.
3-5	Indifferent: 35% attendance. Team is struggling.
6-10	Fair Weather: 50% attendance. Team is breaking even.
11-18	Loyal: 75% attendance. Team is prospering.
19-20	Obsessive: 100% attendance. Team is printing money. Add quirk "Home Field Advantage," which grants 1 re-roll per home game, or 2 for ballparks with a roof.

The Ballpark

PARK NAMED FOR: ANCIENT, ROLL D20-2 MODERN, ROLL D20	
-1-4	City (Buffalo Ballpark, Yuma Yards)
5-9	Geography (Butte Park, Bayou Dome)
10-12	Owner (Wood Park, Burke Grounds)
13-15	Player (Riblet Grounds, Ellis Ballpark)
16-20	Sponsor (Corinthian Bank Park)

PARK LOCATION: ANCIENT, ROLL D10 MODERN, ROLL D20	
1-3	Decrepit Downtown: -1 FB
4-6	Bustling Downtown: +1 FB
7-9	Riverfront
10	Mountaintop
11-15	Suburbs: -1 FB
16-20	Revived Downtown: +1 FB

STADIUM TYPE, ANCIENT: ROLL D20	
1-10	Wood Frame Pavilion: Base capacity 5,000. Roll twice for Quirks.
11-19	Jewel Box: Base capacity 35,000. Roll once for Quirks. +1 FB.
20	Baseball Palace: Base capacity 50,000. +2 FB.

BALLPARK CAPACITY: Roll d10, multiplied by 1000, and add result to the ballpark's base capacity.

For instance, if you have a jewel box stadium whose base capacity is 35,000, and your d10 result is a 7, your ballpark's capacity is 42,000.

STADIUM TYPE, MODERN: ROLL D20	
1-3	Jewel Box: Base capacity 35,000. Roll once for Quirks. +1 FB.
4-5	Baseball Palace: Base capacity 50,000. +2 FB.
6-10	Space Age: Base capacity 50,000.
11-14	Concrete Donut: Base capacity 55,000. -1 FB. Roll for turf.
15-20	Retro: Capacity 38,000. Roll once for Quirks.

TURF (CONCRETE DONUTS): ROLL D20	
1-2	Ragged: -1 to steal and infield DEF
3-10	Good
11-20	Artificial: +1 to steal and infield DEF

ROOF (SPACE AGE, CONCRETE DONUTS & RETRO): ROLL D20	
1-13	No Roof
14-15	Permanent Roof
16-20	Retractable Roof

CONDITION, ANCIENT: ROLL D20-1 MODERN: ROLL D20	
0	Falling Apart: -3 FB
1-6	Decrepit: -2 FB
7-15	Well-Worn
16-20	Sparkling: +2 FB



The minor league Douglas All-Terrains, best known for a sandy ballpark that featured a notorious right field chasm.

QUIRKS: ROLL D20

Result	Quirk	Effect
1-3	Cozy Outfield	Add 1 to all Hit Table rolls, except when doing so will reduce result. (For example, if a Speedy Runner rolls a 2, and adding to the number will turn a triple into a single, let the triple stand.)
4-6	Expansive Outfield	Subtract 1 from all Hit Table rolls, except when doing so will improve result. (For example, if a Speedy Runner rolls a 3, and reducing the number will turn a single into a triple, let the single stand.)
7	Short Left Field Porch	An MSS of 47 or 57 is a home run.
8	Short Right Field Porch	An MSS of 49 or 59 is a home run.
9	Left Field Oddity	Subtract 1 from all LF DEF rolls made by away team.
10	Center Field Oddity	Subtract 1 from all CF DEF rolls made by away team.
11	Right Field Oddity	Subtract 1 from all RF DEF rolls made by away team.
12	Fast Infield	Add 1 to all stolen base rolls. Subtract 1 from all infield DEF rolls.
13	Slow Infield	Subtract 1 from all stolen base rolls. Add 1 to all infield DEF rolls.
14	High Mound	Add 1 to every MSS.
15-17	Beautiful	Add 1 to Fanbase roll.
18-20	Hideous	Subtract 1 from Fanbase roll.

The Manager

POSITION PLAYED: ROLL D20	
1	Pitcher (Majors)
2	Pitcher (Minors)
3	Catcher (Majors)
4	Catcher (Minors)
5	First Base (Majors)
6	First Base (Minors)
7	Second Base (Majors)
8	Second Base (Minors)
9	Third Base (Majors)
10	Third Base (Minors)
11	Shortstop (Majors)
12	Shortstop (Minors)
13	Left Field (Majors)
14	Left Field (Minors)
15	Center Field (Majors)
16	Center Field (Minors)
17	Right Field (Majors)
18	Right Field (Minors)
19-20	Never Played

MANAGER PERSONALITY: ROLL D20	
1	Apathetic
2	Charming
3	Colorless
4	Dignified
5	Domineering
6	Dull
7	Fatalistic
8	Fiery
9	Fun-Loving
10	Gloomy
11	Imaginative
12	Loyal
13	Open
14	Polite
15	Rude
16	Sincere
17	Taciturn
18	Thin-Skinned
19	Tough
20	Vain

YEAR OF RETIREMENT: Roll d20 to find out how many years ago manager retired. If result is 20, roll d20+20 to find total.

DARING: Roll d20 to find Daring.

September 27, 2017: The grounds crew at historic Gherardi Fields braces for the climax of a pennant race



4. SOUTHERN CIRCUIT: 2018



2017 Recap

Sheila the Destroyer

The Red Birds came into Gettysburg deadlocked for the 2017 Southern Circuit pennant, knowing the winner of the three game series would take the crown. Two of the Circuit's founders, the Red Birds and the Owls have taken different paths since 1874. The Red Birds have roamed across Kentucky, winning titles all the time, while the Owls have stayed put and haven't won a thing in your lifetime or mine.

Hometown kid Pete Dragasakis—hardly a kid anymore—has carried Gettysburg on his back for years. When he finally got his shot at the title, his fans were too nervous to cheer. The Owls looked relaxed, however, and were leading 1-0 in the third inning of game one when Paducah's Ken Packenton smacked a ball into Lesser's Elbow, the notorious right field corner of Gherardi Field.

Dragasakis was waiting for it. He's played the Elbow perfectly for over a decade, but this afternoon it got the better of him. He misplayed the bounce and his throw was badly off line, allowing Packenton to score what can only be called a little league home run. The crowd didn't boo their hero; instead they fell into an uneasy, shuffling silence. The quiet was, somehow, worse.

On the next pitch, Jimmy Parker hung a curveball to Sheila Hurley, who showed her famous quick wrists, flicking the ball just over the fence in left field to give Paducah a 2-1 lead. Gettysburg took the lead back in the fourth, but couldn't hold it, as Hurley smashed a two run double up the middle to win the game 4-3. Paducah's Mike Glaze held the Owls to three runs through eight innings and the enigmatic Euan Clark got the save, but it was a game without heroes: only one haunted goat.

“I can’t explain it,” Dragasakis said about his error. “It was like the ball was greased. Skidded across the dirt, and slipped right out of my hand. Forget it. Come back tomorrow, and we’ll put on a show.”

He should have checked with Sheila Hurley. She doesn’t care about the Gettysburg curse; she doesn’t care about Pete Dragasakis; she doesn’t care about drama. She came to Gherardi Fields to end the suspense, and did so in the first inning with a home run so shocking that the only noise as she rounded third base was the Paducah radio broadcasters shouting themselves hoarse. It was her second long ball of the series, and the one that finished the Owls.

Of course, James Cook, Paducah’s game two starter, had something to do with that too. The sturdy right hander threw a 5-0 shutout, pairing his deceptively lazy fastball with a deadly curve, and contributed to the humiliation by hitting a home run in the fifth. But it was Hurley who broke Gettysburg. Once she pulled on her cleats, the Owls didn’t have a chance.

“Red Birds win,” said Hurley after the game, a champagne-soaked cigar clutched between her teeth. “Hell of a thing.”

Oh, and Gettysburg won the third game of the series, 7-1. No one particularly cared.

2017 STANDINGS		WINS	LOSSES
1	Paducah	91	63
2	Gettysburg	90	64
3	Williamsburg	86	68
4	Tallahassee	83	71
5	Knoxville	78	76
6	Charlottesville	66	88
7	Broad Street	64	90
8	Cooper River	58	96

LEAGUE LEADERS	
BATTING	Clyde Shaud, Jr., WIL: .342
HOME RUNS	Fiona Sullivan, GET: 49
RBI	Sheila Hurley, PAD: 133
WINS	Eephus Hargett: 18-3
ERA	Danny Rogers, WIL: 2.06
STRIKEOUTS	Danny Rogers, WIL: 282

Paducah Red Birds

STARTING LINEUP

NAME	POS	L/R	BT	OBT	TRAITS	AGE
K.M. Seanor	SS	L	34	42		24
Ken Packenten	LF	R	35	43	C-	22
Sheila Hurley	CF	R	27	34		26
Dutch Kreilich	2B	L	25	31	C+	22
Alexandra Touart	RF	L	26	32		31
Cary Stolarczyk	C	R	26	32	D+	30
Lenny LaFrance	1B	S	25	32		27
Matt Kerntke	3B	R	25	32	D+	28

BENCH

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Oscar Fenton	OF	R	18	29		28
Chris Frank	OF	L	23	30	C+	34
Bokkai Takimo	INF	S	16	21		33
Dan Nicholson	INF	R	21	27		36
Bex Cornwell	C	R	21	32		23

STARTING PITCHERS

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Gwendolyn Ellis	12	R	6	14		22
James Cook	8	R	13	17		28
Mike Glaze	4	R	7	11	ST+	24
Luna Stern	4	R	12	16		23
Crystal Darby	-4	L	15	22		24

BULLPEN

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Euan Clark	12	R	8	13		29
Andrew Joyce	8	R	4	12		34
Mikayla Padgett	8	R	1	6		25
Charlene Collins	8	L	6	8		20
Jackson Sherrange	-4	R	7	13		20
Jalen Nolan	-4	R	7	13		22
Malcolm Green	-4	R	4	10		31

Hurley Lights the Candle

OWNER ALAN HAMPTON

2017 CHAMPIONS, 91-63

PENNANTS 17

BALLPARK RADIOACTIVE FIELD

TEAM SCORE 66

MANAGER REDMOND PERRIWINKLE

PLAYED SS, 1967-84

STYLE CANTANKEROUS

DARING 4

MOTTO "When will it end?"

How do you celebrate a championship? If you're Paducah, Kentucky, you don't. When the Red Birds seized the pennant, the mayor of this pinprick city presented owner Alan Hampton with a cake bearing a lit candle for every one of the franchise's championships, and a fistful of unlit ones on the side. The message: build us a dynasty to rival the Red Birds of old, and start tonight.

Hampton heeded the message. Instead of a parade, he held a team meeting, where he assured his Birds that '17 was only the beginning. That morning he started working the phones, snatching stalwart right-fielder Alexandra Touart from Cooper River. Expect those spare candles to be lit soon.

MANAGER: RED PERRIWINKLE

It's hard to say if Redmond Perriwinkle actually likes baseball. Nicknamed Red Rackham because his pointed beard and broad moustache call to mind the notorious pirate, he watches games from deep in the dugout, scowling like he just ate a bellyful of bad chili. Every pitch, every play, every swing of the bat seems to cause him physical pain, and yet, after five decades in the game, he still can't quit. Love it or hate it, this baseball lifer will never escape.

SHEILA HURLEY, CF

In the decisive games against Gettysburg, the tempestuous Sheila Hurley went 7-10 with five RBI and four runs scored—figures the school children of Paducah will learn by heart. Forget the multiplication tables. The Red Birds won the pennant, and every detail must be committed to memory.

JAMES COOK, SP

When the last out was recorded, James Cook didn't even smile. In the game that won the pennant, he pitched nine brilliant innings and hit a home run, but when he made his team champions, he ambled off the field with hands in his pockets, ready to punch out.

GWENDOLYN ELLIS, SP

When Gwendolyn Ellis graduated from Marion County High School, she was greeted not by her principal but by Alan Hampton, contract in hand. The favorite daughter of Lebanon, Kentucky, Ellis had been on the Red Birds' radar since she was in little league. After four years' seasoning in the minor leagues, she will take the ball on Opening Day. The next chapter of Red Birds history will be written with her right hand.

Gettysburg Owls

STARTING LINEUP

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Thunder Wells	3B	S	27	39		26
Philip McGrath	C	R	29	37	P+	24
Tavis Lesser	LF	L	31	34		22
Fiona Sullivan	1B	R	25	37	P++ S-	29
John Gardiner	2B	R	30	35		33
Pete Dragasakis	RF	R	23	29	P++ S-	33
Kenny Hemler	CF	L	27	34		25
Zane Hemler	SS	R	24	30		27

BENCH

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Camden Wood	OF	R	22	28		22
Clinton Dawley	OF	R	24	27		21
Trinity Barrera	OF	R	24	33		28
Timothy Barto	INF	R	22	32		35
Amber Morris	C	R	24	33	P+	23

STARTING PITCHERS

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Jimmy Parker	4	L	9	15	K+	22
Preston Franklin	8	R	6	12	GB+	29
Kid Easton	8	R	8	15		28
Shawn Lesser	4	R	15	21		30
Mathew Belcher	-4	R	13	17		29

BULLPEN

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Teagan Barrett	8	L	3	8		24
Britt Gherardi	8	R	4	6		26
Harlow Taylor	8	R	2	7		28
Diana Rubin	-4	L	5	10		24
Rye Sanders	4	R	7	11		28
Daw Hickman	4	R	10	16		33
Dom Guido	4	R	10	17	K+	26

A Perfect Season Spoiled

OWNER	COREY LESSER
2017	2ND PLACE, 90-64
PENNANTS	14
BALLPARK	GHERARDI FIELDS
TEAM SCORE	70

MANAGER	BRUCE "DOC" PAWLOWSKI
PLAYED	2B, 1980-92
STYLE	COMBUSTIBLE
DARING	16
MOTTO	"Watch the sky."

You can't blame Gettysburg for wanting to forget. Their first title in generations seemed assured, but the moment that ball bounced off Pete Dragasakis' right hand, the season turned sour.

Today, the Owls are a better team. They brought over mop-headed Kid Easton from Tallahassee, and they have young outfielders Camden Wood and Clinton Dawley waiting in the wings. But it will take more than promise to scrub away the awful memory of the carom off Lesser's Elbow. It will take a championship.

MANAGER: DOC PAWLOWSKI

"Baseball is a subtle science." It's been 25 years since Bruce Pawlowski wrote his master's thesis, which he dashed off between seasons manning second base for the Grackles. By combining 12 years on the Circuit with meticulous observation of the weather, he inspired a generation of managers to obsess over everything from dew point to wind shear. But Doc's subtle science never won him a championship, and his disciples slowly drifted back to a version of baseball that didn't require checking the barometric pressure after every inning. After the Owls' latest disappointment, it may be time for the weatherman to go back to the lab.

FIONA SULLIVAN, 1B

49 home runs won Fiona Sullivan the Beefsteak and put Gettysburg on the cusp of the title. She hit them high and lazy and low and fast, to left, right and center. Each one was perfection, but when Paducah came to town, her power evaporated, and she was left feeling like 49 just wasn't enough.

PHILIP MCGRATH, C

Look past his fat brow and leathery skin, and you will see that Philip McGrath has the irresistibly powerful hands of Michelangelo's David. When not framing strikes or punishing fastballs, they hang at his side as heavy as marble, as easy as beauty itself. If Gettysburg is to have a Renaissance, McGrath will lead the way.

PETE DRAGASAKIS, RF

Forget the carom, if you can, and remember Dragasakis as we met him a decade ago: a slender boy giddy to join the team he has loved since his days in the Gherardi upper deck. He'd have given anything to play for an Owls championship, and wouldn't have cared if he came up short. As the door slams shut on his prime, cherish the fact that he has fulfilled that boy's dreams.

Williamsburg Ospreys

STARTING LINEUP

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Clyde Shaud, Jr.	SS	L	31	39	S+	24
Ryan Fisk	RF	L	35	37	C+	30
Joe Vader	1B	R	29	33		24
A.B. Tongier	LF	R	27	34	D+	22
Russell H. Roe	3B	R	25	33	S+	31
Anthony Mack	2B	R	25	28	P+	22
Amber Morris	C	R	24	29	P+	23
Lee Ann Stone	CF	R	27	30	D+	30

BENCH

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Allamata Kolive	OF	L	24	28		28
Edith Hatch	OF	L	21	25	S+	35
Nadia Moya	C	R	24	29		23
Emi Rutherford	INF	R	22	31		24
Jason Karp	INF	R	22	29		24

STARTING PITCHERS

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Walter Birdsong	12	R	14	20		26
Danny Rogers	12	R	10	15		30
Doc Baker	-4	R	15	19		35
Malia Novak	8	R	8	14		27
Greg English	-4	R	6	10		35

BULLPEN

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Rebekah Grier	12	L	8	13		29
Sadie Hartman	8	L	6	10	ST+	22
Bailey Bowen	8	L	10	15		31
Kelly Moynihan	4	R	5	11	K+	30
Jaimenacho Soto	-4	R	8	16		22
Jadyn Nash	-4	R	2	5		25
Merle Bernard	-4	R	12	16		21

Stone Goes Hard

OWNER	ELIZABETH MCCOLLUM	MANAGER	OLIVIA DAGZ
2017	3RD PLACE, 86-68	PLAYED	NEVER PLAYED
PENNANTS	13	STYLE	CORPORATE RAIDER
BALLPARK	MOYNIHAN FIELD	DARING	5
TEAM SCORE	64	MOTTO	"You're toast."

A half-dozen cameras recorded the brawl, but it's still not clear what happened. Embattled center fielder Lee Ann Stone was stalking down the dugout steps after another grisly 0-4 when she passed chuckling roommates Joe Vader and A.B. Tongier. Were they giggling at some private joke, or were they laughing at her? It doesn't matter. Three seconds later, Vader's nose was bloody, Tongier was in a headlock, and Stone was on her way to a suspension that ended Williamsburg's title hopes for good.

She was happy for the rest. After a strong first season in Williamsburg, Stone plummeted. Her agent claims she was fighting an oblique injury. We'll know in April for sure.

MANAGER: OLIVIA DAGZ

The inventor of pre-toasted bread, Olivia Dagz made her first billion at 28. Having achieved financial security, she turned to her true love: baseball. Rather than buy her way into the league, she clawed her way up through the minors, riding natural brilliance and glittering charisma to a spot in the Williamsburg dugout. Now it's time for this financial wizard to prove it where it counts: on the field.

MANAGER	OLIVIA DAGZ
PLAYED	NEVER PLAYED
STYLE	CORPORATE RAIDER
DARING	5
MOTTO	"You're toast."

CLYDE SHAUD, JR., SS

The other half of the blockbuster trade that brought Stone to Williamsburg two years ago, Shaud has had a far happier time of it. The tender-hearted shortstop was batting over .400 as late as July, and held on to lead the league in hitting, stolen bases, and—after his emotional outburst when the Ospreys were eliminated—heartfelt tears.

DANNY ROGERS, SP

Danny Rogers has long labored in the shadow of Eephus Hargett. Teammates in little league, in high school, in college, they broke onto the Circuit at the same time, and Hargett's flashy power has always overshadowed Rogers' quiet control. Last year, Rogers overcame his rival, riding a mind-melting slider to a 2.06 ERA, and a narrow win in the voting for the Chalice of Gentle Parks.

WALTER BIRDSONG, SP

There were days this year when Birdsong's cutter snapped like a dry twig, and he looked every bit Danny Rogers' equal. But there were others when it floated in soft and flat, and we remembered that despite the Birdman's intoxicating talent, there is only one ace in Williamsburg.

Tallahassee Wrens

STARTING LINEUP

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Madison Stuart	RF	L	26	35		24
Frannie Stabile	2B	R	25	33		30
R.P. Martin	1B	L	29	35		30
Davis Chambers	LF	L	25	34	P+	34
Garret Myhan	3B	R	26	30	D+	24
Leticia Garibay	C	R	21	32	P+	26
Terry Caniff	CF	L	24	31	D+ P-	28
Cooper Plagens	SS	R	22	27	D+ P-	33

BENCH

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Conner Harp	OF	R	18	25		26
Alexa Mooney	OF	L	18	27	D+	24
Timmy Racek	INF	R	24	32		24
Kate Coughlin	INF	R	23	26		33
Andy Zak	C	R	22	27	D+	29

STARTING PITCHERS

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Alyssa Romano	12	R	14	21	K+	24
Hirom Williams	4	R	8	13		27
Sydney Wheeler	4	L	12	17		29
BigJer Sims	4	L	11	19		22
Chris Cobb	4	L	3	9		23

BULLPEN

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Mikey Badr	8	L	13	17	K+	29
Melana Wayne	4	R	3	10		29
Naiwang West	4	R	6	10		31
Ori Bando	4	L	14	17		25
Alivia Samuel	-4	R	10	18		24
Leighton Glenn	4	L	8	12		35
Brody Doe	-4	R	2	9		24

Grosnick's Lovely Wreck

OWNER	BRYAN GROSNICK
2017	4TH PLACE, 83-71
PENNANTS	9
BALLPARK	POSEY FIELD
TEAM SCORE	59

MANAGER	JAMES MCINNES
PLAYED	P, 1994-2006
STYLE	COUNTRY VICAR
DARING	12
MOTTO	"It's literally not cricket."

Tallahassee is a delightful team, so fun to watch it can be hard to tell when they are bad. Fans are dazzled by Madyson Stuart's loping gait, by Garrett Myhan's electric reflexes, by the sight of Alexa Mooney churning across the outfield and the sound of Hirom Williams laughing loud enough to be heard in the upper deck. Cooper Plagens looks so powerful standing in the batter's box that when she walks back to the dugout, it takes a moment to realize it's not because she hit a home run, but because she struck out. Again.

Wrens fans were having such a lark last season that it wasn't until they looked at the standings that they realized they were nowhere near first place. If you must be mediocre, you may as well enjoy the ride.

MANAGER: JAMES MCINNES

Discovered playing cricket for his village side, Yorkshire native James McInnes was recruited by a college scout to come stateside, where his graceful fast bowling transferred seamlessly to the mound. After six years managing the Wrens, Gentleman Jim has achieved little, but with his dapper figure in the dugout, fourth place has never looked so good.

MIKEY BADR, RP

Mikey Badr doesn't watch baseball. While his teammates toil on the diamond, the Wrens' star reliever plays an endless game of backgammon with bullpen catcher Porky LeJeune. When the phone rings, Badr drops the checker and jogs to the mound, pitching fast, desperate to get back to his game.

DAVIS CHAMBERS, LF

Gap-toothed and drowsy, corner outfielder "Lazy Cakes" Chambers dozed away the last few seasons on the Broad Street bench. Last year, an injury to Peacocks' stud Kathryn Berk launched Chambers into a starting role, and he responded with unforeseen pep—batting .308, belting 31 home runs, and sleepwalking himself into a permanent spot in the Tallahassee starting lineup.

COOPER PLAGENS, SS

How slick does a shortstop need to be to cover up the fact that she just can't hit? Cooper Plagens glides across the infield like grease on a griddle, but last year she batted .194, dragging down a team that can't afford to make easy outs. She'll run out to short on Opening Day, but if she doesn't get off to a fast start, expect to see Timmy Racek by June.

Knoxville Grackles

STARTING LINEUP

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Allen Millican	CF	L	29	36	S+	32
Denise Atkins	RF	R	31	38	P++	24
Scott Kent	2B	L	30	33		29
Mac McClintock	SS	R	26	33		24
Michael Stahl	3B	R	23	32	D+	24
Joseph English	1B	L	25	30		35
Casey Matteson	OF	L	23	32		26
Andy Zak	C	R	22	29	D+	29

BENCH

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Alexa Mooney	OF	L	18	25	D+	24
Anya Lambert	OF	R	24	29		22
Doc Rafos	INF	R	25	29		22
Lillian Varela	INF	L	25	32		26
Buford Fats	C	R	20	31		32

STARTING PITCHERS

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Cheyenne Karp	8	L	9	15		28
Crackerjack Allen	12	L	11	17		24
Sutton Ward	4	R	7	11		27
Hank Sweeney	-4	R	14	17		26
Susumu Maeda	-4	L	12	15		28

BULLPEN

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Jay Street	12	R	13	18	K+	31
Saemon Fuwa	4	R	8	11		35
Kiley Jaramillo	-4	R	9	16		25
Janelle Lugo	-4	L	8	13		29
Dustin Floyd	4	L	7	12		29
Julie Sterling	8	L	3	7		26
Sam Smith	-4	R	8	13		31

The Evil Empire Falters

OWNER	JOHN LONGSTREET
2017	5TH PLACE, 78-76
PENNANTS	24
BALLPARK	C.W. PARK
TEAM SCORE	55

MANAGER	JOHN GEORGE
PLAYED	3B, 1982-97
STYLE	ROBOTIC
DARING	10
MOTTO	"Umpires lie. Numbers don't."

By May 1, the title race was over. The Grackles had a five game lead, and that surely meant another pennant for Knoxville. But then Jay Street blew out his elbow, Casey Matteson busted his knee, and the entire lineup went cold. When Knoxville shipped Kid Easton to Gettysburg at the trade deadline, they were admitting what the league had known for weeks: the Grackles were buried.

Neutral fans celebrated, but their joy felt hollow. Without the Grackles as villains, is the Circuit really the Circuit? Be careful what you wish for. Knoxville got a good return for Easton, and before you know it, they'll be crushing your dreams once more.

MANAGER: JOHN GEORGE

The last disciple of Doc Pawlowski, George has a passion for numbers that borders on obsession. His brain is a card file stuffed with data on every player who's ever passed across the Circuit, and he never hesitates to rip up a lineup or pull a pitcher based on an obscure statistical hunch. As relentless as a tax auditor, he uses his numbers like a razor, shaving the enemy's advantage until they fall, bloody and senseless, to the dirt. He is, in all, a perfect Grackle.

DENISE ATKINS, RF

The great-great-great-granddaughter of Charlottesville legend Beefsteak Atkins, Denise has finally started to show the power that is her birthright. In an injury-shortened 2017, she hit 32 home runs—20 more than her forefather managed in his best season—and if she stays healthy this year, expect her to challenge for the Beefsteak.

MICHAEL STAHL, 3B

What the hell, Mike? The much-heralded third base prospect was supposed to lead Knoxville back to the promised land, but his season was derailed when a drunken ballooning accident led to the unholy trinity of injury, suspension and arrest. The good news? Although a disappointment on the field, Stahl looks to be just the kind of troublemaker that Grackledom loves so well.

CRACKERJACK ALLEN, SP

Knoxville, this is why we hate you. Dumping Kid Easton at the deadline looked like desperation, but owner John Longstreet knew just what he was doing. Garrett Allen is a sublime talent, blessed with a godly left arm that should ensure we keep cursing the Grackles for seasons to come.

Charlottesville Flycatchers

STARTING LINEUP

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Neil Tredray	RF	L	32	44	P++	26
Brant McKown	SS	L	34	37	S+	24
Nic Fuhs	3B	L	31	40		34
Colin Beasley	2B	S	31	38	D+	34
Steven Bond	CF	R	29	36		33
Clint Wattenberg	LF	S	24	34	P+ C-	32
Adie Barnett	C	R	29	33	D+	24
Ben Coleman	1B	L	26	33		24

BENCH

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Funie Steed	OF	L	25	35		22
Stew Bowers	INF	R	20	26		27
Z.J. Hunt	INF	S	25	34		23
B.P. Island	INF	L	26	32	D-	28
Spanky Ellis	C	R	23	29	C-	25

STARTING PITCHERS

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Eephus Hargett	12	R	12	19		26
J.J. Perkins	8	L	6	12		32
Tulla Paredes	4	L	15	23	GB+	22
Two Names Cecil	8	R	11	14		20
Richie McGraw	-4	L	13	17		23

BULLPEN

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Don Wakamatsu	8	R	7	12		23
BenJac Janeway	8	R	5	8	K+	33
Ed Burns	4	L	8	16		25
Maria Rice	-4	R	3	9		30
Mama Solash	8	L	9	13	GB+	29
Augustus Bean	4	R	14	20		24
Wally Gilbert	4	R	10	16		27

No Pop at Pavement Field

OWNER	ANNE MARIE CRUZ
2017	6TH PLACE, 66-88
PENNANTS	15
BALLPARK	PAVEMENT FIELD
TEAM SCORE	78

MANAGER	MORT S. SCHRIEVER
PLAYED	1B, 2002
STYLE	METHODICAL
DARING	8
MOTTO	"No sense getting shook."

For the love of Flike! After romping to the pennant in 2016, Charlottesville stumbled last year, going 8-20 in April and spending most of the season rotting at the foot of the standings before a late surge dragged them to a wholly-undeserved sixth place.

Call it a power outage. Aside from Neil Tredray and Clint Wattenberg, who showed their customary pop, no Flycatcher cracked 10 home runs. It got so ugly that local meteorologists dreamed up something called the Rivanna Updraft, a freak wind pattern camped out over Pavement Field to knock down Flycatcher balls. But you don't need a weatherman to know which way the wind is blowing, and you don't need to be Mort S. Schriever to grasp that the Flycatchers had better slug or get blown away.

MANAGER: MORT S. SCHRIEVER

A former astronaut with a sense of humor as sharp as his crew cut, Mort Schriever spent six years in the minors before earning a cup of coffee with the Peacocks. He had nine hits in 17 at-bats, and retired a .529 hitter. Despite the Flycatchers' struggles, Mort remains one of the savviest skippers on Earth or in the heavens.

EPEPHUS HARGETT, SP

Maybe things would have gone better if Eephus Hargett could just pitch every day. Unfortunately, we're generations past the days of the rubber-armed Carrie Goldberg, and 25 starts was all Eephus could provide. It wasn't enough. His four-seamer rises as quick and deadly as a flash flood, and it carried him to a 2.13 ERA—just short of the Parks Chalice, and nowhere near another Flycatcher pennant.

TWO NAMES CECIL, SP

If there is hope for Charlottesville, his name is Teddy "Two Names" Cecil. Anne Marie Cruz swapped Edith Hatch to Williamsburg to get him and there are whispers that his 100 mph heat could make him the equal of Eephus himself.

FUNIE STEED, OF

Just as intriguing is Funie Steed, the sly left-handed outfielder who spent spring training breathing down Clint Wattenberg's neck. It will take more than a good March to unseat the stolid king of Pavement Field, but Cruz is not famous for her patience. If Wattenberg struggles, no amount of sentiment will be enough to keep this galloping Steed off the field.

Broad Street Peacocks

STARTING LINEUP

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Dash the Flash	2B	S	35	42	D+ S+	23
Kaki Campbell	RF	R	33	39	P+	30
Sam Fishell	C	L	30	38	D+	26
Joseph Meyers	3B	S	29	37		29
Mark Wheeler	1B	R	29	37		31
Kathryn Berk	LF	R	28	33	C+	22
Drew Akers	OF	R	24	36		26
Hawkins Entrekin	SS	L	23	27	C+	22

BENCH

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Nat Buster	OF	R	26	29		31
Paul Montgomery	INF	L	21	24		20
AMJ Firecracker Phelps	OF	R	20	28		19
Dylan Andrews	INF	R	21	28		25
El Schneider	C	R	22	27		32

STARTING PITCHERS

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Pam Casey	12	R	13	17	ST+	23
Dirt Dog Akers	12	R	13	16	K+	32
Sam Sizemore	8	L	6	10		26
August Paige	8	L	10	13		23
Ry Matthews	4	R	9	13	GB+	28

BULLPEN

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Phillip Parker	12	R	9	14	GB+	25
Caldwell Akers	8	R	6	11		27
Ben Zeppos	8	R	8	14	GB+	25
MacRae Linton	4	R	9	17		24
Ann Wheeler	4	R	12	18		30
Acadia LeQuire	4	R	13	20		20
Dakota Mooney	-4	R	9	15		34

So Long, Stabs

OWNER	CISSY AKERS
2017	7TH PLACE, 64-90
PENNANTS	8
BALLPARK	CUMBERLAND GROUNDS
TEAM SCORE	93

MANAGER	JACQUELYN PEELE
PLAYED	3B, 1974-1990
STYLE	QUIET. ALMOST TOO QUIET.
DARING	7
MOTTO	"No comment."

Frannie didn't want to go. For seven seasons, cheery "Stabs" Stabile has found joy in Nashville, slicing doubles up the middle and running with her own daffy style. When she was traded to Tallahassee along with closer Mikey Badr, she threw a bitter going-away party at the Villager, a smoky midtown dive. When the tavern closed, she was still there, hurling darts and cursing the Peacocks for trading her away.

But Broad Street needed pitching, and now they've got it. From Tallahassee came the exquisitely-coiffed closer Phillip Parker, who joins free agent Ry Matthews as the newest members in what may be the best pitching staff the Circuit has seen in a generation. It's a shame they had to lose Frannie to get it.

MANAGER: JACQUELYN PEELE

Jacquelyn Peele is famous for getting out of the way. You remember how she used to scurry around the bases after hitting a home run, shaking her head like she was embarrassed by all the attention, and you have to respect how forcefully she refuses the spotlight now. If the Peacocks win, she lets her players have the glory. If they lose, she says "Mea culpa," and leaves. She's lousy copy, but a hell of a manager.

PAM CASEY, SP

Pam Casey pitches like she means it. In a meaningless game against the Flycatchers last August, she tossed off a 10-inning shutout that would have been a perfect game had Edith Hatch not had the gall to beat out a ninth inning infield hit. It was a perfect little tragedy, tailor-made for a country song.

AUGUST PAIGE, SP

August Paige has a bad habit of showing up late. When he finally got his call-up last September, the young curveballer couldn't be found. Rumors abounded of alien abduction and secret work for the CIA, but the truth was drowsier: the minor league season finished, young Paige was fishing off the coast of Florida with his radio turned off. It took 12 days to get him back on dry land and into a Peacocks uniform, and it was worth the wait. He pitched six shutout innings that day, and promises to do great things in 2018 if he can just show up on time.

JOSEPH MEYERS, 3B

Last year, the man Peacocks fans call "Mr. Stupid" lived up to his name, ending his season after burning his hand on a red-hot skillet of cornbread. Two words, Joe Mey: oven mitt.

Cooper River Chickadees

STARTING LINEUP

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Keiron Peskett	CF	S	33	43	S+	28
Rogen Jemi	LF	S	28	40	C+ P-	22
Ian White	2B	S	27	34	P+	25
J.P. Gestl	C	R	27	33		24
Charles Pearson	1B	L	25	32	P+ S-	23
Piotr Zajkowski	3B	L	24	33		26
Zanaseyr Nuo	SS	R	23	27		29
Nooksie Bond	RF	S	23	29		19

BENCH

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Destiny Rush	OF	R	23	30		35
Alyssa Mabry	OF	L	16	20		33
Woogie Stabile	INF	R	16	22		32
Lindsey Lemon	INF	R	16	21		34
J.T. Foster	C	L	19	27		28

STARTING PITCHERS

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Bud Weber	12	L	6	13	K+	27
Joshua Thiede	8	R	9	13	GB+	26
Oil Can Morris	4	R	10	13		34
Waldemar Pedersen	4	L	15	21		22
Tristan Draper	-4	R	9	14	ST+	24

BULLPEN

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Arnie Touart	12	R	8	13	GB+	26
Filip Cervantes	12	L	4	10	K+	27
Rob Zigenhagen	8	L	10	14		31
Nina Baggett	4	L	6	13		24
Jayden Cosby	4	L	4	10		33
Kylie Coe	4	R	6	11		23
Leo Norton	-4	R	6	12		22

The Baffling Commander Al

OWNER	CDR ROY LESTER ALYRE, RET.
2017	8TH PLACE, 58-96
PENNANTS	0
BALLPARK	CRYSTAL CREEK PARK
TEAM SCORE	75

MANAGER	FREDDY PUCKETT
PLAYED	P, 1982-95
STYLE	ELLIPTICAL
DARING	12
MOTTO	"Let's not tire ourselves out."

J.P. GESTL, C

Is Commander Al a genius or a fraud? After a strong finish in 2016 propelled the Chickadees to their first-ever winning season, they looked poised to challenge for the pennant, or at least third place. Instead, they sank right back to the bottom, and Commander Al has responded by doing...well, we're not entirely sure.

He swapped reliable Alexandra Touart for second-rate LOOGY Nina Baggett, and filled Touart's spot in right field with untested rookie Nooksie Bond. Yes, he had great luck last year with J.P. Gestl, but lightning doesn't strike twice—unless, perhaps, you're Commander Al.

MANAGER: FREDDY PUCKETT

It takes an odd man to run the Chickadees, and Freddy Puckett is certainly that. From the spider monkey that inhabits his office to the caged praying mantis that sits at his elbow during every game, Puckett is a mass of affectations. He's always late, often dozing, and seems more interested in his pets than his team. Players love him, hate him or—too often—ignore him. His eccentric style worked until the last few years, when his players finally grasped that as long as Freddy's talking to his mantis, there's really no reason to try.

Where did she come from? Yes, technically the answer is Bell Buckle, TN, but that's not what we meant. When Commander Al called up J.P. last June, it felt like desperation, but turned out to be genius. She hit a crisp .321 with 20 home runs, winning the Rookie of the Year so easily that it was hard to believe she hadn't been here all along.

OIL CAN MORRIS, SP

There are days when Oil Can's fastball crackles, and she sweeps through a lineup like a brush fire. Those days don't come very often any more, but they are the ones she lives for. The rest of the time, she is a reliable eater of innings: a workhorse burdened with memories of life as a charger.

DESTINY RUSH, OF

Destiny Rush was the cream of the 2010 free agents—the big signing that was supposed to put Gettysburg over the top. Last year, she was an afterthought, and this winter the Owls cut her loose. Commander Al grabbed her as insurance for Nooksie Bond, who was still in junior high when Rush signed her big contract, and who has no idea that 35 is closer than it looks.

Nine Game Pennant

2018

2018 STANDINGS (145 GAMES)		WINS	LOSSES	WIN P'TAGE	GAMES BEHIND	MAGIC NUMBER	TEAM SCORE
1	Charlottesville	84	61	57.93%	00	09	78
2	Tallahassee	83	62	57.24%	01	09	59
3	Gettysburg	81	64	55.86%	03	07	70
4	Broad Street	79	66	54.48%	05	05	93
5	Knoxville	70	75	48.28%	14	Elim.	55
6	Paducah	64	81	44.14%	20	Elim.	66
7	Williamsburg	63	82	43.45%	21	Elim.	64
8	Cooper River	56	89	38.62%	28	Elim.	75

Welcome to the Nine Game Pennant: a new game mode designed to give the thrill of a pennant race in just a few evenings of play. There are just nine games remaining in the 2018 Southern Circuit season, and the championship hangs in the balance. What happens next is up to you.

After 19 rounds of play, Charlottesville is on the verge of redeeming themselves after the humiliation of 2017. Tallahassee nips at their heels, while Gettysburg and Broad Street lurk on the fringes, praying for a shot to break their generations-long title droughts. Your challenge? Pick one of those teams and guide them to the pennant.

Among this game's supplements, you'll find a folder named Nine Game Pennant 2018, which contains pre-filled lineups for each team's remaining games and a standings tracker that will help you keep up to date on what's happening around the league.

Play through your final three series, simulating the games you don't play using Team Score. (Described on page 38 of both *Deadball* and *Deadball: 1909*.) Please take note of the rules for reliever fatigue on page 22 of this book, as bullpen management is key to any title shot. If the standings are tied after Game 154, the top two teams square off in the time-honored Circuit Series: a best-of-seven series to decide the title. Once you've found your champion, visit <http://wmakers.net/deadball>, where I've created a form for you to enter their results.

The schedule for the final three series is as follows:

ROUND	AWAY	HOME	FAV./CHANCE
20	Charlottesville	Williamsburg	CHA: 64
	Gettysburg	Paducah	GET: 54
	Knoxville	Broad Street	BSP: 80
	Cooper River	Tallahassee	COO: 66
21	Broad Street	Charlottesville	BSP: 65
	Tallahassee	Gettysburg	GET: 61
	Cooper River	Knoxville	COO: 70
	Paducah	Williamsburg	PAD: 52
22	Tallahassee	Charlottesville	CHA: 69
	Broad Street	Gettysburg	BSP: 73
	Paducah	Knoxville	PAD: 61
	Cooper River	Williamsburg	COO: 61

A four-team pennant race. No matter how you play it, it's going to be a marvelous September.

August 19, 1909 : The Meriwether Pavilion, moments before Beefsteak Atkins hit his 10th home run



5. SOUTHERN CIRCUIT: 1910



1909 Recap

Pruitt's Lovely Leap

In Ponchatoula, it will be remembered as “the Leap.” In Harlan, they would rather not remember it at all.

In the run-up to the final series of 1909, the Harlan faithful spewed hate, blasting Ponchatoula as a second-rate club whose gaudy offense would wither before the brilliance of Gentle Parks. The young pitcher, already a legend, promised to pitch three games in a row if that’s what it took to bring the title home, and there was no doubt that he was as good as his word.

In the first game, Parks pitched nine glittering innings and made only one mistake: a sagging seventh inning curve that sleepy-eyed Ponchatoula first baseman Freddy Clipps crushed for an inside-the-park home run. Parks sat down after the top of the ninth, still losing 1-0, as the Harlan fans howled for blood. All hope looked lost—and then Ponchatoula reliever Target Pierce began to slip.

After getting two quick outs to start the ninth, Target allowed a single to Chappie Arnolds, who was promptly replaced by the speedy Sport Taff. As Sport inched up towards second, Target’s concentration deserted her, and she walked pinch hitter Sparks Katt on four pitches. Next came Jorge Molina, the sluggish slugger, and with him came something astonishing.

It should have been a double. On any other day, with any other center fielder, it would have been. But Dave Pruitt was running at the crack of the bat, and he did not stop. As the ball sailed over the Harlan infield, every fan in the place leapt to their feet—save a few sage old-timers who knew to sit on their hands until the ball hit the dirt. It never did.

Pruitt leapt, body parallel to the ground, grabbing the horsehide as gently as a kitten cradling a ball of yarn. He crashed down, and the ball stayed caught, and Ponchatoula was one game from the championship.

“It was a well-hit ball,” Pruitt said after the game. “But if Harlan wants the pennant, they’re going to have to hit a little weller.”

Bean Alfrey did not go home that night. He was spotted by an inquisitive reporter in the locker room hours before dawn, a half-empty fifth of rye at his elbow, sharpening a wooden stake to a fine point. Asked what he was whittling, he replied, “retribution.”

Bean’s chance for retribution came in the first inning of Game 2. Ponchatoula’s Sloppy Howe hung a curveball, and Bean—as is his habit—murdered it. The ball should have rolled all the way to the outfield mud, but there was Pruitt again, snatching Bean’s hit right out of the air, and sending the raging player-manager back to the dugout, where he smashed two bats, a catcher’s mask, and the now-empty bottle of rye.

With that, Harlan quit. Sloppy tightened up, and Ponchatoula won 1-0 on an RBI double from Sparkles Tsao, taking their second title in a row. Pruitt was the hero, but he could not be reached for comment. Night was falling on Harlan County, and the Yellowstockings had the sense to grab their pennant and get the hell out of town.

1909 STANDINGS		WINS	LOSSES
1	Ponchatoula	93	61
2	Harlan	91	63
3	Meridian	79	75
4	Birmingham	78	76
5	Broad Street	76	78
6	Knoxville	73	81
7	Gettysburg	66	88
8	Charlottesville	60	94

LEAGUE LEADERS	
BATTING	Nan Matteson, KNO: .392
HOME RUNS	Beefsteak Atkins, CHA: 10
RBI	Dave Pruitt, PON: 103
WINS	Gentle Parks, HAR: 25-1
ERA	Silky Starsky, MER: 1.14
STRIKEOUTS	Gentle Parks, HAR: 201

Ponchatoula Yellowstockings

*“At 70, Vic Horstmann
is far more dangerous
than he was at 41.”*

STARTING LINEUP						
NAME	POS	L/R	BT	OBT	TRAITS	AGE
Porky Flick	LF	S	31	35		27
Dave Pruitt	CF	R	35	43	S+	23
Rainy Coles	RF	L	30	37		22
Kaleb Bryant	3B	R	26	34	P+	36
Sparkles Tsao	SS	R	28	34		24
Ella Clarke	2B	S	25	32		37
Arnold Vigor	1B	L	23	28	D+	29
Linda Ribbles	C	R	18	25	P-	41
BENCH						
NAME	POS	L/R	BT	OBT	TRAITS	AGE
Butter Barkley	INF	S	21	27		28
Miguel Ibañez	OF	R	20	25		22
Saffron Skizas	UT	R	20	28		37
Alex Chapman	C	L	14	19	C-	36
PITCHERS						
NAME	PD	L/R	BT	OBT	TRAITS	AGE
Target Pierce	12	R	18	21		21
Holy Abbott	6	L	21	25		24
Harold G. Pavel	6	R	14	21		20
Sloppy Howe	4	R	14	18		33
Stanton Geer	0	R	14	20		32

Horstmann Eyes a Treble

OWNER	W.F. LEITCH	MANAGER	VIC HORSTMANN
1909	CHAMPIONS, 93-61	PLAYED	RF, 1859-1881
PENNANTS	4	STYLE	JEFFERSONIAN
BALLPARK	BILLAKERS MEMORIAL FIELD	DARING	3
TEAM SCORE	57	MOTTO	"Frailty is no excuse."

Before the Yellowstocking special left Harlan station, scribes and players were already asking: would Horstmann hang it up? No team's won three in a row since the Wandering Ducks of '81, but those were raw, ancient days, when pitchers threw underhand and infield and outfield were an indistinct ocean of mud. In these enlightened times, a treble seems impossible—but by the time the train reached Ponchatoula, Horstmann had decided to give it a shot.

He'll have to do it without Phaedra Burns and Freddy Clipps, heroes of '09 now forced into unwilling retirement. Instead he'll have Target Pierce and Harold G. Pavel, a pair of young pitchers with enough skill to win three, four or more.

MANAGER: VIC HORSTMANN

Horstmann played on the Key West team that lost the '81 title to the Ducks. It was the Galloping German's final campaign, a season of agony for a brilliant baseballing mind trapped inside a creaking, broken body. At 70, Horstmann is far more dangerous than he was at 41. There's talk he'll retire if he captures his treble, but we truly believe old Vic will outlive us all.

DAVE PRUITT, CF

He might as well quit. Dave Pruitt has a long career ahead of him, but he'll never have a weekend as spectacular as those final games in Harlan. He could retire today and remain a legend, but instead he's destined to play out a very long string.

TARGET PIERCE, P

Target Pierce emerged from spring training with an extra layer of muscle distributed across her already-impressive shoulders. Her fastball, previously bullet-quick, is now closer to lightning. Asked the secret to her miraculous improvement, she testified that she has cut out coffee and resorted entirely to possum, the wheat-based food-drink that makes grown men nauseous and turns young ballplayers into valkyries.

SPARKLES TSAO, SS

What a treat it is to pass an afternoon with Sparkles Tsao, doubtless the wittiest player on the Circuit. On a January hunting trip on the Vermilion River, Tsao regaled the writers with a series of jokes about the local water fowl that were all astonishingly funny and far too vulgar to print here.

Harlan Red Birds

*“Some men are just
too evil to go away.”*

STARTING LINEUP						
NAME	POS	L/R	BT	OBT	TRAITS	AGE
Maxine Bloch	SS	R	21	32	S+ D+	23
Butch Ellis	3B	L	28	35	D+	24
Clobber Dwyer	RF	R	23	34	P++	29
Urbane Dwyer	CF	R	25	34		24
Francine Rasputin	1B	R	25	33		21
Bean Alfrey	LF	L	25	29		40
Sparks Katt	2B	L	22	27	C+	32
Eleanor Pruitt	C	R	21	29		28
BENCH						
NAME	POS	L/R	BT	OBT	TRAITS	AGE
Chappie Arnolds	INF	R	22	30		38
Sport Taff	OF	R	21	26	S+	30
Scarlet Oakes	OF	R	21	26		21
Sperry Rogers	C	R	17	22		24
PITCHERS						
NAME	PD	L/R	BT	OBT	TRAITS	AGE
Gentle Parks	20	R	12	17		22
Debra Chaff	8	L	13	15		20
Kate Eastman	8	R	21	24		29
Bear Bodkin	4	L	18	25		23
Griller Taff	0	R	16	21		25

Last Chance in Harlan

OWNER	GINGER ROBOTHAM	MANAGER	BEAN ALFREY
1909	2ND PLACE, 91-63	PLAYED	LF, 1892-
PENNANTS	4	STYLE	BACKWOODS PSYCHOPATH
BALLPARK	MUNICIPAL BALL YARD	DARING	17
TEAM SCORE	63	MOTTO	"If they move, kill 'em."

For the first time in years, the Red Birds are going in the right direction. After their 1908 debacle, second place was more than they could hope for in '09. They have young talent, from the baseball-pulverizing Dwyer Brothers to the bulky, dimwitted Francine Rasputin. Just three years old, their Municipal Ballyard is one of the jewels of the Circuit, perched on one of the steep hills that rises over this pinprick mining town, with seating for every citizen of the township and three or four cousins besides. So why does it feel like time is running short?

In the last 11 years, the Robotham family has moved the Red Birds twice, choosing to blame the city for their own team's failure. There are rumors that their feet are getting itchy again, and another disappointing season could mean it's time to bolt.

MANAGER: BEAN ALFREY

Like every right thinking soul in baseball, Ginger Robotham hates Bean Alfrey. She would have fired the seething reptile after last year's loss to Ponchatoula, but that would have meant finding a new left fielder. Some men are just too evil to go away.

MAXINE BLOCH, SS

When the dust settled and the pennant was lost, the Harlan faithful blamed Maxine. She was anonymous during the pivotal Ponchatoula series, getting on base just once, stealing no bases, and failing to make one of the stunning defensive plays for which, just a few weeks before, Harlan had lauded her as a star. Bloch is a cruel woman and a vicious competitor. No one has been harder on her than herself.

CLOBBER DWYER, RF

After his brother Urbane tied for the home run title in '08, Clobber set out to establish a new family record. He was on pace, smashing a jaw-dropping five homers in April and May alone, but a bout of vigorous indigestion sat him down for much of the summer, and by the time he returned, his power was gone.

GENTLE PARKS, P

Gentle Parks won 25 games last year and lost only one, but it was the one he needed most. He is a brilliant young pitcher who has risen to every challenge this game has hurled his way. Now he must learn to forget.

Meridian Mourning Doves

*“Yeah, I hit .237, okay. But
I’m still Reba Ramsey.”*

STARTING LINEUP						
NAME	POS	L/R	BT	OBT	TRAITS	AGE
Reba Ramsey	RF	L	28	35		36
Mohs Geobaldi	LF	S	23	32		26
David Larch	3B	R	27	34		41
Cletus Twitherton	C	R	27	33		31
Jessie Valdez	SS	R	23	33		31
Astro Kowalski	CF	L	21	29	P+	23
Vicky Goldsberg	1B	R	24	29		24
Carlos Perez	2B	L	22	28		37
BENCH						
NAME	POS	L/R	BT	OBT	TRAITS	AGE
Voodoo Helms	INF	L	23	28		20
Mango Stahl	OF	R	22	27		28
Tasia Trent	UT	R	21	30	D+	24
Speratus Berrycloth	C	R	18	24	C+	19
PITCHERS						
NAME	PD	L/R	BT	OBT	TRAITS	AGE
Gallant Wheat	20	R	14	20		29
Silky Starsky	20	R	14	19		25
Fish Eye Porter	6	L	19	25		31
Limerock Jones	4	L	10	15	ST+	20
Lexi Touart	0	R	13	20		24

Reba Requests Revenge

OWNER	VERLIN LITTLEJOHN	MANAGER	SY HADEN
1909	3RD PLACE, 79-75	PLAYED	CF, 1890-1908
PENNANTS	2	STYLE	RELENTLESSLY COMPETENT
BALLPARK	LAUDERDALE COUNTY PARK	DARING	14
TEAM SCORE	70	MOTTO	"I've never been wrong yet."

In a quiet offseason, Meridian owner Verlin Littlejohn executed the only trade that made headlines—snatching falling star Reba Ramsey from Broad Street in exchange for second-rate second-baseman Nicholas Krel. Littlejohn announced the trade over a spaghetti supper in the backroom of Marinetti's, a seedy bistro in the basement of Union Station, and his marinara-flecked grin was almost nauseating.

“I got Broad Street,” he said, twirling a forkful of noodles against his spoon. “Got DeTrigney wrapped around my finger like this here noodle. And I got Ramsey, too.”

Paired with Meridian’s sterling rotation, which may be the circuit’s finest, Ramsey has a chance to prove Littlejohn right. If she does, we’re certain he’ll let us know.

MANAGER: SY HADEN

When Littlejohn sacked lackadaisical Ox Gilford, there was no better choice to right the Mourning ship than Razor Sy Haden, who quit the game abruptly in ’08. A true five-tool player, Haden lives for perfection. Will this legend survive the leap to the dugout? Or will he falter, for the first time in his career?

REBA RAMSEY, RF

Reba Ramsey wants you to know she’s not finished. Yes, she’s far past 30 and yes, last year was hellish. But when she learned Broad Street had traded her to Meridian, she lit up with uncharacteristic rage. “Yeah, I hit .237, okay,” she says. “But I’m still Reba Ramsey.” Or at least, she used to be. She has a balky ankle and a bruised wrist that just won’t heel, but neither hurts worse than the sting of being cast aside.

SILKY STARSKY, P

For five years now, Silky Starsky has tried to prove he is the equal to Gallant Wheat. Although far more elegant than the squat, round, spluttering Wheat, Starsky never came close to out-pitching her until last year, when he won four more games than his teammate and posted a far better ERA. Granted, last year Wheat was *enceinte*, delivering a nine pound pitching prospect eight weeks after the season closed, but Starsky will take the win.

FISH EYE PORTER, P

Don’t run on Fish Eye Porter. She’s got the slickest pick-off on the circuit; they say she can see out of both sides of her head.

Birmingham Ravens

“The cold truth of the Circuit: the hot young thing never stays hot for long.”

STARTING LINEUP

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Crimson Pike	RF	R	27	37		23
Chintzy Harper	C	R	27	34		32
Pop Corcoran	CF	L	27	31	P+	26
Pete McGimley	LF	L	23	32		21
Eddie Stark	2B	L	24	29		37
Green Richards	3B	R	24	29		28
Wild Bill Elkin	SS	S	21	27		20
Jorge Molina	1B	S	20	26	P+	28

BENCH

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Zips Reuss	INF	R	16	22	C+	38
Nails Allen	OF	R	21	30		40
Joel Magree	UT	S	19	27		20
Sarah Crouch	C	R	17	25		37

PITCHERS

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Carrie Goldberg	20	L	13	16		24
Wendy Crampton	12	R	8	4		24
Top Hat Searcy	8	L	16	24		38
Bud Franklin	4	R	14	19		36
Knuckles Olmo	4	R	19	24	GB+	27

Mr. Thorn Takes the Reins

OWNER	EDGAR ALLAN THORN	MANAGER	ELMER BAMBRICK
1909	4TH PLACE, 78-76	PLAYED	2B, 1880-1894
PENNANTS	1	STYLE	STARTLING
BALLPARK	POE PARK	DARING	13
TEAM SCORE	67	MOTTO	"If you say so, Mr. Thorn."

After years quaking at the one-two punch of Top Hat Searcy and Carrie Goldberg, opposing batters thought salvation had come last May, when Top Hat spiked a 7.00+ ERA, and began to look like she was finished. Just when they were about to catch their breath, enigmatic new Ravens owner Edgar Allan Thorn introduced stolid hurler Wendy Crampton, who's as young as Goldberg and threatens to be equally deadly. Worst of all, Top Hat regained her form, and promises to torment the league for a few years more. Birmingham's 1-2 has turned into a 1-2-3.

"Of course, our lineup is suspect," says Thorn, "but with pitching this artful, one run per game should be fine."

MANAGER: ELMER BAMBRICK

When Thorn bought the Ravens, few expected him to retain his manager. What use would a bright-eyed, teetotaling breakfast cereal millionaire have for a rum-addled old-timer like Bambrick? But when they met, Thorn surprised the quaking Bambrick with a firm hug. As it turns out, Thorn spent his childhood watching Elmer Bambrick churn up the basepaths, and he wants nothing more than to spend the season at his skipper's elbow, soaking up stories of the past.

MANAGER	ELMER BAMBRICK
PLAYED	2B, 1880-1894
STYLE	STARTLING
DARING	13
MOTTO	"If you say so, Mr. Thorn."

POP CORCORAN, CF

It only took one season for Pop Corcoran to learn the cold truth of the Southern Circuit: the hot young thing never stays hot for long. Corcoran remains brilliant, but he was eclipsed last year by rookie sensation Crimson Pike, who batted .334 while playing a breathtaking right field. Corcoran might warn Pike of what's coming next—by 1911, Pete McGimley may outshine them both.

CHINTZY HARPER, C

On some days, Chintzy Harper looks like the best-hitting catcher on the Circuit. On others, he's a pale imitation of Tuffy McGoons. Regardless, he's the tops in Alabama, beloved by Ravens fans for his inimitable clumsy style.

WENDY CRAMPTON, P

The third head of Birmingham's Cerberus, Crampton introduced herself ferociously last season, throwing a first pitch straight at the bangs of Maxine Bloch. It's dangerous to pick a fight with Bean Alfrey's shortstop, whom he has molded in his own image, but the angrier the Red Birds got, the better Wendy pitched. By the end, she was the 2-0 winner, laughing as Bloch and the Red Birds sulked their way out of town.

Broad Street Peacocks

“When a body gets sick, you suck out the bad blood, you pump in the new.”

STARTING LINEUP						
NAME	POS	L/R	BT	OBT	TRAITS	AGE
Mercury Tyne	SS	L	32	39	S+ D+	23
Connie Stone	1B	R	31	34	C+	21
Bismarck Milch	CF	R	26	37	D+	29
Copper Muldoon	LF	R	28	35		26
Nicholas Kreel	2B	R	25	35		22
Cruiser Tybee	RF	L	28	34		23
Spats LeQuire	3B	L	22	29	D+	33
Valerie Birch	C	R	21	25		30
BENCH						
NAME	POS	L/R	BT	OBT	TRAITS	AGE
Tom Glasney	INF	R	18	27		23
Michael Kroeker	UT	R	20	27		19
Leaky Coombs	1B	R	22	26	D-	39
Big Lew Dorp	C	L	19	26		41
PITCHERS						
NAME	PD	L/R	BT	OBT	TRAITS	AGE
Violet Parker	20	R	14	17		30
Horace Graves	4	R	11	13		31
Rolph Riddle	4	L	11	20		22
August Haas	4	R	12	14		23
Blue Reynolds	0	R	13	17		39

Fresh Blood on Lower Broad

OWNER	C.A. DETRIGNEY
1909	5TH PLACE, 76-78
PENNANTS	7
BALLPARK	CUMBERLAND GROUNDS
TEAM SCORE	58

What is DeTrigney thinking? Asked why she traded Peacocks captain Reba Ramsey just two years after she hit .380, Broad Street's owner answered, "When a body gets sick, you suck out the bad blood, you pump in the new." This may be questionable medicine, but it's not the worst way to build a ballclub.

Broad Street enters 1910 with four untested rookies on its roster, including the promising Cruiser Tybee taking over for Reba in right field and the two pitching cherubs who will slug it out for the third spot in the rotation. It will work beautifully, or it will be a disaster. Either way, we hope Mrs. DeTrigney enjoys her new blood.

MANAGER: PEGG DEVERICH

Pegg Deverich was leaving a chophouse on Demonbreun last August when a horse broke from its bridle and charged down the street toward a pack of schoolchildren. Exercising authority we did not know baseball managers possessed, Pegg commandeered a passing auto and leapt from its running board onto the horse's back, calming the beast and averting disaster. This year, she'll pray the Yellowstockings prove as easy to catch.

MANAGER	PEGG DEVERICH
PLAYED	2B, 1881-1899
STYLE	VIOLENTLY ENERGETIC
DARING	14
MOTTO	"Don't talk. Do."

BISMARCK MILCH, CF

Handed the captaincy after Ramsey's abrupt departure, Bismarck responded with characteristic bafflement, turning as red as Crimson Pike during an intensely uncomfortable conversation with the press. "I play ball to make friends," he said, "not lose 'em." Ramsey was Milch's mentor, and the trade hurt him as much as it did her. Whether or not he rises to the captaincy, he remains a sorcerer in center field.

BIG LEW DORP, C

Little remains to be said about Big Lew Dorp, Broad Street's bulky backup catcher, save that it is as soothing as eiderdown to see one of the greats of the last century lumber on.

VIOLET PARKER, P

Already a legend in the ballparks of the Circuit, savvy Violet Parker has begun to think about life beyond the game, launching a line of jams and jellies flavored with the flowers of Tennessee. Just as sweet as her pitching, Parker's Preserves have become a national success. As the ads say, "Violet Means Purple, and Purple Means Jam." You simply can't argue with that.

Knoxville Grackles

*“Nan Matteson can turn
any ball into a hit.”*

STARTING LINEUP						
NAME	POS	L/R	BT	OBT	TRAITS	AGE
Ron Justus	RF	L	33	38	C+	21
Nan Matteson	2B	L	34	41	P+	21
Tuffy McGoon	C	R	27	39	P+	29
Joe Tall-Rock	1B	R	26	35	C+	24
Doc Matteson	LF	R	26	33	D+	22
Cassandra Loam	SS	R	25	32	S+	28
Siobhan O'Rouke	3B	R	23	32	S-	39
Sondra Bridges	CF	R	23	30		30
BENCH						
NAME	POS	L/R	BT	OBT	TRAITS	AGE
Bucky Pescaglia	INF	L	17	26	S+ D-	20
Bree Zaphrozi	OF	L	24	30	C+	22
Tex Easterling	UT	R	18	30	P+	27
Spuds Luke	C	S	18	26		21
PITCHERS						
NAME	PD	L/R	BT	OBT	TRAITS	AGE
Tiff Rogers	8	L	17	21		31
Colin Upson	8	L	19	24		21
Boulder Simms	6	R	11	16		24
Ruth Wannemaker	4	L	13	15		24
Crawfish Holter	0	L	17	22		21

A Club Powered by Hate

OWNER	MONTE SARNO
1909	6TH PLACE, 73-81
PENNANTS	1
BALLPARK	THE NEST
TEAM SCORE	55

MANAGER	FAY HARBAUGH
PLAYED	P, 1873-1884
STYLE	GRINNING SADIST
DARING	8
MOTTO	"Obey."

In another lost season for Knoxville, consolation came in the form of a batting race. Ron Justus and Nan Matteson scrapped all season for the top spot, with Matteson prevailing at the last, batting .392 to her teammate's .384. A local tinsmith presented Nan with a small trophy to commemorate her triumph, which Nan displayed proudly until Fay Harbaugh snatched it, smashed it and flattened it with her heel.

"Losers don't get trophies," she said, and despite the tears of Nan's husband Doc, that was the final word.

Justus and Matteson did all they could last season. If Knoxville is to claw its way out of the basement, the rest of the lineup must chip in.

MANAGER: FAY HARBAUGH

On the job since the Grackles first hatched, Fay acts like she has a lifetime appointment. But one title in 10 years is not impressive, and she will be in trouble if Monte Sarno ever grows a spine. No other club would tolerate her cruelty, and she would be forced to find a career where her tyrannical streak would be an asset: railroad detective, strikebreaker, or Sunday school teacher. The world is safer with Fay at the Nest.

NAN MATTESON, 2B

Nan Matteson plays like an overeager eight-year-old, lunging at every ball that comes her way. The strike zone matters not. She'll drop to one knee to hit a ball in the dirt, or hurl herself through the batters box, swinging one-handed to make contact with a pitch that's far, far outside. It's the kind of clumsy play that turns rookies into has-beens, but Nan has long arms and great power. She can turn any ball into a hit.

JOE TALL-ROCK, 1B

Joe Tall-Rock has the look of a future batting champion. A devoted gardener, he tends to his swing with the same precise care that he brings to his hothouse orchids. He struck out just 14 times last season, and each time he returned to the dugout cursing his bat for letting him down.

TIFF ROGERS, P

Last season, Tiff earned the ire of the Grackles groundskeeper when she was caught keeping a nest of half-tame copperheads in a chest under the right-field stands. Before the snakes could be destroyed, Fay Harbaugh intervened. "This club needs venom," she said, and Tiff's snakes were saved.

Gettysburg Owls

*“Now there is youth
in Gettysburg;
now there is hope.”*

STARTING LINEUP

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Ulysses S. Bunt	2B	R	26	31	C+	25
Thump Thorndyke	LF	L	23	32	P+	27
Juice Manky	3B	R	24	29	C+	35
Bones Perlmutter	1B	L	25	31		26
Chloe Bird	C	L	23	29		33
Mildred Crump	SS	L	23	27		32
Duck Torrants	CF	R	22	27		31
Daniel Chairet	RF	L	21	26		22

BENCH

NAME	POS	L/R	BT	OBT	TRAITS	AGE
Tammy Wilson	INF	L	19	28		30
Gladys Pulaski	OF	R	22	24		30
Bubbles Littlejohn	UT	R	19	29		21
Walt Elfman	C	R	19	30		21

PITCHERS

NAME	PD	L/R	BT	OBT	TRAITS	AGE
Smalls Touart	8	R	14	20		22
Peanut Howard	8	R	13	17		22
Clamdigger Bowles	4	L	16	27		30
Ian Kilmister	4	R	13	18		25
Jack Beckman	0	L	17	24		23

Juice Gets his Shot

OWNER	DOLORES PAWN
1909	7TH PLACE, 66-88
PENNANTS	4
BALLPARK	GHERARDI FIELDS
TEAM SCORE	51

MANAGER	JUICE MANKY
PLAYED	3B, 1898-
STYLE	WOLFISH
DARING	10
MOTTO	"Nothing's sweeter'n Juice."

When Dolores Pawn bought the Gettysburg Owls, all she knew about baseball was that she loved it. For four years, she deferred to manager Spottis Gish on matters on and off the field, watching with fury as her team sank farther and farther from the glories of 1901. Whenever questioned, Gish threatened to quit. After a particularly sickening run last July, Pawn took him up on it.

With Gish gone, Pawn cut the dead wood from her rotation, which was bloated with hapless alcoholics there to keep Gish company on his weekly benders. Now there is youth in Gettysburg; now there is hope. Ian Kilmister and Jack Beckman don't look like world-beaters, but they have their owner's faith. Pawn knows that though her team may not win this year, for the first time, they are hers.

MANAGER: JUICE MANKY

Last survivor of the 1901 championship squad, Manky took over as player-manager when Gish stalked off the field. He held the team together, and now Pawn is counting on him to do more. Manky has just a few playing years left; if he wants a career after retirement, he can earn it now. He has always been a predator, and we suspect he smells blood.

THUMP THORNDYKE, LF

Had Spottis Gish cast a spell on Thump? After the manager departed, the gloom that had hung over the musclebound Arkansawyer for three seasons dissipated like fog burning off in the morning sun. Jolly again, Thump hit .334—far from the batting title, but enough to bring smiles to Gherardi Field. Despite his thick glasses and graying hair, Thump is younger than he appears. 1910 could be the year he emerges as a star.

MILDRED CRUMP, SS

Once the Owls were well and fully out of the pennant race, the Gettysburg dugout took on a festive air, as players freed from a tyrant enjoyed losing like never before. When Clamdigger Bowles left a game with the Owls down 13-0, Mildred demanded the ball. She pitched four shutout frames to turn an ugly loss into a lark, and hasn't stopped talking about it since.

PEANUT HOWARD, P

A shaggy-haired mystic whose bangs dangle in front of her eyes, Howard threw 27 scoreless innings in September, convincing Gettysburg that she will be their savior. Whether she is authentic or a charlatan, only April will tell.

Charlottesville Flycatchers

“Atkins likes his beefsteaks frequent, and he likes them bloody rare.”

STARTING LINEUP						
NAME	POS	L/R	BT	OBT	TRAITS	AGE
Bullet Wik	CF	L	29	41	S+	33
Fortune Krebs	1B	L	28	39		25
Vera Myers	3B	R	30	37	P+	29
Beefsteak Atkins	C	R	24	29	P++	30
Mark Longden	SS	S	28	33	D-	20
Lizzy Heaps	LF	R	27	33	D+	26
Earl Godfrey	2B	L	24	32		37
Starling Ketch	RF	R	22	31	D+	23
BENCH						
NAME	POS	L/R	BT	OBT	TRAITS	AGE
Samantha Lille	INF	L	20	27		21
Hot Dog Belanger	OF	R	25	30		22
Queeny Jepson	UT	R	19	27		35
Borscht Connor	C	R	15	27		25
PITCHERS						
NAME	PD	L/R	BT	OBT	TRAITS	AGE
Izzy Charles	8	R	17	20		28
Moise B. Seligman Jr.	8	L	17	20		25
Alicia Rodis	6	L	11	17		22
Bobby Fields	4	R	15	19		25
Lenna Smalls	0	R	20	23		27

A Sideshow in Charlottesville

OWNER	BERYL PEPPER	MANAGER	PAPA BUCCHIONI
1909	8TH PLACE, 60-94	PLAYED	P, 1888-1898
PENNANTS	2	STYLE	ROUGH RIDER
BALLPARK	MERIWETHER PAVILION	DARING	14
TEAM SCORE	55	MOTTO	"America needs baseball."

Despite being rooted at the bottom of the standings, Flycatcher fans were treated to one of the most intriguing home run chases of the century, as Beefsteak Atkins showed strength that could make him an all-time legend. After him was the Flying Carolinian, Bullet Wik, running like she did a decade prior. Beefsteak hit them over the fence; Bullet hit them inside the park, and by season's end, Atkins had triumphed with an astonishing 10 home runs to Wik's eight.

Fatty Al Householder slept through all of it, and was mercifully sacked in September. His replacement will demand more than a sideshow.

MANAGER: PAPA BUCCHIONI

For a team in crisis, there is no better skipper than Dan "Papa" Bucchioni, whose gentle demeanor and air of wisdom make it easy to forget he's just 38. In April, '98, Bucchioni was seven innings into a no-hitter when news broke that America was at war with Spain. Papa walked off the mound and into the army, and was riding merrily up San Juan Hill when a bullet nicked his right shoulder, ending his career as a soldier and a pitcher all at once. He runs his team like a general, with the bully charm of old T.R.

BEEFSTEAK ATKINS, C

Atkins likes his beefsteaks frequent, and he likes them bloody rare. To keep her slugger fed, owner Beryl Pepper installed a grillmaster outside the ballpark and tasked local boys to run a ribeye into the dugout whenever Atkins felt peckish. It started as a publicity stunt, but soon fans were lining up at the grill before and after games, and Pepper found herself with a profitable sideline—a silver lining in a lost season.

MARK LONGDEN, SS

Mark Longden's flat, easy stroke is ideal for punching singles up the middle, and last year he rode it to a .347 average. When this proved insufficiently stimulating, he enrolled in night classes at the University of Virginia, studying engineering in an attempt to craft an evermore perfect swing.

IZZY CHARLES, P

Anonymous at Harlan, Izzy Charles came to Charlottesville hoping to make himself a star. He will find that on a losing ballclub, the spotlight is not an easy place to stand. His change-up is devilish, but will he be able to give the Flycatchers the 350 innings they need?

Nine Game Pennant

1910

1910 STANDINGS (145 GAMES)		WINS	LOSSES	WIN P'TAGE	GAMES BEHIND	MAGIC NUMBER	TEAM SCORE
1	Broad Street	88	57	60.69%	00	09	58
2	Ponchatoula	87	58	60.00%	01	09	57
3	Charlottesville	83	62	57.24%	05	05	55
4	Gettysburg	75	70	51.72%	13	Elim.	51
5	Knoxville	70	75	48.28%	18	Elim.	55
6	Meridian	62	83	42.76%	26	Elim.	70
7	Birmingham	58	87	40.00%	30	Elim.	67
8	Harlan	57	88	39.31%	31	Elim.	63

With nine games remaining in the 1910 season, the Broad Street Peacocks slug it out against their former skipper, Vic Horstmann, and his Ponchatoula Yellowstockings. Do you have the mettle to bring Broad Street across the finish line? Would you prefer to take on the role of Horstmann as he scraps for his historic third consecutive championship? Or are you bold enough to take the reins of the Charlottesville Flycatchers, risen from the ashes and lurking on the outskirts of the pennant race?

In the supplements that came with the game, you'll find game sheets for each of those teams' remaining nine games, with the lineups already already filled out. Play through the final three

series, simulating the games you don't play using Team Score. (Described on page 38 of both *Deadball* and *Deadball: 1909*.) 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.

Track your progress using the Nine Game Pennant: 1910 supplement, and visit <http://wmakers.net/deadball> to share your results. The official champion will be announced in 2019.

The schedule for the final three series is as follows:

ROUND	AWAY	HOME	FAV./CHANCE
20	Broad Street	Meridian	MER: 62
	Ponchatoula	Knoxville	PON: 52
	Charlottesville	Birmingham	BIR: 62
	Gettysburg	Harlan	HAR: 62
21	Ponchatoula	Broad Street	BSP: 51
	Charlottesville	Gettysburg	CHA: 54
	Meridian	Knoxville	MER: 65
	Birmingham	Harlan	BIR: 54
22	Broad Street	Gettysburg	BSP: 57
	Ponchatoula	Charlottesville	PON: 52
	Knoxville	Birmingham	BIR: 62
	Harlan	Meridian	MER: 57



6. ESSAYS



The Fathers of Fantasy Baseball

BY JOHN THORN

I do not play fantasy baseball, never have. Sometimes I think it is a menace to the game, breaking down civic and regional loyalties to real teams and replacing them with a loyalty to a private team that exists nowhere except on your computer. Such fans have seemed to me straight out of the dice-baseball heaven-hell of Robert Coover's *Universal Baseball Association, J. Henry Waugh, Proprietor*.

But other times I reflect on the millions of fans who play the game with an intensity they might never have brought to root, root, rooting for the home team. And this must be a good thing even for the practice of baseball history, as this new breed of baseball fan demands precision, exactitude, and getting the story straight. An analytical bent, dating from Bill James to Billy Beane and beyond, makes today's fan a mythbuster, and that is a good thing.

Baseball is indeed best played outdoors, in the sunshine. Next best is under the lights, but still outdoors. Baseball in a domed stadium is a very different experience of the game, still weirdly cool. But sometimes it rains, and that's when fantasy baseball may indeed be the best of all. And its history begins in a distant place, in the realm of board games.

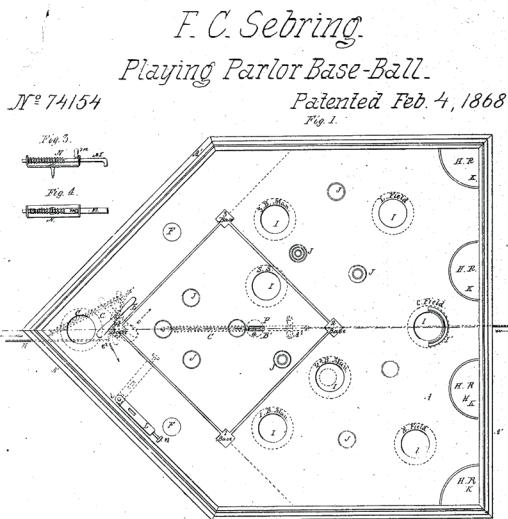
The title "Father of Baseball" has been bestowed variously upon Abner Doubleday, Alexander Cartwright, Doc Adams, Louis F. Wadsworth, and William R. Wheaton; all but the first have a reasonable claim to the honor. But who is the Father of Fantasy Base-

ball? If you answer Dan Okrent or Glen Waggoner—even if you are crafty enough to offer up Ethan Allen’s landmark game of 1941, “All-Star Baseball”—you’re in for a surprise.

One of two possible answers from long ago is Francis C. Sebring, pitcher for the Empire Base Ball Club of New York (and bowler for the Manhattan Cricket Club) in the mid-1860s. At some time around the conclusion of the Civil War, this enterprising resident of Hoboken designed a mechanical table game; sporting papers of 1867 carried ads for his “Parlor Base-Ball” and the December 8, 1866, issue of Leslie’s carried a woodcut of parents and young’uns playing the game.

No examples of “Parlor Base-Ball” survive, but from the patent application and drawing of February 4, 1868, we see that a spring propelled a coin (“one of the thick nickel coins of the denomination of ‘one cent,’ issued by the United States Government in and about the year 1860”) from pitcher to batter, and another spring activated a bat that propelled the coin into one or another of the cavities in the field. A pinball machine is not very much different.

According to the article in Leslie’s, the idea of making a toy version of the nascent national pastime occurred to Sebring while riding a ferry from Hoboken to New York to visit an ailing teammate. But was his brainchild the first baseball game? There is another game with a prior patent: the “Base-Ball Table” patented by William Buckley of New York on August 20, 1867, which like Sebring’s game operated on the pinball principle. And like Sebring’s game, it too has no remaining example: the earliest surviving baseball table game is a card game from 1869: “Base Ball: The New Par-



A detail of F.C. Sebring's patent for Parlor Base-Ball.

THE FATHERS OF FANTASY BASEBALL

lor Game.” (An enterprising antiquarian might reconstruct both games from their schematic drawings and play them today.) And there are hints—requiring further research—that the McLoughlin Brothers Game Company of New York City may have issued a chromo-lithographic game as early as 1856.

Sebring’s name was not attached to his game. He was not a famous player, and baseball was still an amateur game, only beginning to produce national heroes. But in the remaining years of the nineteenth century, game manufacturers learned that invoking a star’s name—on either the game’s packaging or its components—made for greater sales. Board games of the 1990s, endorsed by Frank Thomas, Ken Griffey, Jr. et al., descended in a straight line from “Zimmer’s Base Ball Game by Zimmer the Catcher, Cleveland” (1893) and the Tom Barker and Fan Craze card games of the 1910s.

Did Sebring understand that the real game of baseball is similar in concept to the ancient Indian game of Pacheesi, in which a player (or marker) leaves home and makes his way back—stopping at each of three bases—to tally success? No; that’s just art imitating life, the essence of creation for painters, poets, and gamemakers alike.

But today’s fantasy baseball players—those involved in leagues, swapping players, competing for prizes—might look to another father. I believe the seeds of Rotisserie Baseball, the Okrent-Waggner creation—were planted in 1884 by Thomas W. Lawson’s game, “Base Ball with Cards.” This 1884 card game has lovely if disquieting graphics, but you can’t blame Lawson for the menace



Lawson’s “Base Ball With Cards.”

that future generations would find in that bodiless, four-ball, four-armed swastika.

Lawson sold candy on trains in the Boston area as a boy, saved his money, and invented a card game that he sold himself, on the trains and at the ballparks. Played by four players, two on each side, its object was “to secure as many tricks, or runs, as possible and by skilful [sic] combinations to destroy the value of opponent’s cards.” A paradigm of Monopoly expressed in miniature, it was an apt metaphorical statement for the course its inventor would ultimately pursue with phenomenal success on Wall Street. But that is a story for another day.

The game was successful, and in 1885 Lawson arranged a tournament of the National League clubs, with prizes he posted himself (“\$1,600 in gold and handsome trophies”). Unlike fantasy baseball, however, in which a player contents himself with statistical stand-ins for the players on his team, the “Base Ball with Cards” tournament was played by real members of each of the National League teams, deploying fantasy elements. The St. Louis Maroons defeated the Boston Red Stockings on their first eastern swing, but in September they lost to the Chicago White Stockings, who had such scientific card players as Ned Williamson, a crack whist player, and Fred Pfeffer, an expert at faro. Chicago thus won the right to play the Philadelphia Phillies for the championship, but the results of that match are lost to history.

The success of Lawson’s invention inspired a rival game known as “Parlor Baseball,” played with 125 cards “representing all the features of baseball.” What was interesting about this rival game was that its inventor was Jake Aydelott, a big-league pitcher with Indianapolis and Philadelphia. Fantasy and reality were one in baseball’s Garden of Eden.

*John Thorn is the Official Historian for Major League Baseball. His most recent book is *Baseball in the Garden of Eden*, published by Simon & Schuster.*

Jessica's Voice

BY BRITNI DE LA RETAZ

The first time I heard Jessica Mendoza's voice on an ESPN broadcast, I cried.

Mendoza was sitting alongside Dan Shulman and John Kruk. Shulman read off her credentials: four-time All-American softball player at Stanford, a two-time Olympian, a staple of ESPN's coverage at the Women's College World Series, and part of their Baseball Tonight team. Kruk related the story of first meeting Mendoza seven or eight years before, when he was covering the Women's College World Series. "Coach [Mike] Candrea, coach of the U.S. team when Jess was playing in the Olympics told me that she's probably the greatest hitter in the world at that time," Kruk said. "So when we start talking hitting, go to her first." He then put her in the same league as Michael Jordan.

My tears took me by surprise. I knew it was a big deal that a woman was calling a Sunday Night Baseball game for the first time ever. It was historic, monumental, boundary breaking. Intellectually, I knew this was a small turning point in the male-dominated world of baseball media.

But I was unprepared for the emotional impact of hearing her color commentary. For the first time in my life, someone that sounded like me was calling a game on TV. Someone with a voice like mine—one that men have called grating, shrill, annoying—was in the role of an expert, explaining the nuances of the game to the audience at home.

Tweets poured in, calling Mendoza all of the expected names.

“Can this woman announcer stop talking,” read one. “The fact that I have to listen to this woman announcer all night is making me lose my mind,” read another. Others expressed surprise that Mendoza actually seemed to know what she was talking about. Her mentions looked similar to mine whenever I share commentary or opinion about the game, calling me anything from stupid and clueless to gender-based slurs I’d rather not repeat here.

My emotions came on suddenly and I was embarrassed to be crying through the first inning of the ballgame. I’d watched hundreds, maybe thousands of baseball games on TV in my life. The banter from the analysts, the action on the TV, the game box in the corner of the screen: these were all as familiar to me as my favorite song. It shouldn’t have been different.

But it was different. There was no denying that it was different.

I thought about what it would have been like to be watching that game at seven or nine or 13 years old instead of 30 years old. As a girl, I would watch games curled up on the couch with my dad. It was the only time I got to spend with him, since he worked long days teaching tennis. I’d sit next to him, his skin almost charred from the Florida sun, smelling like sunscreen and beer. He’d explain the intricacies of the game to me, tell me stories from his playing days in the minor leagues.

I thought my father was the smartest guy in the world because he had an uncanny ability to say something mere seconds before the analysts calling the game would say the same thing. It’s a super-power I now possess myself, one that impresses my own daughters. I wonder what it would have been like to have heard a woman’s voice from the booth while watching a game with my dad.

Would the two of us have seen a different future for me? One where maybe I would go on to be the baseball expert, taking my father’s place? Would her presence on-screen have impressed my dad enough to melt away some of his own sexist misconceptions, his subtle belief that baseball was a man’s sport?



I don't know for sure if it would have mattered or if it would have changed anything. But I do know that, while I'll never know what it would have been like to be a little girl listening to a woman call a major league baseball game, my daughters will never know what it's like to not know that reality.

My daughters will grow up in a world where Jessica Mendoza comes onto their TVs every week to tell them all they need to know about the players they're watching on screen. They will grow up in a house where Mom is the baseball expert, where Mom writes about the game for a living, where Mom takes them to baseball games on summer days.

My girls will curl up on the couch with me at night, and I'll tell them how you know if a runner might try to steal a bag, how to tell if a pitcher is on his game, how the infield fly rule works. And we'll listen to Jess Mendoza tell us about the mechanics of a curve ball or the beauty of a power swing.

I'll get to tell them stories about the day I spent with Jess Mendoza at Fenway Park, got to profile her for *Teen Vogue*. I can tell them that I got the chance to write for young girls about what Jess does for a living so that maybe one day they, too, can follow in her footsteps. About how I embarrassed myself by crying when I told her what it had meant to me to hear her call a game and what her career will mean for my little girls.

That day in the press box for the game between the Red Sox and the Detroit Tigers, we were two women in a man's world. By the time my daughters grow up, I hope that won't be such a remarkable thing. I hope that, just like Jess Mendoza showed me that women can be taken seriously in the world of baseball, I'll get to show my daughters the very same thing.

During the broadcast that night in July 2017, I got a text from my dad. It was about Mendoza. "Wow, she really knows her stuff!"

Britni de la Cretaz is a freelance writer and a hopelessly optimistic Marlins fan living in Boston.

We Were With the Gods

BY WILL LEITCH

My parents had an insurance agent named Paul when I was a kid who had a brother who worked for the St. Louis Cardinals. One of the perks of having Paul as an insurance agent was that, for clients who were diehard fans of the St. Louis Cardinals, clients who treated the Cardinals as a religion and Busch Stadium as its church, clients like us, he could take them to the Cardinals dugout before a game. I'm fairly certain this was the only reason Paul was our insurance agent.

Paul wore a loud tie and a shirt that was too small for him, but as he escorted us through the back halls of old Busch, past general manager Dal Maxvill's office, past where Ozzie Smith was stretching, past where broadcaster Jack Buck was sneaking a pregame smoke, we all thought he was the most dashing man any of us had ever met. Everyone seemed to know Paul, which meant they sort of kind of knew us, because we knew Paul! We were there with Paul!

It was a scorching July day, and the Busch astroturf seemed to waft flames upward; it burned your feet even if you were wearing shoes. Pete Rose, with the Expos then, was taking groundballs at first base, but my parents, my sister and I all ignored him; he was simply Opponent, and we were there to see Cardinals. On the field! We were on the field! Nine years old, I picked up a baseball and bounced it off the turf. It was remarkable how high it jumped back up. Ozzie Smith somehow felt even more immortal.

Paul was carrying an old camera, one of those where you had to put a new flash bulb in every time you used it, around his neck. It looked like Paul: Old and worn and outdated but still useful, in a pinch. Paul pointed into the dugout. “Do you guys want to meet Whitey?”

Whitey Herzog was the legendary Cardinals manager who had just won the Cardinals’ first World Series in 17 years and was already beloved for his Midwestern taciturnity and gruff, yet grandfatherly, nature. He was known for managing the Cardinals and loving to fish. He was that sort of guy, and we loved it so much that if President Reagan had been sitting right next to him, we would have blown past Dutch to talk to Whitey.

We did want to meet Whitey.

Herzog didn’t seem to mind that we were interrupting his pregame routine. He smiled and welcomed us in. He said my mother was lovely, asked me what position I played in youth ball (“Catcher, that’s good! Catchers see everything”) and complimented my little sister on her “I Root For Two Teams: The Cardinals and Whoever Plays the Cubs” T-shirt. He then asked my Dad who he should start at shortstop today. Dad laughed and said, “you know, Ozzie’s a good bet,” and they both laughed and it was so great we were soaring we were with the gods.

Paul asked if we wanted a picture and there was nothing on the planet we wanted more. We wouldn’t believe it ourselves without a picture. We sidled up to Whitey in the dugout, and we all smiled, and he smiled, and it’s really happening we’re all right here no one back home will believe any of this.

Paul snapped the shutter. Nothing happened. He clicked again. Zilch. Paul didn’t seem to notice. “Got a couple extra ones to make sure!” It was his camera. He obviously would know how it works better than us.

WE WERE WITH THE GODS

Whitey said, “thanks for stopping by, folks. And go Birds!” He high fived me and I think I told my dad Whitey high-fived me 20 times the rest of that day.

The Cardinals lost to the Expos that day. Ozzie actually got the day off.

Weeks later, the insurance agent called my dad. “Bryan, I’m sorry, but the photos didn’t take. I don’t have the Whitey pictures. I’m sorry. I don’t know what happened.” Dad said it was no big deal, thanks for taking it, we appreciated all of it. And we did. But I never heard from that guy again, and as far as I know, my parents cancelled their insurance right then and there. We really did see Whitey, though. He really did high five me. The Astroturf was really hot. Pete Rose looked really weird in an Expos jersey. It was all really true, photo or not, really really really.

Will Leitch is a senior writer for MLB.com, a contributing editor at New York magazine, host of “The Will Leitch Show” on SI.com and the founder of Deadspin. He is the author of four books, most recently Are We Winning? about fatherhood and baseball.

Images

Pages 6-7: "Girls baseball: Dot Meloy and Nick Altrock." 1920. Library of Congress.

Pages 12-13: "First colored world series, opening game Oct. 11, 1924, Kansas City, Mo." J.E. Miller. 1924. Library of Congress.

Page 20: "[Female baseball player]." c. 1913. Library of Congress.

Page 23: "Baseball, Professional. Boston Players." Harris & Ewing 1913. Library of Congress.

Page 32: "Baseball, Professional Players." Harris & Ewing 1913. Library of Congress.

Page 34: "[African American baseball team, Danbury, Connecticut]." Ritton, Edward David. c. 1880. Library of Congress.

Page 40: "Warren Team." Hatcher, R.B. c. 1908. Arizona Historical Society.

Page 42: "[Baseball Stadium]." Harris & Ewing 1910-1920. Library of Congress.

Page 64: "[Baseball game?]." 1917-18. Library of Congress.

Page 86: "[Baseball]." 1909-19. Library of Congress.

Pages 89-90: Courtesy John Thorn.

Page 94: "Baseball Players." Harris & Ewing 1913-17. Library of Congress.

Cover: "Cornell." Penfield, Edward. c. 1908. Library of Congress.

Vital Tables

JUICED BALL HIT TABLE (D20)	
1-2	Single
3	Single, DEF (1B)
4	Single, DEF (2B)
5	Single, DEF (3B)
6	Single, DEF (SS)
7-9	Single
10-13	Single, runners adv. 2
14	Double, DEF (LF)
15	Double, DEF (CF)
16	Double, DEF (RF)
17	Double, runners adv. 3
18-20	Home Run

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)

DEFENSE (D12)	
1-2	Error.
3-9	No change.
10-11	Hit goes down a level.
12	Hit turned into out.

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

DETERMINE INJURED PLAYER (ROLL D4 AFTER MSS OF 99)	
1	Pitcher
2	Fielder who began most recent out
3	Current batter
4	Previous batter

INJURY TABLE (ROLL D100)	
1	Catastrophic injury. Player is out for season, and suffers permanent effects. Roll on catastrophic injury table.
2-5	Major injury. Player is unavailable for 2d20 games.
6-10	Minor injury. Player is unavailable for d8 games.
11-75	Superficial injury. Player plays with BT reduced by 5 or PD reduced by 1 for d6 games. Bonus traits are nullified.
76-100	Player is unhurt

CATASTROPHIC INJURY TABLE (ROLL D6)	
1	Modern: Player retires. Ancient, batters and pitchers only: Player dies.
2-6	Permanently reduce BT by d6 or PD by 1.

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.

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. (*Deadball*: pg. 16)

BONUS TRAITS: Positive and negative attributes, such as Speedy Runner (S+) or Slow Runner (S-) that distinguish players. (DB: pg. 22)

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. (DB: pg. 18)

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. (DB: pg. 17)

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). (*Deadball: 1909*: pg. 18; *Deadball: Year II*: pg. 19)

HIT AND RUN: A risky play in which a baserunner takes off before the ball is thrown, risking a double play in hopes of taking an extra base. (DB09: pg. 20)

HITTABLE (HT): The table that determines what type of hit the batter has recorded. Hitters roll a d20 to decide their fate. (DB: pg. 22; DB09: pg. 17; DBII: pg. 15)

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

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. (DB: pg. 16)

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. (DBII: pg. 16)

OUT TABLE: The table that shows which player completes an out, according to the second digit of the MSS. (DB: pg. 17)

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. (DB: pg. 16; DB09: pg. 16)

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. (DB: pg. 25; DB09: pg. 25)

PRODUCTIVE OUT: An out that, because the MSS was lower than 70, allows a runner to advance. (DB: pg. 18)

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. (DB: pg. 16)

SWING RESULT TABLE: The master table that explains all the possible results of the MSS. (DB: pg. 19; DB09: pg. 16; DBII: pg. 19)

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. (DBII: pg. 19)

“Breezy fun....[*Deadball*] captures the spirit and feel of the sport.”

—*Baseball Prospectus*

DEADBALL

Year II

Deadball: Year II is an expansion to the bestselling *Deadball: Baseball With Dice*, a tabletop game for 1-2 players that uses real stats to bring the ballpark to your tabletop. It requires the original game to play.

Designed to make an elegant game even simpler, *Deadball: Year II* contains:

- New rules for devastating injuries, lights-out relievers, vicious beanballs and benches-clearing brawls
- Nine Game Pennant: A new game mode that launches players into the climax of a classic pennant race
- A ballclub generator that can create a legendary franchise in minutes
- 16 fully-fleshed out fictional teams, featuring over 300 players and more than 75 detailed write-ups
- Essays by esteemed national baseball writers Will Leitch, Britni de la Cretaz and John Thorn, official historian of Major League Baseball

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