DEADBALL: YEAR III

QUICK REFERENCE

YEAR III SWING RESULT TABLE		
MSS	*Event*	*Result*
1	Oddity	Roll 2d10 on Oddities Table.
2-5	Critical Hit	Roll d20 on Hit Table. Increase hit by one level.
6 - BT	Ordinary Hit	Roll d20 on Hit Table.
BT+1 - OBT	Walk	Batter advances to first.
OBT+1 - OBT+5	Possible Error	Roll d12 on Defense Table for fielder making the play.
OBT+5 - 49	Productive Out	On a ball in the outfield or to the right of the infield, runners at second and third advance. On a ball anywhere in the infield, a runner at first advances to second and the batter is out.
50 - 69	Productive Out	On a ball in the outfield or to the right of the infield, runners at second and third advance. On a ball anywhere in the infield, a runner at first is out and the batter is safe at first.
70+	Out	Runners at second and third cannot advance on sacrifice fly. On a ball anywhere in the infield, both the runner at first and the batter are out on a double play.
99	Oddity	Roll 2d10 on Oddities Table.
100+	Out	Runners at second and third cannot advance on sacrifice fly.

YEAR III HIT TABLE (D20)	
1-2	Single
3	Single, DEF (1B)
4	Single, DEF (2B)
5	Single, DEF (3B)
6	Single, DEF (SS)
7-9	Single
10-14	Single, runners adv. 2
15	Double, DEF (LF)
16	Double, DEF (CF)
17	Double, DEF (RF)
18	Double, runners adv. 3
19-20	Home Run

OUT TABLE		
Last Digit of MSS	*Result*	*You Write*
0	Strikeout	(K)
1	Strikeout	(K)
2	Strikeout	(K)
3	Groundball to 1B	(G-3)
4	Groundball to 2B	(4-3)
5	Groundball to 3B	(5-3)
6	Groundball to SS	(6-3)
7	Pop-up to LF	(F-7)
8	Pop-up to CF	(F-8)
9	Pop-up to RF	(F-9)

MODERN ERA BUNTING (D6)		
Roll	*Situation*	*Result*
1-2	All batters	Lead runner out, batter safe
3	Lead runner at 1st or 2nd	Lead runner advances, batter out
	Lead runner at 3rd	Lead runner out, batter safe
4-5	All batters	Lead runner advances, batter out
6	S+ hitter batting	Single, DEF (3B)
	All other batters	Lead runner advances, batter out

BASE STEALING (D8 TO STEAL SECOND, D8-1 TO STEAL THIRD)	
1-3	Runner is out
4-8	Runner is safe

DOUBLE STEALS (D8)	
1-3	Lead runner is out
4-5	Trailing runner is out
6-8	Both runners reach safely

POSITIONS	
1	Pitcher
2	Catcher
3	First Base
4	Second Base
5	Third Base
6	Shortstop
7	Left Field
8	Center Field
9	Right Field

ERA	P.D.
0-.99	d20
1-1.99	d12
2-2.99	d8
3-3.49	d4
3.5-3.99	-d4
4-4.99	-d8
5-5.99	-d12
6-6.99	-d20
7-7.99	-20
8-8.99	-25

DEFENSE (D12)	
1-2	Error. Runners take an extra base.
3-9	No change
10-11	Double turns into a single, runners advance 2.
12	Hit turned into out. Runners hold.

PITCHER FATIGUE

STARTERS DROP A PITCH DIE LEVEL
If they allow 3+ runs in an inning
If they allow 4+ runs over two innings
For every run allowed over four runs
For every inning pitched past six innings

After the 7th inning, if a starting pitcher allows a run, reduce their Pitch Die to d4.

RELIEVERS DROP A PITCH DIE LEVEL
For every run allowed
If they pitch more than one inning

PITCHERS GAIN A LEVEL IF THEY
Go three innings without allowing a run
Strike out the side
Escape a bases-loaded, no-out jam

DEADBALL: YEAR III

QUICK REFERENCE

ODDITIES (2D10)		
Result	*Oddity*	*Effect*
2	Fan Interference	Even PD: Batter called out after home run overturned. Odd PD: Fan catches a sure out. At-bat continues.
3	Animal On Field	Roll d4. 1: Seagull steals pitcher's hat. Reduce PD by 1 for this inning. 2: Raccoon bites fielder who completed most recent out. Treat fielder as D- for rest of game. 3: Black cat spooks home team. Reduce BT/OBT by 5 for one inning. 4: Streaker inspires crowd. Increase home pitcher's PD by 1 for one inning.
4	Rain Delay	Delay lasts d100*2 minutes.
5	Fielder Appears Injured	Roll on injury table for fielder who made last out.
6	Pitcher Appears Injured	Roll on injury table for pitcher.
7	TOOTBLAN	Lead runner thrown out on the basepaths like a nincompoop. If no runner on base, batter tagged out.
8	Pick-Off	Runner at first picked off by catcher. If no runner at first, treat catcher as D+ for next stolen base attempt.
9	Call Blown at First	If PD is even, batter is wrongly called safe. If PD is odd, batter wrongly called out. In both cases, if game takes place after 2014, the call is corrected by replay.
10	Call Blown at Home Plate	If PD is even, batter draws a walk on a pitch that should have been a strike. If PD is odd, batter called out on a pitch that should have been a ball.
11	Hit by Pitch	Batter goes to first.
12	Wild Pitch	All runners advance one base.
13	Pitcher Distracted	Add 1 to any stolen base attempt for this at-bat.
14	Dropped Third Strike	Roll d8 for stolen base. If roll is successful, batter reaches first.
15	Passed Ball	All runners advance one base.
16	Current Batter Appears Injured	Roll on injury table for current batter.
17	Previous Batter Appears Injured	Roll on injury table for previous batter.
18	Pitcher Error	Batter reaches first. All runners advance one base.
19	Balk	All runners advance one base.
20	Catcher Interferance	Batter goes to first.

ANCIENT ERA BUNTING (D6)		
Result	*Situation*	*Effect*
1	All batters	Lead runner out, batter safe
2	Lead runner at 1st or 2nd	Lead runner advances, batter out
	Lead runner at 3rd	Lead runner out, batter safe
3-4	All batters	Lead runner advances, batter out
5	S+ hitter batting	Single, DEF (3B)
	All other batters	Lead runner advances, batter out
6	Position player batting	Single, DEF (3B)
	Pitcher batting	Lead runner advances, batter out

INJURIES

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

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.

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

DEADBALL: YEAR III

THROWING A SERIES

HOW IT WORKS

Before the series starts, choose the players involved in the conspiracy. Multiply their number by 5 to find the starting Suspicion score. During games, those players may choose to take dishonest actions, shown below, in order to increase their team's chances of losing the game. Every dishonest action increases the Suspicion.

After each game, roll d100. If the result is equal to or less than the Suspicion score, the players are heavily suspected of trying to throw the series. Roll d20 on the Suspicion table, at right, to learn what happens.

As the series goes on, the pressure mounts. Subtract 1 from the d20 roll every time you roll on the Suspicion table. That means the first roll will be d20, then d20-1, then d20-2, and so on.

DISHONEST ACTION	EFFECT ON SUSPICION
Between games, add a player to the conspiracy.	+5
Between games, invite the manager to the conspiracy.	+10
Before rolling for MSS, a batter decides to swing wildly, reducing BT/OBT by 15 for this at-bat. An MSS of 5 or less is always a hit.	+1
After getting a hit, a batter chooses to get thrown out on the bases.	+5
Before making a DEF roll, a defender chooses to make the play clumsily, subtracting 3 from the DEF roll.	+1
A defender deliberately muffs a routine out, turning it into an error.	+5
Before attempting to steal, a runner gets a bad jump, subtracting 1 from the steal roll.	+1
While advancing on another player's hit, a baserunner gets thrown out on the bases.	+3
A pitcher chooses to drop their PD by one level for the entire game.	+5
Before rolling for MSS, a pitcher takes a few ticks off their fastball, subtracting 20 from the MSS for this at-bat.	+1
Instead of rolling for MSS, a pitcher decides to hang a breaking ball, giving up an automatic hit and adding 2 to the HT roll.	+3
During games, a manager who's involved in the conspiracy pulls a pitcher who's pitching well, or leaves in one who's pitching poorly.	+5
During games, a conspiring manager calls for steals, bunts or hit-and-runs at times when it does not help his team's chances.	+1

SUSPICION (D20 FOR FIRST USE, D20-1 FOR SECOND, ETC.)	
1-2	Players caught red-handed and banned for life.
3-4	Players accused based on circumstantial evidence and banned for season.
5	The player who has made the most suspicious actions is caught, refuses to talk, and is banned for life.
6	The player who has made the most suspicious actions is caught. He talks, and is banned for the season. All others are banned for life.
7	The player who has made the most suspicious actions loses an argument with a gangster. Roll on the injury table, subtracting 25 from the roll.
8	All players are under heavy suspicion. Cost of suspicious actions is doubled for next game.
9	One player is under heavy suspicion. Cost of suspicious actions is doubled for next game for that player only.
10	A gambler mouths off to a reporter. +20 to Suspicion.
11	The groundskeeper overhears something and reports to ownership. +10 to Suspicion.
12	The most talented player quits the conspiracy.
13	The most talented player not involved in the conspiracy wants in. +5 to Suspicion.
14	The manager learns of the conspiracy. Roll against their Daring. If they roll equal to or less than their Daring, they join the conspiracy. If they roll above it, they report the whole thing and the players are banned.
15	The player who has made the most suspicious actions rescues a child from a burning building. For the next game, this player may make suspicious actions with no cost.
16	A newspaper columnist rails against the rumors. -5 to Suspicion.
17	A gambler connected to the conspiracy disappears. -10 to Suspicion.
18	Rumors circulate that the player who has made the most suspicious actions is bravely playing through an injury. -15 to Suspicion.
19	A player on the opposing team is wrongfully accused. -20 to Suspicion.
20	The league announces that an official investigation into the rumors has revealed nothing. -30 to Suspicion.

DEADBALL: YEAR III

EXPANDED ODDITIES

Result	*Oddity*	*Effect*
2		
3		
4		
5		
6		
7		
8		
9		
10		
11	Fan Interference	Even PD: Batter called out after home run overturned. Odd PD: Fan catches a sure out. At-bat continues.
12	Animal On Field	Roll d4. 1: Seagull steals pitcher's hat. Reduce PD by 1 for this inning. 2: Raccoon bites fielder who completed most recent out. Treat fielder as D- for rest of game. 3: Black cat spooks home team. Reduce BT/OBT by 5 for one inning. 4: Streaker inspires crowd. Increase home pitcher's PD by 1 for one inning.
13	Rain Delay	Delay lasts d100*2 minutes.
14	Fielder Appears Injured	Roll on injury table for fielder who made last out.
15	Pitcher Appears Injured	Roll on injury table for pitcher.
16	TOOTBLAN	Lead runner thrown out on the basepaths like a nin-compoop. If no runner on base, batter tagged out.
17	Pick-Off	Runner at first picked off by catcher. If no runner at first, treat catcher as D+ for next stolen base attempt.
18	Call Blown at First	If PD is even, batter is wrongly called safe. If MSS is odd, batter wrongly called out. In both cases, if game takes place after 2014, the call is corrected by replay.
19	Call Blown at Home Plate	If PD is even, batter draws a walk on a pitch that should have been a strike. If MSS is odd, batter called out on a pitch that should have been a ball.
20	Call Blown at Home Plate	If PD is even, batter draws a walk on a pitch that should have been a strike. If MSS is odd, batter called out on a pitch that should have been a ball.

Result	*Oddity*	*Effect*
20	Hit by Pitch	Batter goes to first.
21	Wild Pitch	All runners advance one base.
22	Pitcher Distracted	Add 1 to any stolen base attempt for this at-bat.
23	Dropped Third Strike	Roll d8 for stolen base. If roll is successful, batter reaches first.
24	Passed Ball	All runners advance one base.
25	Current Batter Appears Injured	Roll on injury table for current batter.
26	Previous Batter Appears Injured	Roll on injury table for previous batter.
27	Pitcher Error	Batter reaches first. All runners advance one base.
28	Balk	All runners advance one base.
29	Catcher Interferance	Batter goes to first.
30		
31		
32		
33		
34		
35		
36		
37		
38		
39		
40		

DEADBALL: YEAR III

1999 QUICK REFERENCE

YEAR III SWING RESULT TABLE		
MSS	*Event*	*Result*
1	Oddity	Roll 2d10 on Oddities Table.
2-5	Critical Hit	Roll d20 on Hit Table. Increase hit by one level.
6 - BT	Ordinary Hit	Roll d20 on Hit Table.
BT+1 - OBT	Walk	Batter advances to first.
OBT+1 - OBT+5	Possible Error	Roll d12 on Defense Table for fielder making the play.
OBT+5 - 49	Productive Out	On a ball in the outfield or to the right of the infield, runners at second and third advance. On a ball anywhere in the infield, a runner at first advances to second and the batter is out.
50 - 69	Productive Out	On a ball in the outfield or to the right of the infield, runners at second and third advance. On a ball anywhere in the infield, a runner at first is out and the batter is safe at first.
70+	Out	Runners at second and third cannot advance on sacrifice fly. On a ball anywhere in the infield, both the runner at first and the batter are out on a double play.
99	Oddity	Roll 2d10 on Oddities Table.
100+	Out	Runners at second and third cannot advance on sacrifice fly.

1999 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

1999 OUT TABLE		
Last Digit of MSS	*Result*	*You Write*
0	Strikeout	(K)
1	Strikeout	(K)
2	Groundball to SS	(6-3)
3	Groundball to 1B	(G-3)
4	Groundball to 2B	(4-3)
5	Groundball to 3B	(5-3)
6	Groundball to SS	(6-3)
7	Pop-up to LF	(F-7)
8	Pop-up to CF	(F-8)
9	Pop-up to RF	(F-9)

HIT AND RUN (MSS AND D8 BASE STEALING ROLL)		
BATTING RESULT	**STEAL RESULT**	**HIT AND RUN RESULT**
Hit	Success	Runners at 1st and 3rd
	Failure	Runners at 1st and 2nd
Pop up or Strikeout	Success	Batter out, runner stays at 1st
	Failure	Double play
Groundball	Success	Batter out, runner reaches 2nd
	Failure	Double play

BASE STEALING (D10 TO STEAL SECOND, D10-1 TO STEAL THIRD)	
1-3	Runner is out
4-10	Runner is safe

DOUBLE STEALS (D8)	
1-3	Lead runner is out
4-5	Trailing runner is out
6-8	Both runners reach safely

POSITIONS	
1	Pitcher
2	Catcher
3	First Base
4	Second Base
5	Third Base
6	Shortstop
7	Left Field
8	Center Field
9	Right Field

ERA	P.D.
0-.99	d20
1-1.99	d12
2-2.99	d8
3-3.49	d6
3.5-3.99	d4
4-4.99	No Dice!
5-5.99	-d4
6-6.99	-d6
7-7.99	-d8
8-8.99	-d12

DEFENSE (D12)	
1-2	Error. Runners take an extra base.
3-9	No change
10-11	Double turns into a single, runners advance 2.
12	Hit turned into out. Runners hold.

PITCHER FATIGUE

STARTERS DROP A PITCH DIE LEVEL
If they allow 4+ runs in an inning
If they allow 5+ runs over two innings
For every run allowed over four runs
For every inning pitched past six innings

After the 7th inning, if a starting pitcher allows a run, reduce their Pitch Die to d4.

RELIEVERS DROP A PITCH DIE LEVEL
For every run allowed
If they pitch more than one inning

PITCHERS GAIN A LEVEL IF THEY
Go three innings without allowing a run
Strike out the side
Escape a bases-loaded, no-out jam

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1999 QUICK REFERENCE

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ANCIENT ERA BUNTING (D6)		
Result	*Situation*	*Effect*
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3-4	All batters	Lead runner advances, batter out
5	S+ hitter batting	Single, DEF (3B)
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	Pitcher batting	Lead runner advances, batter out

INJURIES

INJURY TABLE (ROLL D100)	
1	Catastrophic. Player out for season. Roll on catastrophic injury table.
2-5	Major. Player out for 2d20 games.
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76-100	Player is unhurt

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INJURY LOCATION (ROLL D20)	
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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