

# DEADBALL: YEAR II

## NINE GAME PENNANT

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### GETTING STARTED

- Read over the team descriptions in the Deadball rulebook, and familiarize yourself with the teams, their players and their history.
- Read the Nine Game Pennant section in the rulebook, which gives an overview of where the season stands with nine games to play.
- Choose which team you want to play. For an easier campaign, take the team in first. For a greater challenge, choose one of the teams trying to catch them.
- Open the PDF containing your team's final games and print it, preferably double sided.
- Print the Nine Game Pennant schedule, again, preferably double sided.

### BEFORE EACH GAME

- Fill in your pitcher and the opposing team's pitcher. Assume that you and the opposing team are at the same place in your rotation—ie, your number 4 starter will always face off against their number 4.
- Check your bullpen. According to Page 36 of the second edition rulebook: of Deadball: Year II, "If a relief Pitcher pitches two days in a row or throws three innings in a single game, pitching the next day causes their Pitch Die to drop one level. If they pitch three days in a row, they are unavailable and require a day off before they can pitch again." For the ancient era, refer to page 53. Mark any pitchers whose PD will be reduced for this game, and cross off any who are unavailable.
- Do the same for the opposing team's bullpen. If this is the first game of a series, roll a d8 and mark that reliever unavailable. Roll the d8 again and mark that reliever's Pitch Die reduced by 1 level. If the result is 8 (which does not correspond to anyone in a seven pitcher bullpen), or if you get the same result twice, do not re-roll.

### DURING EACH GAME

- Use the opposing manager's Daring score to decide when to steal bases, to bunt, or to pull a pitcher.
- Keep track of bullpen usage for both teams.

### AFTER EACH GAME

Use Team Score to determine the results of the games played by other teams. Roll a d100. If the result is equal to or less than the number given in the column "Fav./Chance" on the Nine Game Pennant schedule, the listed favorite wins.

### AFTER EACH SERIES

Update the standings on the back of the schedule. The leading team's Magic Number drops by 1 for every game they win or that the second place team loses. For the other teams, the Magic Number is their elimination number—it drops by 1 for every game they lose or that the first place team wins. The team in first wins the pennant when their Magic Number reaches 0.

If you lose track of the team in first's Magic Number, you can find it using this formula:  $(154 + 1 - (\text{Team in First's Win Total}) - (\text{Team in Second's Loss Total}))$ . For example, if the team in first has 88 wins and the team in second has 58 losses, the team in first's Magic Number is  $(154 + 1 - 88 - 58)$ , or 9.

If the standings are tied after 154 games, the top two teams play a best of seven Circuit Series to determine the champion. In case of a three way tie, the teams that were most recently in second and third place play a best of five series to determine who will play the team most recently in sole possession of first in the Circuit Series.

### OPTIONAL RULES

- Play with Hot and Cold streaks or Quality on the Bench, as described on page 47.
- Before each series, select a player at random for each team and roll for them on the Injury Table.
- If the season comes down to the final game, and the teams in first and second aren't playing each other, play through both games. For the true Game 154 experience, play them at the same time—switching after every inning.