DEADBALL: YEAR IV

QUICK REFERENCE

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.

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 IV

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