DEADBALL: BASEBALL WITH DICE

BY W.M. AKERS

QUICK START GUIDE

Deadball is a fast, dice-based baseball game for one or two players. It uses real statistics to simulate a baseball game between two teams from history, modern day, or your own imagination.

The game comes with sample teams, and detailed rules for creating a fictional league. Because the game is based on free statistics, you can play with any team from history or present day. Open up the newspaper and draft players from the day's box scores, or draw random baseball cards until you get two complete lineups. It's your game!

GETTING STARTED

Write a lineup on the scorecard on the back of this sheet. Next to each name, write the player's position and his Batting Target— the first two digits of his batting average. Find the first digit of the pitcher's ERA on the Pitch Dice table and write that down too.

PITCH DICE	
0	d20
1	d12
2	d8
3	d4
4	-d4
5	-d8

For each at bat, the batter rolls a d100 (that's two 10-sided dice). The pitcher rolls his Pitch Die, and adds the result to what the batter rolled. We call that the Modified Swing Score (MSS).

If the MSS is equal to or less than the Batter Target, it's a hit. If 1-10 points higher, it's a walk. If it's more than ten points higher, the batter is out.

If the batter is out, find the final digit of the MSS on this chart:

OUT TABLE	
0	Strikeout (K)
1	Strikeout (K)
2	Strikeout (K)
3	Groundout to first (3u)
4	Groundout to second base (4-3)
5	Groundout to third base (5-3)
6	Groundout to short (6-3)
7	Fly out to left field (F-7)
8	Fly out to center field (F-8)
9	Fly out to right field (F-9)

Write the result (the part in parenthesis) in the box on the scorecard next to the batter's name. Move down a row for the next batter, and over a column for the next inning. When the game is finished, you'll have a record of what happened on this sheet! If the batter got a hit, roll a d20 (20 sided die) on this table:

HIT TABLE (ROLL D20)	
1-2	Single
3-7	Single, roll for DEF
8-12	Single, runners adv. 2
13-15	Double, DEF
16-17	Double, runners adv. 3
18	Triple, DEF
19-20	Home Run

On a roll that calls for DEF, the defense has a chance to take the hit away using great defense. Roll a d6 on this table:

DEFENSE (ROLL D6)	
1	Error. Batter takes extra base.
2-4	No change.
5	Batter takes one fewer base. (Single stays a single.)
6	Hit turned into out.

If the batter is out, write DEF in the box for the at bat. When a player gets on base, draw the first leg of a diamond to show his trip to first base. Draw the second leg when he goes to second, and the third when he goes to third. When he scores, complete the diamond and fill it in.

You hit the ball, you throw the ball, you catch the ball. After nine innings, the team with the most runs wins!

BUT I WANT MORE!

There's way more to baseball, and there's way more to *Deadball*, too. The rulebook explains productive outs, double plays, stolen bases, and pitcher fatigue. The advanced rules contain everything from defensive shifts and player personalities to pitch outs, bunting for a hit, stealing home—there's even a rule for rain delays!

Play by yourself, or with a friend. Play a series, a season, a career. A game of *Deadball* takes fifteen or twenty minutes. It's not baseball, but it ain't bad.

Find *Deadball* on Kickstarter, and back us to get the full rules today!

DEADBALL

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

NAME, POS & TRAITS	BT, L/R	1	2	3	4	5	6	7	8	9	10	11	12	HITS

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