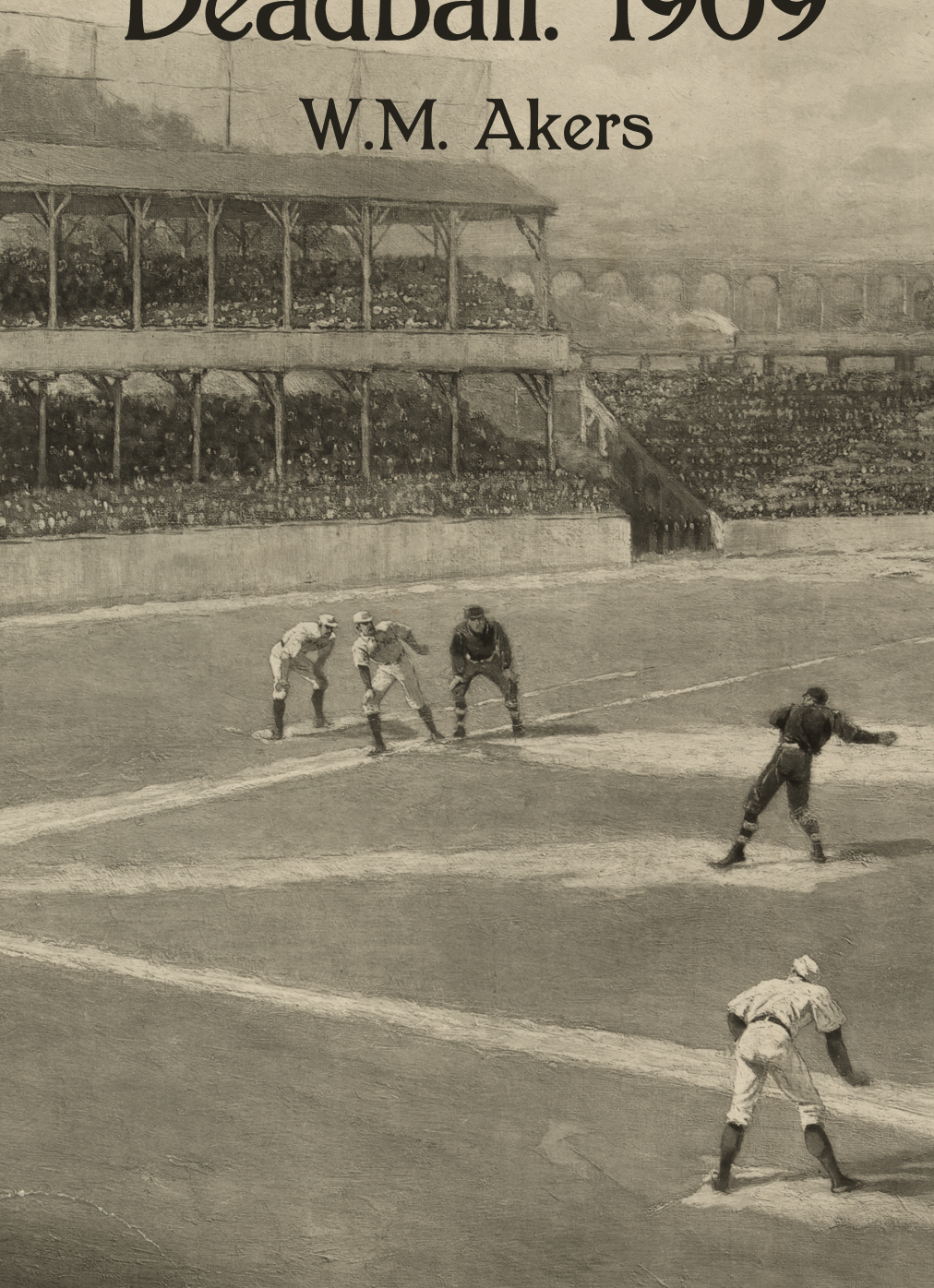


Deadball: 1909

W.M. Akers



Deadball: 1909

W.M. Akers

*The pressure never lets up. Doesn't matter
what you did yesterday. That's history. It's
tomorrow that counts. So you worry all
the time. It never ends. Lord, baseball is a
worrying thing*

Stanley Coveleski

'Tis noble to lose. 'Tis nobler to win.

Vic Horstmann

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*For more, including free scorecards and other supplementary materials,
visit **wmakers.net/Deadball***

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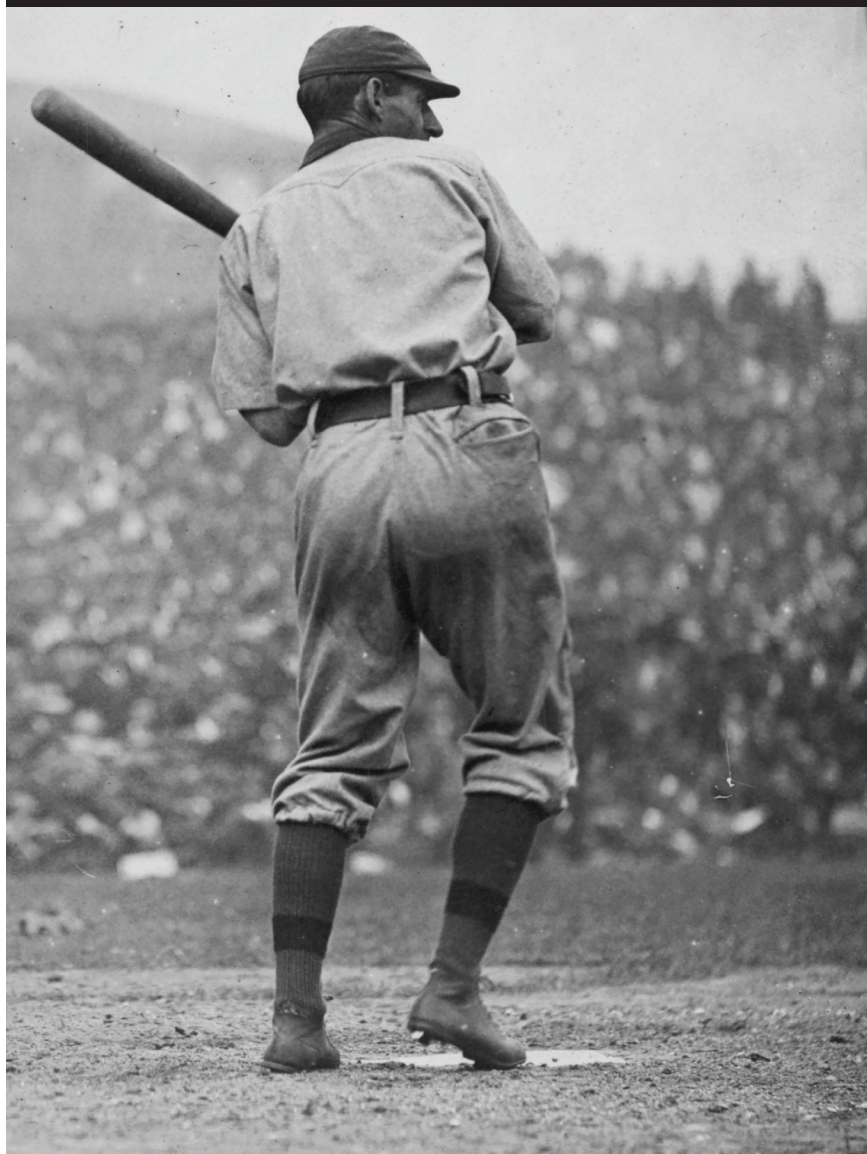
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1. GETTING STARTED



WHEN THE BALL DIED

The gloves were small. The bats were heavy. Home runs were non-existent. In 1900, the ball died, and baseball became tense, low-scoring, and rough. The dead ball era has always fascinated fans who prefer speed to power, pitching to hitting, 1-0 to 10-9. It's an alien version of baseball—with pitchers expected to throw nine innings or more, and all the action on the basepaths instead of above home plate—played by teams we know, players we remember, in ballparks where we may have been. It is just uncannily enough to be fascinating.

So how do we turn that uncanny era into a game? How do we neuter the batters and turn the pitchers into gods without destroying *Deadball's* balance? How do we make 1-0 fun?

Carefully.

Doing research for this standalone expansion to *Deadball: Baseball With Dice*, I learned that in 1909, the average batting average was .244—not so different from 2016's .255. Walks came at roughly the same

rate, as did hits. But scoring was far more rare. Why?

Singles. Singles, singles, and more singles. Runners got on base, but they hardly ever scored. There were twice as many stolen bases in 1909, three times the errors, and one third the strikeouts. But as long as most of the hits were singles, it was just tough to score.

To take *Deadball* back to 1909, I reworked the Hit Table to make extra base hits rare, and home runs nearly impossible. I added high risk plays like the hit-and-run, the suicide squeeze, and the swinging bunt. There are more ways than ever to get to first base. Bringing the runner home is up to you.

I shrunk the rosters to 17 players, and relaxed the pitcher fatigue rules to make complete games far more common. In 1909, if a pitcher gets outs, he stays in the game—period.

I was worried it would be boring, or slow, but *Deadball: 1909* plays faster than ever. Reducing the number of

pitching changes means you hardly ever have to stop to consult your roster. Because runs are rare, each one is precious. I imagined *Deadball: 1909* as a fun little experiment, but I have a confession to make: I think I like it better than the original game.

The rules are explained in the first two chapters, in a way that will make them easy for veterans and new players to get started immediately. Chapter three shows how to generate your own players and create your own league. In chapter four, you'll meet the 1909 Southern Circuit, where graceful pitcher Top Hat Searcy, sadistic skipper Fay Harbaugh and slow-footed slugger Siobhan O'Rourke will fight it out for the pennant.

As you can tell by those names, one thing about *Deadball* did not change. The game remains coeducational and fully-integrated. This was something I gave some thought. Presenting an integrated league in 1909—the heyday of Jim Crow, when baseball's color line was inviolable—felt like whitewashing, but the thought of creating segregated rosters for the sake of historical accuracy made me feel sick. After quite a bit of thought, I decided that this is my game, dammit, and I would do what seemed the most inclusive and the most fun. (I find this is generally the best policy.)

So we have Dave Pruitt and Linda Ribbles, whose names suggest their gender. We have Sparkles Tsao and Jorge Molina, whose names suggest their heritage. But we also have Crawfish Holter, Holy Abbott, Target Pierce and Juice Manky, whose true identities hide behind the evocative nicknames of the era. I don't know what these players look like, but I hope when you roll the dice, you feel they look like you.

If you are interested in learning more about the ugly history of segregation in baseball, I strongly recommend *Blackout*, by Chris Lamb, *Beyond the Shadow of the Senators*, by Brad Snyder, and *Baseball's Great Experiment*, by Jules Tygel. Joe Posnanski's *The Soul of Baseball* is a heartfelt look at the Negro Leagues through the eyes of Buck O'Neill, and Robert Peterson's *Only the Ball Was White* remains definitive. Kansas City's Negro Leagues Baseball Museum is always worth a visit.

If you're interested in white baseball in the dead ball era, you can't do better than Lawrence Ritter's stunning *The Glory of Their Times* and Ring Lardner's *You Know Me Al*.

But the only required reading to enjoy *Deadball: 1909* is, in fact, *Deadball: 1909*. Steal early, bunt often, and don't pull the pitcher till her arm falls off. I'll see you on the field.

Setting Up

WHAT IS THIS GAME?

Deadball is a 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.

Deadball: 1909 is a standalone expansion that reworks the original game, *Deadball: Baseball With Dice*, for the low-scoring era of the early 1900s. You do not need the original game to play. If you've played *Deadball*, skip ahead to chapter two.

WHAT YOU NEED

- Paper, or one of the scorecards available with the free supplements at wmakers.net/Deadball
- 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

THE DICE

What the heck is a d4? It's a four-sided die. When I ask you to roll a d4, or a d6, or a d8, that means roll the die with four sides, or six, or eight. If I ask you to roll 2d6, that means roll two six-sided dice. If I ask you to roll d8-1, that means

roll an eight-sided die and subtract 1 from the result.

Things get a little trickier when I ask you to roll a d100. A d100 is actually two 10-sided dice that you roll together to get a two digit number under 100. Usually one of the dice will say 10, 20, 30, 40..., while the other says 1, 2, 3, 4.... Roll them together. If one die says 40 and the other says 3, then the result is 43. If I ask you to roll a d10, just roll the die with single digits.

You can get a complete set of these dice on Amazon, or at your local game store, for a few dollars. For apps, Quick Dice Roller and Dice Bag both work well. I think real dice are worth the investment, as there are literally thousands of games you can play with them.

HOW TO START

First, we need two teams. If you're playing alone, pick a team to play as, and one to play against. If you're playing with a friend—or enemy, I guess—you'll each fill out your own scorecard.

Where do the teams come from? Anywhere you'd like. Go to the Baseball Reference page for 1909 and choose a team; create a team using the rules on page 36, or jump

straight into the action using the teams on page 33. You can even drop modern players into the dead ball era. Just find their stats, and play with them according to the rules in chapter three.

The important thing is, you need 18 players, and they all need batting averages.

Next, fill out your scorecard. Start with the away team, because they bat first. Write the team name at the top of the scorecard. Down the left-hand side, write the lineup: each player's name, his position, and the first two digits of his batting average, rounded to the nearest whole number. A .256 batting average becomes 26; a .292 average becomes 29, etc. We call this the Batter Target, or BT. Next to the BT, write R, L or S—for right-handed, left-handed or switch hitter.

You'll also want the pitcher's ERA. Write it next to his place in the batting order. (In 1909, the pitcher always bats.)

If this is your first time playing, skip the next section, and go on to "Wrapping Up," on the next page. It's nearly time for first pitch.

BONUS TRAITS

Of course, there's a lot more to a baseball player than his batting average. There are sluggers, speed-

sters, slap-hitting shortstops and defense-first catchers, and all of them have a place in *Deadball*.

Pick one or two players who have power. If they have a little bit of pop, write P+ next to their name. If they have otherworldly power, write P++.

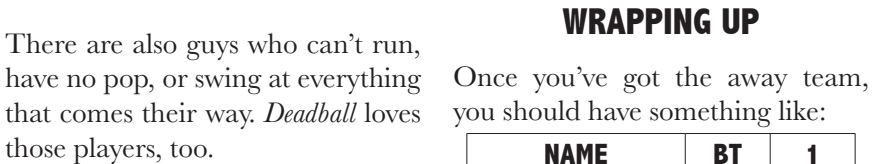
Who's the fastest player on your team, tearing up the basepaths, stealing bases, and turning doubles into triples? Write S+ by his name.

Are any of your players professional contact hitter types, who can always be counted on for a double up the middle or a clutch sacrifice fly? Write C+ beside their name.

And who are the best defenders on your team, the guys who fly across the outfield to make game-saving catches or the slick-fielding infielders who turn sparkling double plays? Write D+ next to one or two of their names.

If you'd like a detailed guide to what kinds of numbers qualify a player for each bonus, consult the player creation rules on page 36. In general, though, I think it's easier to go with your gut.

That's a balanced spread of Bonus Traits. If you'd rather have a team built on speed, or great defense, or raw power, dispense the bonuses as you see fit.



There are also guys who can't run, have no pop, or swing at everything that comes their way. *Deadball* loves those players, too.

There are also guys who can't run, have no pop, or swing at everything that comes their way. *Deadball* loves those players, too.

If any of your players have tragic flaws, give them a Negative Trait: a P- for a guy with no power, S- for a batter with lead feet, C- for a low-average hitter, and D- for a lousy defender.

Each player can have two traits—positive, negative, or one of each. A P+ C- hitter hits bombs, but strikes out a ton. A D+ S+ shortstop has speed and a great glove, while a D+ S- catcher calls a good game, but can't run to save his life.

Hand out any negative traits your team deserves.

You'll learn more about what these traits are, and how they affect the game, on page 22. But I wouldn't worry about that yet—we've got a game to play, don't we?

Once you've got the away team, you should have something like:

NAME	BT	1
Mercury Tyne, SS S+ D+	29L	
Ron Justus, LF C+	33L	
Connie Stone, 1B C+	30R	
Pop Corcoran, CF P+	27L	
Reba Ramsey, RF	29L	
Eddie Stark, 2B	29L	
Chintzy Harper, C	28R	
Wally Hughes, 3B	27L	
Horace Graves, P (d6)	11R	

Do the same for the home team and you've got a scorecard! Now, what do we put in all those boxes? Home runs! Strikeouts! Double plays! All presented through the magic of:

Baseball Scorekeeping

Deadball uses a simplified version of baseball scorekeeping to keep track of the action. It allows you to look back over the game at the end and see how every inning unfolded. There is no board in *Deadball*. All of the action takes place on your scorecard and in your mind. (Thus keeping your brain fit and this game cheap!)

If you already know how to keep score, skip this section, and use whatever notation system you prefer. If not, here's a quick guide to the system I use:

The column on the scorecard to the right of the lineup represents the first inning. On each line, write what the player did that inning. Once his at bat is over, move down a line to the next player. When the inning is done, move over to the next column. If every player in an inning bats, and you come back to where you started, continue scoring in the column for next inning.

When a player goes up to bat, either he gets on base or he's out. If he's out, write how it happened. Either he struck out, which we denote with a **K**, or he made an out in the field, which we record using the standard system of notation for baseball fielders shown at the top of the next column.

PLAYER POSITIONS	
1	Pitcher
2	Catcher
3	First baseman
4	Second baseman
5	Third baseman
6	Shortstop
7	Left fielder
8	Center fielder
9	Right fielder

F-9 means he flied out to the right fielder. 4-3 means he grounded out to the second baseman, who threw the ball to the first baseman to complete the out. G-3 means a ground-ball to the first baseman, who took the ball to the bag himself.

On a double play, every player involved is marked, so when the ball goes from second baseman to shortstop to first base, write 4-6-3—or just mark down **DP**, if you don't care about the details. It can get a lot more complicated than that, but for *Deadball*, this is all we need.

Hopefully, once in a while, a player gets on base. When that happens, draw the first leg of a diamond to show his trip to first base. Next to that, draw horizontal lines to show how he got on base (1 for a single,

2 for a double, etc.), or write bb for base on balls—a walk—or HR for home run. 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.

Using this system to track each runner’s trip around the bases means you can glance at the column for the current inning and see who’s on base, how many runs have been scored this inning, and how many outs have been made.

In this example, I’ve played the first half-inning of a game between the all stars of the Southern Circuit—an imaginary eight-team league whose complete rosters are included in chapter four.

In the top of the first, Mercury Tyne led off by striking out (K), before Ron Justus hit an inside-the-park home run (the black diamond labeled HR), Connie Stone struck out (K), and Pop Corcoran singled. Corcoran advanced to second on Ramsey’s single, and then Eddie Stark hit a double: scoring Corcoran and sending Ramsey to third. The inning ended when Chintzy Harper flied out to left (F-7).

Hopefully, this got you thinking about baseball. Perhaps you saw Justus scampering around the bases to score that home run, or heard Stone arguing with the umpire to

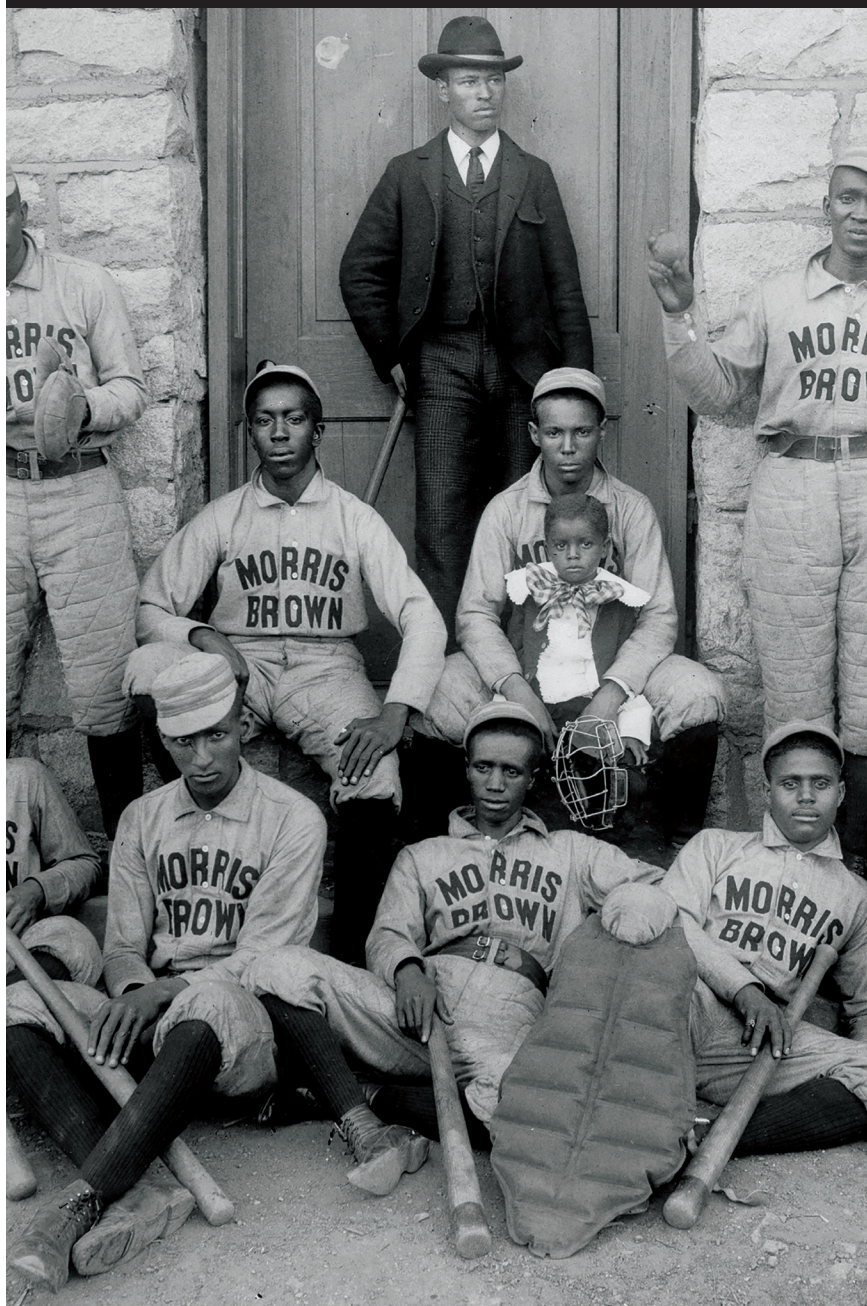
NAME	BT	1
Mercury Tyne, SS S+ D+	29L	K
Ron Justus, LF C+	33L	
Connie Stone, 1B C+	30R	K
Pop Corcoran, CF P+	27L	
Reba Ramsey, RF	29L	
Eddie Stark, 2B	29L	
Chintzy Harper, C	28R	F-7
Wally Hughes, 3B	27L	
Horace Graves, P (d6)	11R	

protest her strikeout. Maybe the phrase “flied out to to left” reminded you of the anguish of a three-run homer that fell just short. When this game is working right, you can see the action in your head.

Hate keeping score? Just don’t have time? Included with the supplements on *wmakers.net/Deadball*, you’ll find a handsome playmat which allows you to play the game without ever keeping score. But I think that if you play through a few innings while keeping score, you’ll pick it up quickly and never look back. You may even find yourself tempted to start keeping score at *real* baseball games—a truly honorable hobby.

Enough paperwork. Let’s play.

2. THE RULES



Hits, Walks, Errors & Outs

THE BATTER

The fundamental unit of a baseball game is an at bat, and *Deadball* is just the same. For each at bat, the batter rolls a d100 (that's two 10-sided dice, each representing one digit), to get his Swing Score. If the Swing Score is equal to or less than the Batter Target, he got a hit. If it's 1 to 5 points higher than the Batter Target, it's a walk. If it's 6 to 10 points higher, a possible error. (Which we'll explain in a bit.)

This means that the higher the batting average, the more likely the player is to get on base. Nifty, right?

THE PITCHER

For each at bat, the pitcher rolls a Pitch Die, adding the result to the Swing Score, making it harder for the batter to get on base.

To find out what Pitch Die the pitcher uses, find her ERA on this handy little table:

ERA	PITCH DIE
0-1.25	d20
1.26-1.99	d12
2.00-2.49	d8
2.50-2.99	d6
3.00-3.49	d4
3.50-3.99	No Dice!
4.00-4.49	-d4
4.50-4.99	-d6
5.00-5.49	-d8
5.50-5.99	-d12
6.00+	-d20

A spectacular pitcher, with an ERA of less than 2.00, rolls a d12 or even a d20 against the batter. A terrible pitcher subtracts her die roll from the Swing Score. If a position player is called on to pitch, his Pitch Die is automatically -d20.

We call the result of adding the Pitch Die to the Swing Score the Modified Swing Score, or MSS. Here's a table showing all the stuff that we can learn from the MSS. (All of these tables are collected on page 60, by the way, so don't worry if they seem overwhelming.)

SWING RESULT TABLE	
0 - 5	Critical hit
6 - BT	Ordinary hit
BT+1 - BT+5	A walk
BT+6-BT+10	Possible error
BT+11 - 70	An out, possibly a productive out
71 - 99	An out, possibly a double play

EXAMPLE OF TWO AT BATS

The Outer Circuit all stars come to bat in the bottom of the first trailing 2-0. Leading off is Porky Flick, the left fielder, whose Batter Target is 31. He rolls a 30, which should be good enough for a hit, but Inner

Circuit pitcher Horace Graves rolls a 3 on his Pitch Die, bringing the Modified Swing Score to 33. Flick walks.

Next up is David Larch, third baseman, whose Batter Target is 32. Larch rolls a 28, and Graves rolls a 4—a good pitch, but only enough to bring the MSS up to 32. Tie goes to the batter, which means that Larch got a hit. What happens next?

HITS

Time to break out that d20! Roll it, and consult this table:

HIT TABLE (D20)	
1-2	Single+
3	Single, DEF (1B)
4	Single, DEF (2B)
5	Single, DEF (3B)
6	Single, DEF (SS)
7-16	Single, runners adv. 2*
17	Double, DEF (LF)
18	Double, DEF (CF)
19	Double, DEF (RF)
20	Triple, DEF (RF/CF**)*
21+	Home Run

*: Players with certain traits have special results on these rolls.

** : If MSS is even, right fielder fields ball. If odd, center fielder fields ball.

If Larch rolls a 1, he singles, and Flick goes to second. If he rolls a 12, it's a long single, and Flick goes to third. In this case, he rolls a 20: a triple, with a roll for DEF. What the heck is DEF?

DEFENSE

When the Hit Table calls for DEF, the defending team has a chance to take the hit away. Roll a d12.

DEFENSE (D12)	
1-3	Error. Runners take an extra base.
4-9	No change.
10-11	Hit goes down a level. Double reduced to single, runners adv. 2. Triple reduced to double, runners adv. 3. Single remains a single.
12	Hit turned into out. Runners hold.

If the defending team makes an error on a triple, it turns into an inside-the-park home run. How can you hit regular, outside-the-park home runs? We'll get into that in Bonus Traits, on page 22.

Today, attempting to prevent a triple, the pitching team rolls a 4 on the DEF roll, changing nothing. Larch reaches third, and Flick scores. The score is now 2-1.

MAKING OUTS

If the MSS is more than 10 points higher than the BT, the batter is out. But was it a strikeout, a ground ball,

a pop up? When a player is out, find the final number of the MSS on the Out Table, and write the result in the box for the at bat.

OUT TABLE (FINAL DIGIT OF MSS)	
0	Strikeout (K)
1	Groundout to pitcher (1-3)
2	Groundout to short (6-3)
3	Groundout to first (G-3)
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)

ERRORS

So 1-5 points higher than the BT is a walk. 11 or higher is an out... What happened to 6-10? Those are tricky plays that could result in an error. When the MSS is 6-10 points higher than the BT, determine which player fields the ball by finding the second digit of the MSS on the Out Table. If the second digit is a 0, the shortstop fields the play.

The player rolls d12 on the Defense table, applying any relevant modifiers. (See Bonus Traits, page 22.) If the result is 3 or less, the player makes an error. The batter reaches first safely, and all runners advance a base. If the result is higher than 3, the out is made normally.

EXAMPLE OF THREE OUTS

Center fielder Dave Pruitt bats. His BT is 32, but he rolls a modified 78—a fly out to center (F-8). Next is Rainy Coles, hoping for a 29, who rolls a modified 60, striking out (K). Last is Sparkles Tsao, aiming for a 27, who rolls a modified 35: a ball to the third baseman (5) which could result in an error. On the d12 roll for DEF, the third baseman rolls a 4, making the throw to end the inning (5-3).

NAME	BT	1
Porky Flick, LF	31S	
David Larch, 3B	32R	
Dave Pruitt, CF	30R	F-8
Rainy Coles, RF	29L	K
Sparkles Tsao, SS	27R	5-3
Ulysses S. Bunt, 2B C+	26R	
Beefsteak Atkins, C C+	24R	
Vicky Goldsberg, 1B	24R	
Alicia Rodis, P (d8)	11L	

Hits, walks, outs and defense—these are the fundamentals of baseball and *Deadball* as well. If you’re learning the game, play an inning or two before moving on. It will be fun, which is really the whole point. That done? Read on!

Baserunning

PRODUCTIVE OUTS & DOUBLE PLAYS

What happens if you fly out with a man on second or third? Can the runners tag up and advance? What happens if you hit a ground ball with a runner on first? Does the defense turn a double play? The answer to all those questions is... sometimes!

It all hinges on 70. An MSS of less than 70 can be good for the batting team, even if it's an out. An MSS of 70 or more is bad. Less than 70? Good. 70 or more? Bad.

Runners on second or third advance on an out if the MSS is less than 70 and:

- The out was either made in the outfield, or at first or second base
- There are less than two outs.

What about double plays? When there's a runner on first and less than two outs, the defense turns a double play if the out is made in the infield—meaning the second number of the MSS is 1-6—and the MSS is 70 or more. If the MSS is less than 70, the runner at first goes to second, and the batter is out.

Of course, there are times in baseball when the runner is out at second

and the batter is safe. For *Deadball: 1909*, I decided to give the offense a break, and let the runner always advance safely. If you disagree, you can play it differently!

EXAMPLE OF PRODUCTIVE OUTS & DOUBLE PLAYS

It's the top of the second, and Ron Justus comes to bat with two on and one out. If the MSS is 48—a fly ball to center—the man on third tags up and scores. If the MSS is 78, Justus still flies out, but the ball is too shallow for the man on third to score.

If the MSS is 94, the runner at first is cut down on the basepath for a double play. Today, Justus rolls a modified 44. The runner at first goes to second, and Justus is out.

Because the out was on the right side of the infield (second base) and the MSS was less than 70, the runner at third scores. If Justus had rolled a modified 45—a ground out to third—the runner at third would hold, the runner at first would advance to second, and Justus would be out.

If all this makes you dizzy, ignore it. Even seasoned baseball nuts can scratch their heads at this stuff. When you need this rule, it will be waiting for you.

TRIPLE PLAYS

With runners on first and second and no outs, the defense turns a triple play if the out is made in the infield and the MSS is 100 or greater.

D+ infielders do not make a triple play more likely. If any of the infielders are Poor Defenders, or if any runner is a Speedy Runner, a triple play is impossible. Follow the rules for a double play instead.

BASE STEALING

To steal second base, roll d8. To steal third, roll d8-1. Only Speedy Runners can steal home—learn more on page 23.

BASE STEALING	
1-3	Runner is Out
4-8	Runner is Safe

DOUBLE STEALS

If you have runners on first and second, they can both try to steal a base at the same time. Roll d8. If the lead runner is a Speedy Runner, add 1 to the result. If either runner is a Slow Runner, subtract 1.

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

CRITICAL HITS

If the Modified Swing Score is 5 or less, the batter has a Critical Hit. On a Critical Hit, whatever the batter rolls on the Hit Table is bumped up a level—from a single to a double, a double to a triple, a triple to an inside-the-park home run. Runners always take an extra base on a Critical Hit, and Critical Hits cannot be taken away by defense.

HIT & RUN

Yeesh, okay—so we’ve got a couple of big tables coming up. I promise, they’re not as complicated as they seem. The first is the hit and run—a key tactic in the dead ball era. With a runner at first and less than two outs, the runner can attempt to steal a base while the batter hits. If it works, you get runners at the corners. If it doesn’t, double play.

To run the Hit and Run, roll a d8 to steal a base—applying modifiers as normal—at the same time that you roll for the MSS. Add 5 to the batter’s BT, or 10 if the batter is a Contact Hitter.

Roll all them dice. Did the batter get a hit? Did the runner steal a base? Consult the table on the next page. Start by finding the result of the at-bat in the column at the left, then the result of the steal attempt in the middle column, and the final result on the right.



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

BUNTING

To bunt, roll a d6. You want to roll as low as possible. Find the result on the left of the table below, and then follow it to the right to learn what happens. All of this giving you a headache? Just roll a d6. On a 1-5, the bunt works. On a 6, it backfires. There. Easy.

BUNTING (D6)		
ROLL	SITUATION	RESULT
1	Position player batting	Single, DEF (3B)
	Pitcher batting	Lead runner advances, batter out
2	S+ Runner batting	Single, runners adv. 1
	All others batting	Lead runner advances, batter out
3-4	All batters	Lead runner advances, batter out
5	Lead runner at 1st or 2nd	Lead runner advances, batter out
	Lead runner at 3rd	Lead runner out, batter safe
6	All batters	Lead runner out, batter safe

Bonus Traits & Fatigue

Once you've played a few games of *Deadball*, you may find yourself hankering for more detail. This chapter deepens the game considerably, adding distinguishing traits for the players, extra rules for pitcher fatigue (and improvement!), and a host of other little changes designed to ensure that everything that happens on a baseball field can happen on your scoresheet.

These rules are optional. Play with all of them, or pick and choose. Introduce house rules. *Deadball* is a sandbox. As long as you apply the rules equally to both teams, it's very hard to break. Go wild.

BONUS TRAITS

Hey—what are those little letters and plus signs next to the players' names for, anyway? They are called Bonus Traits and they give special players abilities to separate them from the common herd. This is where the players' personalities really shine through.

If you want a more straightforward experience, apply only the first rule from each trait. The advanced rules for defense can get particularly tricky, and may be better applied in two player play. And all of these rules are summarized in the Quick Reference sheet available online.

POWER HITTERS (P+/P++)

- P+ hitters add 1 to every roll on the Hit Table. P++ players add 2 to every roll on the Hit Table.
- Power Hitters can be shifted against.

CONTACT HITTERS (C+)

- On Hit Table rolls of 1-2, batter doubles, and runners advance two. Do not roll for defense.
- When the lead runner is at first or second, a Contact Hitter can bunt them over automatically. When the lead runner is at third, they must roll like normal.
- Contact Hitters always convert sacrifice flies. In a sac fly situation, a C+ hitter brings the runner home on any fly ball to the outfield. (Unless the player catching the sacrifice fly is a Great Defender—you'll learn more about them in a moment.)

SPEEDY RUNNERS (S+)

- On a Hit Table roll of 1, player doubles, and runners advance two. Do not roll for defense.
- On a Hit Table roll of 2, player triples. Do not roll for defense.

- Speedy Runners add 1 to the d8 roll when stealing second or third, or during a hit and run.
- Speedy Runners can steal home! Roll a d8. On a roll of 8, a Speedy Runner at third steals home. (I've never attempted this—if you steal home, let me know!)
- Speedy Runners are better at bunting for a hit. When bunting, treat a roll of 2 as a single.
- Speedy Runners can't be doubled up. When a Speedy Runner hits a ball that would normally be a double play, the lead runner is out, but the Speedy Runner reaches first base safely. (Unless the player starting the double play is a Great Defender, in which case a DEF roll gives him a chance to turn the double play. See next section.)
- Great Defenders can turn a routine ground ball into a double play. In a double play situation, if the MSS is less than 70, the player to whom the ball was hit can make a DEF roll. On a 10-12, the Great Defender turns a double play.
- If a Great Defender catches a fly ball that should bring home a sacrifice fly, the Great Defender has a chance to throw the runner out at the plate by making a DEF roll. On a 10-12, the runner is out at the plate. (If the player controlling the runner prefers not to challenge the Great Defender's arm, the runner can hold at third base.)

NEGATIVE TRAITS

And what about the less-talented people in the lineup? The chumps, the scrubs, the AAAA players? *Deadball* loves them even more.

GREAT DEFENDERS (D+)

- Add 1 to any DEF roll made by this player.
- If there are runners on base when the Great Defender makes a DEF roll, a modified roll of 13 means the lead runner is out, and the batter reaches safely.
- If the Great Defender is a catcher, subtract 1 from all opposing stolen base rolls.

WEAK HITTERS (P-)

- For P- hitters, subtract 1 from any Hit Die roll. Rolls of less than 0 count as ordinary singles.

FREE SWINGERS (C-)

- Rolls of 11 and 12 on the Hit Table are strikeouts.
- When a Free Swinger attempts to bunt, subtract 1 from the roll.

- Free Swingers can't hit sac flies.
- Free Swingers can be shifted against. (See Defensive Positioning, page 26.)

SLOW RUNNERS (S-)

- Slow Runners cannot hit triples. Treat a roll of 20 as a double.
- Slow Runners subtract 3 from every stolen base roll.
- Slow Runners can't bunt for a hit.
- Slow Runners are easier to double up. In a double play situation, any ball on the ground to the infield is a double play—regardless of whether or not the MSS is greater than 70.

POOR DEFENDERS (D-)

- On any defense roll made by this player, subtract 1.
- If the Poor Defender is a catcher, add 1 to every stolen base roll attempted by the opposing team.
- Poor Defenders can botch double plays. Before starting a double play, a Poor Defender must roll for DEF. If he rolls a 1 or 2, he throws the ball away, and all runners are safe.
- In a sacrifice fly situation, a runner at third always scores

on a ball hit to a D- outfielder, regardless of the MSS.

- Any player playing out of position counts as a Poor Defender.

PITCHER TRAITS

- A pitcher can be a Strikeout Artist (K+), a Groundball Machine (GB+), or a Control Pitcher (CN+), or he may have none of those bonus traits. Any pitcher can have Great Stamina (ST+).
- Strikeout Artist (K+): Add 1 to every MSS. For K+ pitchers, a result of 2 on the Out Table, which would normally be a ground ball to short, is a strikeout.
- Groundball Machine (GB+): Add 1 to every MSS. For GB+ pitchers, if the MSS is higher than 90, any ball that would normally be hit to the outfield is instead a ground ball to short, and can start a double play.
- Control Pitcher (CN+): Control Pitchers only give up a walk when the MSS is 1-2 points greater than the BT.
- Great Stamina (ST+): Pitchers with Great Stamina don't start losing levels on their Pitch Die until the eight, not the seventh.

K+, GB+ and CN+ can't overlap.

PITCHER FATIGUE

Starters drop a Pitch Die level:

- For every run allowed over 1
- For every inning pitched past seven

Relief pitchers lose a level on their Pitch Die:

- For every run allowed
- If they pitch more than two innings (or six outs)

But pitchers can also get better as a game goes on! All pitchers gain a level on their Pitch Die if they:

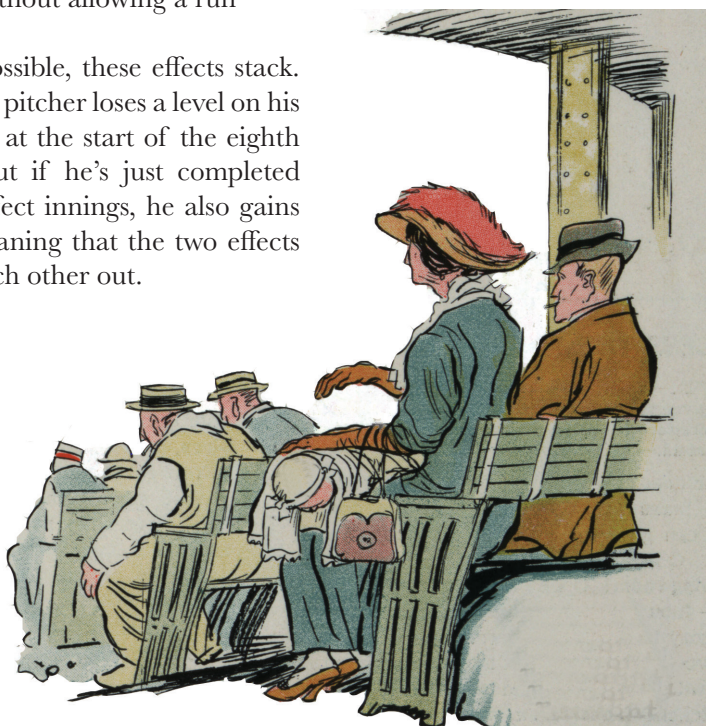
- Get two strikeouts in an inning
- Put up three straight perfect innings
- Escape a bases-loaded, no-out jam without allowing a run

Where possible, these effects stack. A starting pitcher loses a level on his Pitch Die at the start of the eighth inning, but if he's just completed three perfect innings, he also gains a die, meaning that the two effects cancel each other out.

The maximum Pitch Die listed on page 16 is a d20. If a pitcher improves past a d20, add 1 to every MSS. If he improves another level, add 2, then 3, and so on.

After the seventh inning, if a pitcher who has gained levels on his Pitch Die gives up a run, his Pitch Die drops back down to its starting level.

I hate pitching changes, so I designed these rules to keep pitchers in the game as long as possible. To be tougher on pitchers, start ding-ing their Pitch Die after the sixth, or penalize them for giving up hits and walks. Like every rule in this book, adjust as you see fit.



Two-Player Rules

PITCH OUTS

Twice a game, when the batting player announces that a runner on first is stealing second, the pitching player can call a pitch out, subtracting 3 from the base-stealing roll.

PICKOFF ATTEMPTS

Twice a game, if there is a Speedy Runner on base, the pitching player can announce a pickoff attempt. Roll d10, and consult this table:

1-6	No effect.
7-9	Runner held close. Subtract 1 from any stolen base attempt.
10	Runner is picked off, and is out.

DEFENSIVE POSITIONING

There are three special defensive alignments in *Deadball*. It is always assumed that the defense is playing at regular depth, but the pitching player can change this at any time in between at bats.

INFIELD IN

With a runner on third and less than two outs, the infield can be brought in, giving the defense a chance to throw a runner out at home, while making it more likely that a hard-hit

ball turns into a double. This affects the following Hit Table results:

3-6	Add 2 to the DEF roll. On a 13, the runner coming home from third is out and the batter reaches first base safely.
11-16	The batter doubles, and runners advance 2.

NO DOUBLES

The pitching team pushes their fielders back, making singles more likely and doubles less likely. This affects the following Hit Table results:

3-6	Do not roll for DEF.
17-19	Single, runners adv. 2.

INFIELD SHIFT

If there is no one on base, and the batter is a left-handed Power Hitter or Free Swinger, the defense may shift. This affects the following Hit Table results:

3-4	Add 3 to the DEF roll.
5	Double, runners adv. 2.

A batter who is shifted against subtracts 1 from any bunt roll.

You can shift on right handers by reversing the table—allowing a double on a roll of 3.

Odds & Ends

In *Deadball*, all rules are optional. These are *very* optional.

ON BASE PERCENTAGE

Want more realistic walks? Find each batter's on base percentage (OBP) and round it to a two digit whole number. This is the Walk Target. Write it beside the Batter Target. A batter walks when the MSS is between his BT and his WT.

To generate WTs for a fictional team, roll 2d6 and add the result to the BT.

PARK FACTORS

For a hitter's park, add 1 to every Hit Table roll. For a pitcher's park, subtract 1. To simulate a truly strange old-fashioned ballpark, well, get creative!

To replicate Nashville's Sulphur Dell's extremely short right field porch, for instance, you could let left-handed hitters homer on HT rolls of 19+, or even on long pop-ups to right field. (That is, MSS results of 49, 59, and 69.) To account for its famously steep hill in center field, you could subtract 2 from every DEF roll made by the center fielder. How you build your ballpark is up to you!

WEATHER (D20)

1-15	Clear skies
16	Dry turf. Add 1 to all DEF and stolen base rolls.
17-18	Mud. Subtract 1 from all DEF and stolen base rolls.
19	Rain. Roll d6 every inning. On 6, the game is over. On 1, the skies clear. Stop rolling.
20	Rainout.

DARKNESS

Roll a d6 at the start of the 11th inning. On a 6, the game is called due to darkness. In the 12th roll d6+1; in the 13th d6+2, etc.

LOW LIGHT & BAD BALLS

Beginning in the 8th, reduce all BTs by 5, to replicate the difficulty of hitting as the light fades. Reduce all Hit Table rolls by 1, to reflect the poor contact that results from hitting a slowly-unraveling ball.

TAKING AN EXTRA BASE

If you'd like a player who shouldn't advance a base to attempt to do so anyway, roll d8-1 and find the result on the stolen base table.

Three Innings of Play

TOP OF THE FIRST

First pitch. Rodis rolls a d12, because she and Tyne are both lefties. The MSS is $73+7=80$ —a strikeout. Next, Justus rolls a 15, and Rodis rolls a 2: 17—a hit. Justus rolls a 2 on the Hit Table: a double, because he's a C+ hitter. Stone rolls a 28, and Rodis rolls a 3. Walk.

With two on, Corcoran's MSS is 9. He rolls a 12 on the hit table, adding 1 because of his power: 13—single, runners advance 2. Justus scores and Stone goes to third. Ramsey's MSS is 74. Because that's more than 70, that's a double play: 4-6-3. Inning over. 1-0.

BOTTOM OF THE FIRST

Flick's MSS is 56: a ground ball to short. Larch's is 87: a pop-up to left field. Pruitt's is 90: a strikeout.

TOP OF THE SECOND

Stark rolls 20. Rodis rolls 10—rolling the d12 again, remember. Stark walks. Trying to steal second, Stark rolls a 1 on his d8 roll, and is thrown out. Chintzy Harper's MSS is 34: a tricky ball to the second baseman, Ulysses S. Bunt, who rolls a 2 on his DEF roll. Harper reaches on an error. Casey Hughes's MSS is 90: a strikeout. Horace Graves's MSS is 74: a 4-6-3 double play. Inning over.

BOTTOM OF THE SECOND

Coles's MSS is 40: a strikeout. Tsao's is 57, a pop up to left field. Bunt rolls a 2, and Graves

rolls a 3: an MSS of 5 and a critical hit. On the hit table, he rolls a 6: a single. The critical hit increases that to a double. With two out and one on, Atkins rolls an MSS of 47: a pop-up to left field.

TOP OF THE THIRD

Mercury Tyne gets a hit on an MSS of 27 and rolls a 1 on the hit table: a double, because she is a Speedy Runner. With Justus batting, Tyne breaks for third. She rolls a 4 on her d8 roll, subtracts 1 because she's stealing third, and adds 1 because of her speed. The result is 4: a success. Justus pops out to right field on an MSS of 59. Because that's less than 70, Tyne tags and scores. 2-0, with 1 out. Rodis' pitch die drops to d6, because she allowed a second run.

Connie Stone rolls an MSS of 16 and a HT roll of 17: a double to left field. Left fielder Porky Flick rolls 1 on his DEF roll: an error that sends Stone to 3rd. Corcoran rolls an MSS of 20 and a HT roll of 20. He adds 1 to that because he is a power hitter: a 2 run home run. 4-0, 1 out.

Rodis' Pitch Die drops to No Dice because she allowed two more runs, but she gets Ramsey to pop out to center on an MSS of 58 and strikes out Stark with an MSS of 60.

BOTTOM OF THE THIRD

Goldsberg, Rodis, and Flick go in order on MSSs of 68, 80, and 90: a pop up to center, a strikeout and a strikeout. For striking out two in the inning, Graves' Pitch Die goes up to d8.

Three Innings of Play

NAME	POS	BT	1	2	3	4
Mercury Tyne S+ D+	SS	29L	K			
Ron Justus C+	LF	33L			F-9	
Connie Stone C+	1B	30R				
Pop Corcoran P+	CF	27L				
Reba Ramsey	RF	29L	4-6-3		F-8	
Eddie Stark	2B	29L			K	
Chintzy Harper	C	28R		/		
Wally Hughes	3B	27L		K		
Horace Graves	P: d6	11R		4-6-3		

NAME	POS	BT	1	2	3	4
Porky Flick	LF	31S	6-3		K	
David Larch	3B	32R	F-7			
Dave Pruitt	CF	30R	K			
Rainy Coles	RF	29L		K		
Sparkles Tsao	SS	27R		F-7		
Ulysses S. Bunt C+	2B	26R				
Beefsteak Atkins C+	C	24R		F-7		
Vicky Goldsberg	1B	24R			F-8	
Alicia Rodis K+	P: d8	11L			K	



3. THE TEAMS



Deadball Stars

INNER CIRCUIT	POS	BT	L/R	TRAITS	TEAM
Mercury Tyne	SS	29	L	S+ D+	Broad Street Peacocks
Ron Justus	LF	33	L	C+	Knoxville Grackles
Connie Stone	1B	30	R	C+	Broad Street Peacocks
Pop Corcoran	CF	27	L	P+	Birmingham Ravens
Reba Ramsey	RF	29	L		Broad Street Peacocks
Eddie Stark	2B	29	L		Birmingham Ravens
Chintzy Harper	C	28	R		Birmingham Ravens
Wally Hughes	3B	27	L		Harlan Red Birds
Horace Graves	P	11	R		Broad Street Peacocks

OUTER CIRCUIT	POS	BT	L/R	TRAITS	TEAM
Porky Flick	LF	31	S		Ponchatoula Yellowstockings
David Larch	3B	32	R		Meridian Mourning Doves
Dave Pruitt	CF	30	R		Ponchatoula Yellowstockings
Rainy Coles	RF	29	L		Ponchatoula Yellowstockings
Sparkles Tsao	SS	27	R		Ponchatoula Yellowstockings
Ulysses S. Bunt	2B	26	R	C+	Gettysburg Owls
Beefsteak Atkins	C	24	R	C+	Charlottesville Flycatchers
Vicky Goldsberg	1B	24	R		Meridian Mourning Doves
Alicia Rodis	P	11	L		Charlottesville Flycatchers

Random Players

Roll a d10 on each table to get a random lineup. For a pinch hitter, roll a d100; re-roll if the first number is 0 or 1. For relievers, roll a d20.

1. STARTING PITCHER				
0	Ansu Okafor	R	9	-d4
1	Gwen Ellis	L	9	d4
2	Monon Nwosu	R	11	-d4
3	Chipper Jerry	R	11	d8
4	Frankie Bahbah	L	6	d8
5	Julia Murillo	R	10	d8
6	Brad Mortensen	R	12	d4
7	J.K. Neal	R	7	d12
8	Janes Boys	L	7	d4
9	Sunny Gamble	R	13	d12

3. FIRST BASE				
0	Trent Pimentel	R	27	
1	Ben Godar	S	30	C-
2	Camden Newby	L	22	S-
3	Brendan Spiegel	L	30	
4	Roman Skinner	R	26	D+
5	Logan Trupkin	L	27	
6	Chad Morton	R	25	
7	Mari Shizuma	L	29	
8	Truly Hall	S	30	P+
9	Tim Harrison	L	27	

5. THIRD BASE				
0	Alana Hebert	R	22	
1	Bryan Grosnick	S	29	P++
2	Yoshi Umari	R	20	
3	Jonny Hall	R	22	C-
4	Bill Huddleston	R	30	D-

4. SECOND BASE				
0	Kelly Fortier	L	22	
1	Virgilio Losada	R	22	
2	J.P. Sweeney	R	25	D+ P-
3	Molly Cochran	R	19	
4	Al Wilson	R	26	P+
5	Reagan Block	R	17	S+
6	P. Hillas	S	34	D-
7	Michy Maynard	R	24	
8	Jason Crase	S	31	C+
9	I.C. Morrison	S	26	

5	Thrupp Rauch	R	28	
6	Shunso Takano	L	30	
7	Felton Martin	L	22	D+
8	Thomas Wood	R	22	
9	Kylie Hamel	R	21	

6. SHORTSTOP				
0	Audrey Scruggs	L	25	C+
1	Saguisag	R	25	
2	James Crampton	S	29	C-
3	Ellen Suvanto	R	17	S+ D+
4	Emil Sonstroem	R	29	
5	Mae Schwartz	R	28	
6	Brian Whitton	R	33	
7	Mackie Madison	L	28	
8	Sophear Lov	R	28	P+ C-
9	Ben Rollo	R	28	

8. CENTER FIELD				
0	Kayden Stewart	R	34	D+
1	Momolu Owusu	L	21	
2	Sarah Contee	S	31	S+
3	Amadu Osei	R	21	C-
4	Christopher Jack	R	28	D-
5	Jaime Macon	R	23	P+
6	Tamba Adoyo	R	20	
7	Solo Chahine	S	30	
8	Fabian Sharpe	R	17	
9	Lucia Clopes	L	33	

7. LEFT FIELD				
0	Jude Shah	R	17	
1	Maverick Cole	L	33	P+
2	Laila Meredith	S	19	S+
3	Isabelle Heller	R	18	
4	Sheadon Huges	L	32	C-
5	Lila Henson	R	24	S+
6	Alfred Morgan	R	22	
7	Greg Hirsch	L	21	
8	Shelby Swartz	L	26	D+
9	Sadie Kenney	R	22	

9. RIGHT FIELD				
0	Israel Fry	R	28	S+
1	Ahmed Gezhri	S	26	C+
2	Justin Ray	R	19	
3	Marbue Yeboah	R	26	P++
4	Dink Bipplebop	R	27	D+
5	Tamba Okeke	S	23	D-
6	Trevor Everhart	R	26	D+ C-
7	Toyuwa Toure	L	22	
8	William Weber	R	32	
9	Oso Sy	L	25	

RELIEF PITCHERS										
1	Travis Sanford	R	9	-d4	11	Noel Purcell	R	12	d8	
2	Andy Medrano	R	10	-d4	12	Malachi Hay	R	7	d12	
3	Henry Sweeney	R	15	-d4	13	Andrea Canal	L	11	d4	
4	Cal LeJeune	R	8	d8	14	Mama Gebre	R	14	d8	
5	J. Paternostro	R	11	d12	15	R. Wauneka	R	12	d4	
6	Sam Fishell	L	9	d12	16	Hunter Gallegos	L	13	-d4	
7	Kofi Omondi	L	12	d4	17	Terry Tivley	R	9	d4	
8	Solo Owusu	L	8	d12	18	Rodrigo Pugh	R	11	d8	
9	Shaypher	R	11	d8	19	Speedball Hill	L	11	d4	
10	Conner Zuniga	R	13	-d4	20	Alba Yocemento	R	11	d12	



Player Generation

These are the formulas I used to generate all the players in this book. Use them to create new teams and players. Remember that in 1909, the roster size is 17: 12 position players and five pitchers.

STARTING HITTERS

Batter Target: $2d10+13$

Handedness: Roll $d10$
 1-6: Right Handed
 7-9: Left Handed
 0: Switch Hitter

Bonus Traits: Roll $2d6$
 2: S+, D+
 3: S+
 4: D+
 5-9: No Bonus Trait
 10: P+
 11: C+
 12: P++

PINCH HITTERS

Batter Target: $d10+13$

Handedness: Roll $d10$
 1-6: Right Handed
 7-9: Left Handed
 0: Switch Hitter

Bonus Traits: Roll $2d6$.
 2: S+
 3: C+
 4-10: No trait
 11: D+
 12: P+

BONUS TRAITS GUIDELINES

P+: 5 HR
 P++: 10 HR
 C+: 25 doubles
 S+: 30 steals, 4 BsR
 D+: Eye Test, Reputation



P: 0 HR
 C: 70 strikeouts
 S: 0 steals
 D: Eye Test, Reputation

The ranges for counting stats (home runs, doubles, etc.) are given for an entire season. Adjust for a smaller sample as you see fit.

PITCHERS

Pitch Die: Roll d8

- 1: d20
- 2: d12
- 3: d8
- 4: d6
- 5: d6
- 6: d4
- 7: No Dice
- 8: -d4

Handedness: Roll d10
 1-6: Right Handed
 7-0: Left Handed

Batter Target: d10+10

Bonus Traits: Roll 2d6
 2: GB+
 3: K+
 4-10: No Bonus Trait
 11: ST+
 12: CN+

PITCHER BONUS TRAITS

My goal was for each team to have one or two pitchers with one of first three bonus traits, and one with Great Stamina.

K+: 5.0+ strikeouts per nine innings
 GB+: 2.5 or fewer Ks/9 AND an ERA of 2.50 or less
 CN+: 2.0 or fewer walks allowed per nine innings
 ST+: 300+ innings pitched

PLAYER AGE

Prospect: 18+d6
 Rookie: 21+d6
 Veteran: 26+d6
 Old timer: 34+d6

Creating A League

Once you've made all those fun, fancy players, you're going to want someone for them to play against. *Deadball* makes it easy to create and manage an imaginary league of any size. (I've found that four or eight teams is ideal.)

Name the teams, fill them with players, and jot down a few words about their personalities. The more personal you make it, the more fun it will be. Create a schedule using an online scheduling program—the one at hometeamsonline.com works well—and dive in!

TEAM SCORE

To simulate games you don't want to play, calculate a Team Score for each team—a number that represents a team's overall talent. It will come in very handy.

Add up the Batter Targets for every position player. For a 17-person roster, it will probably be a number between 200 and 300. Add up the Pitch Dice for every pitcher, subtracting for those pitchers whose Pitch Die is negative, and multiply that number by 7. This will also probably yield a number between 200 and 300.

Add the results together, and divide them by 10 to get the Team Score.

For example, the Broad Street Peacocks have a Batting Score of 283 and a Pitching Score of 238. Together, that comes to 521—making for a Team Score of 52.

When simulating a game, the team with the higher Team Score is the favorite. Subtract the underdog's Team Score from the favorite's. Add the result to 50 to get the favorite's chance of winning. No matter how large the difference in Team Score, the favorite's chance can never exceed 80%—even the best teams lose sometimes.

Roll a d100. If you roll on or beneath the favorite's chance, the favorite wins. If you roll above, the favorite loses. Use the individual d10 scores from your d100 roll to get the game's score—the higher number is the winner's score; the lower number is the loser. If the numbers are the same, either roll again, or declare a tie.

Let's say Broad Street is playing the Charlottesville Flycatchers, whose Team Score is 42. Broad Street are the favorites by 10 points, giving them a 60% chance of winning. Broad Street wants a roll of 60 or less. We roll 83, meaning Charlottesville wins by a score of 8-3. With a single die roll, we've simulated a whole game. Just 153 to go!

Here are a few optional rules to make season play more engaging:

STREAKS AND SLUMPS

Before each game, roll a d6 for each player. On a 1, that player is Cold. For batters, subtract 5 from his Batter Target. For pitchers, lower his Pitch Die one level. On a 6, the player is Hot. For batters, add 5 to the Batter Target. For pitchers, raise the Pitch Die one level.

In series or league play, a batter who is hitless in two consecutive games starts the next game Cold. A batter with two hits in a single game starts the next game Hot.

A pitcher who finishes a game with a Pitch Die of -d6 or worse starts the next game Cold. A pitcher who finishes with a Pitch Die higher than her base Pitch Die is Hot.

PITCHER FATIGUE

For every four innings pitched in a game, a pitcher requires one full day off, with a maximum of two days. This means that a starting pitcher who pitches four innings requires one day off, while a starting pitcher who pitches eight innings or longer requires two.

If a pitcher enters three games in a row in relief, throwing fewer than four innings each time, she requires one day off.

If a pitcher returns early, reduce her Pitch Die by one level for every day of rest she has skipped. Don't be shy about throwing a pitcher on multiple days. In this era, aces started games, pitched in relief—whatever they had to do to win.

INJURIES

Each week, roll a d20 for each player. If you roll a 20, the player is injured. Roll d20 on the injury table:

- 1-10: Superficial injury. Player plays with BT reduced by 5 or PD reduced by 1 for 3 games. Bonus traits are nullified.
- 11-15: Minor injury, out 7 games
- 16-19: Major injury, out 30 games
- 20: Catastrophic injury, out for season.

After catastrophic injury, roll d6:

- 1-5: Permanently reduce BT by d6 or PD by 1.
- 6: Cannot return. Player retires.

PLAYER DEVELOPMENT

If you'd like the Batter Targets to change periodically, roll a d6 for each player and consult this table:

1	Decrease BT by 2 or PD by 1
2	Decrease BT by 1
3-4	No change
5	Increase BT by 1
6	Increase BT by 2 or PD by 1

AGING

Increase your players' age each season, and find their age on this table:

AGE	MODIFIER
18-23	+3
24-26	+2
27-28	+1
29-30	0
31-32	-1
33-34	-2
34-35	-3
36-39	-5
40+	-7

Now roll 2d6 on the aging table, applying the modifier for age.

AGING TABLE	
1	Decrease BT by 5 or PD by 2. Remove all positive traits. If player has no positives, add 1 negative.
2	Decrease BT by 3 or PD by 1. Remove 1 positive trait.
3-4	Decrease BT by 1
5-9	No change
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)

Aging can never take a BT above 40 or a PD above d20.

PROSPECTS

Each season, every team gets three prospects to be brought up when needed: one Top Prospect and two Farmhands. Generate their handedness, ages and traits according to the player generation section.

TOP PROSPECTS

Batter Target: Roll 2d10+13

Pitch Die: Roll d8

1: d20

2: d12

3: d8

4: d6

5: d6

6: d4

7: No Dice

8: -d4

FARMHANDS

Batter Target: Roll d10+15

Pitch Die: Roll d8+2

3: d8

4: d6

5: d6

6: d4

7: No Dice

8: -d4

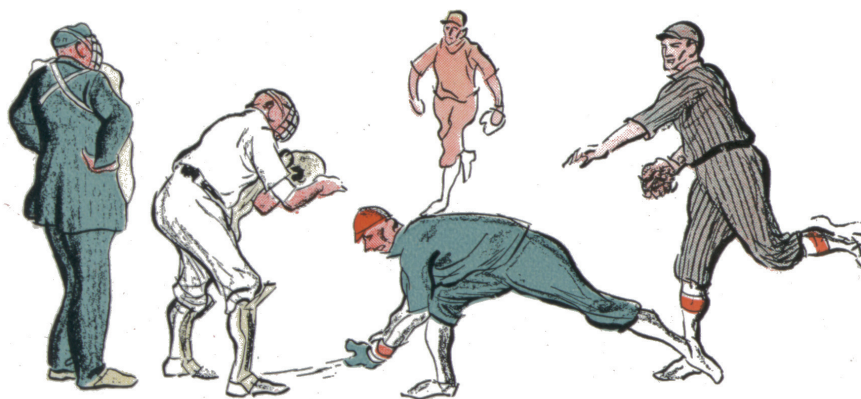
9: -d4

10: -d8

PLAYER TRADES

Batter value: $(BT + (\text{Number of Traits} * 5))$

Pitcher value: $(PD * 5 + (\text{Number of Traits} * 5))$



Propose a trade by choosing the player or players you want to trade for. Each team can contribute up to two players to the trade.

Add up the value of the players on both sides of the deal. Subtract the value of the other team's players from the value of your players. Add the difference to 50 to get the Trade Chance. Roll a d100, and if you roll on or under the Trade Chance, the other team accepts the deal. If you roll over, they reject it. No re-rolls!

You can only propose a trade once per week. If a team refuses a trade and you suggest another trade with them the next week, subtract 5 from the Trade Chance.

When offering another team a 2-for-1 trade, one of the players you offer must have at least half the value of the player you're asking for or the other team will refuse the deal. If the trade is 25 points or more in your favor, the other team always refuses the deal.

A Top Prospect has a value of 25, while a Farmhand has a value of 15. Prospects don't count against the player limit for a trade, allowing you to propose a 1-for-1, 2-for-1, or 2-for-2 trade with up to three prospects included on either side of the deal. Prospects received in a mid-season trade cannot be promoted until after season's end.

If a trade or injury leaves a team with too few players on its roster and the team has no prospects left to replace them, fill the empty slots with Farmhands.

If you think you're cheating the other team, you are. They aren't as smart as you. (Hopefully.) Play fair.

RUNNING A LEAGUE

If you play an entire season of a fictional league, you'll find there are circumstances not covered in these rules. That is by design! You're the commissioner of your own league; not me. The buck stops with you.



September 29, 1908: A packed house at Bill Akers Memorial as Vic Horstmann's Ponchatoula Yellowstockings take the pennant.

4. THE SOUTHERN CIRCUIT



1908 STANDINGS

1. *Ponchatoula Yellowstockings*
2. *Meridian Mourning Doves*
3. *Broad Street Peacocks*
4. *Birmingham Ravens*
5. *Harlan Red Birds*
6. *Gettysburg Owls*
7. *Knoxville Grackles*
8. *Charlottesville Flycatchers*

LEADERS

BATTING AVERAGE

POP CORCORAN, BIR: .388

HOME RUNS

URBANE DWYER, HAR: 8
BEEFSTEAK ATKINS, CHA: 8

RBI

REBA RAMSEY, BSP: 102

WINS

PHAEDRA BURNS, PON: 24

ERA

GENTLE PARKS, HAR: 1.09

Ks

ALICIA RODIS, CHA: 182

Ponchatoula Yellowstockings

OWNER	HAZEL PLANCK	MANAGER	VIC HORSTMANN
LAST YEAR	CHAMPIONS	PLAYED	RF, 1859-1881
PENNANTS	3	STYLE	JEFFERSONIAN
BALLPARK	BILL AKERS MEMORIAL	BUNTING	OFTEN
CAPTAIN	KALEB BRYANT	STEALING	CONSERVATIVE
TEAM SCORE	55	HIT & RUN	RARELY

STARTING LINEUP						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Porky Flick	LF	31	S			26
Dave Pruitt	CF	30	R			22
Rainy Coles	RF	29	L			21
Kaleb Bryant	3B	27	R		P+	35
Ella Clarke	2B	26	S			36
Sparkles Tsao	SS	27	R			23
Freddy Clippis	1B	24	R			38
Linda Ribbles	C	23	R			40
BENCH						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Arnold Vigor	INF	23	L		D+	28
Miguel Ibañez	OF	17	R			21
Saffron Skizas	UT	21	R			36
Alex Chapman	C	19	L			35
PITCHERS						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Phaedra Burns	P	19	R	d8	K+	35
Sloppy Howe	P	14	R	d8		32
Stanton Geer	P	14	R	d6		31
Target Pierce	P	18	R	d8		20
Holy Abbott	P	21	L	d6		23

Horstmann Brings it Home

One of the Circuit's founding clubs, Ponchatoula's history is long and unimpressive. For most of the last three decades, they've been a second division club: a delicate confection put out for the big boys from Nashville and Gettysburg to munch on between the games that mattered. That changed when Vic Horstmann came to town.

The new manager tore the club apart and rebuilt it in a single winter with a dizzying flurry of signings and trades. As always, Horstmann favored the quietly competent over the flashy and expensive. In one respect—and one respect only—he failed. He never wanted stars, but last year, he made 17 of them.

MANAGER: VIC HORSTMANN

Born in Hamburg, the man once known as the Galloping German has been a legend since long before Lord Callendar sketched out his plans for the Southen Circuit. After a long run at Broad Street, the Sage of Vicksburg took his talents to Lake Ponchartrain. With the blessing of owner Hazel Planck, he cast out the carousers and lollygaggers, and won a title on his first attempt. His teetotaling, holier-than-everybody demeanor doesn't play well in sin-soaked Louisiana, but the locals love a winner, and the Galloping German is that, above all else.

DAVE PRUITT, CF

Born in the hills of East Tennessee, Dave Pruitt was born to be a Grackle. He wasted his childhood in the bleachers at the Nest, and fulfilled a lifelong dream when he took the field for Knoxville two years ago. Hazel Planck doesn't care about his dreams. She traded for Pruitt at the deadline, and the pennant followed in his wake. Ponchatoula has welcomed him like a native, thus proving the old Circuit saying: have bat, will travel.

RAINY COLES, RF

Even before the Pruitt trade, the Ponchatoula outfield was the class of the Circuit. Now, it hardly seems fair. Though she isn't as smooth a fielder as Pruitt, Rainy Coles runs like an alpha wolf on the hunt. She doesn't stop until she tastes blood.

PHAEDRA BURNS, P

There's no one on the Outer Circuit with sharper control than Phaedra Burns. The short, round-bellied right-hander has carved out a fourteen year career by cutting her fastball in at your knees—or under your chin. Last year she won 24 games for the Yellowstockings, throwing so easy that she never looked like she was working at all. We like her pitching; we love her smile.

Meridian Mourning Doves

OWNER	VERLIN LITTLEJOHN	MANAGER	OX GILFORD
LAST YEAR	SECOND PLACE	PLAYED	MINOR LEAGUES ONLY
PENNANTS	2	STYLE	SENTIMENTAL OPTIMIST
BALLPARK	LAUDERDALE COUNTY PARK	BUNTING	OFTEN
CAPTAIN	GALLANT WHEAT	STEALING	AVERAGE
TEAM SCORE	62	HIT & RUN	OFTEN

STARTING LINEUP						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Mohs Geobaldi	LF	24	S			25
Vicky Goldsberg	1B	24	R			23
David Larch	3B	32	R			40
Cletus Twitherton	C	28	R			30
Nicholas Kreel	2B	26	R			21
Astro Kowalski	CF	21	L		P+	22
Carlos Perez	RF	23	L			36
Voodoo Helms	SS	22	L			19
BENCH						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Jessie Valdez	INF	23	R			30
Brigid Shea	OF	21	R		C+	29
Tasia Trent	UT	21	R		D+	23
Eleanor Pruitt	C	20	R			27
PITCHERS						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Gallant Wheat	P	14	R	d20		28
Silky Starsky	P	14	R	d20		24
Fish Eye Porter	P	19	L	d8		30
Limerock Jones	P	10	L	None	ST+	19
Lexi Touart	P	13	R	None		23

Lauderdale Mourns Anew

It was a cold day in April, 1892, when the Panhandle Limited collided with the A&V Express, killing the entire roster of the St. Augustine Spoonbills and half the Vicksburg Doves. Vicksburg relocated to Meridian, and they've been mourning ever since. No on-field tragedy will ever eclipse the Escambia Bay disaster—but the last few weeks of 1908 come close.

Meridian played scorching hot ball in August and September, and were on the verge of snatching the pennant from Ponchatoula when Silky Starsky came down with the yips, and gave the title away. Don't pity Meridian. They do mourning right.

MANAGER: OX GILFORD

Jeanie Gilford is not a small woman, but it's not her size that earned her the nickname Ox. It's her determination. After three decades' bouncing around the minors as player and coach, she finally got her chance to manage in '96, when the Huntsville Pintails were cobbled together as a last-minute replacement for the league-jumping Wandering Ducks. When the league war ended, Huntsville closed up shop, and Ox returned to the minors. It's not clear why Meridian decided to give her another shot after 10 years away from the show, but nobody deserves it more than Jeanie.

DAVID LARCH, 3B

An entire generation of Meridian cranks has grown up watching Snowman Larch at third base, and we wouldn't have it any other way. With his craggy skin, black eyes and icy white hair, he's seemed like an old man since he came up in '91, and he's finally starting to look his age. Good news for the next generation of Mourning Doves fans: that swing is timeless, and Larch will be around a few years yet.

MOHS GEOBALDI, LF

Mohs Geobaldi squats low in the box, holds his hands halfway up the bat, and always looks ready to hit a home run. Last year, he hit six. Paired with a sparkling .331 average, that made him one of the most reliable outfielders on the Circuit. Want a double up the middle or a game-saving catch against the left field fence? You've gotta go to Mohs.

GALLANT WHEAT, P

Gallant Wheat doesn't look graceful enough to be a pitcher. She doesn't look graceful enough to be a refrigerator. But when that tangle of arms and legs unfurls, and her curve drops in at your knees? All the grace in the world can't save you from strike three.

Broad Street Peacocks

OWNER	C.A. DETRIGNEY	MANAGER	PEGG DEVERICH
LAST YEAR	THIRD PLACE	PLAYED	2B, 1881-99
PENNANTS	7	STYLE	VIOLENTLY ENERGETIC
BALLPARK	CUMBERLAND GROUNDS	BUNTING	AVERAGE
CAPTAIN	REBA RAMSEY	STEALING	VERY AGGRESSIVE
TEAM SCORE	52	HIT & RUN	WHENEVER POSSIBLE

STARTING LINEUP						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Mercury Tyne	SS	29	L		S+ D+	22
Connie Stone	1B	30	R		C+	20
Reba Ramsey	RF	29	L			35
Copper Muldoon	LF	28	R			25
Bismarck Milch	CF	26	R		D+	28
Cassandra Loam	2B	24	R		S+	27
Valerie Birch	C	22	R			29
Spats LeQuire	3B	21	L		D+	32
BENCH						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Tom Glasney	INF	18	R			22
Victor Simms	UT	14	L			32
Leaky Coombs	1B	22	R		D-	38
Big Lew Dorp	C	20	L			40
PITCHERS						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Violet Parker	P	14	R	d20		29
Horace Graves	P	11	R	d6		30
Blue Reynolds	P	11	R	d8	GB+	38
Babe Cowherd	P	21	L	d4		33
Jitters Lake	P	16	R	-d4		24

Pegg's Cast Iron Infield

If you did any serious drinking in Nashville this winter, you probably heard “The Ballad of Spats, Merc, Cassie and Stone.” They’re the best infield we’ve seen since the glory days of the Wandering Ducks, and they fully deserved to be immortalized in song.

Aside from dazzling their fans and frustrating their enemies, the cast iron infield made seemingly ordinary pitchers Blue Reynolds and Horace “the Bloodletter” Graves into stars. They carried Broad Street to the brink of their 8th championship, and gave the Cumberland Grounds something to cheer for on every ground ball. Whether or not Broad Street takes the pennant this season, the infield will put on a show.

MANAGER: PEGG DEVERICH

Pegg Deverich is hungry in every sense of the word. Long famous for her ability to eat three whole chickens in a single sitting, she has turned her appetites to a different end since coming to Nashville. Pegg took the reins after the departure of the legendary Vic Horstmann, who left for Ponchatoula after issuing a mathematical proof that Broad Street wouldn’t win another pennant for a generation. Pegg has no time for arithmetic. She has come to swallow the Circuit whole.

MERCURY TYNE, SS

With her hard green eyes and severe bowl cut, Mercury Tyne is the spitting image of Joan of Arc. Fast as quicksilver and the best defensive shortstop on the shortstop—although Maxine Bloch might disagree—Tyne plays like she has received inspiration direct from the baseball gods.

REBA RAMSEY, RF

Reba Ramsey plays with the serenity of a veteran and ironclad confidence that cannot be shaken by what happens on the field. On a team as flashy as these Peacocks, a player this understated blends into the background—a feat when she’s hitting .380, narrowly missing the batting title, and falling just short of carrying her team to a pennant.

HORACE GRAVES, P

Horace Graves spends his winters shaving whiskers in a Church Street barbershop not far from the Cumberland Grounds, but that isn’t why they call him Horace the Bloodletter. Graves works best with men on base. He dances gleefully into trouble, and dances right out again, with a breaking pitch that cuts as clean as a razor. He splatters the batter’s box with enemy blood, and never gets hit by a drop.

Birmingham Ravens

OWNER	JEWELL CHISHOLM	MANAGER	ELMER BAMBRICK
LAST YEAR	FOURTH PLACE	PLAYED	2B, 1880-1894
PENNANTS	1	STYLE	STARTLING
BALLPARK	POE PARK	BUNTING	OFTEN
CAPTAIN	TOP HAT SEARCY	STEALING	WILDLY
TEAM SCORE	69	HIT & RUN	CONSTANTLY

STARTING LINEUP						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Eddie Stark	2B	29	L			36
Chintzy Harper	C	28	R			31
Crimson Pike	RF	28	R			22
Pop Corcoran	CF	27	L		P+	25
Nails Allen	LF	22	R			39
Green Richards	3B	24	R			27
Zips Reuss	SS	21	R		C+	37
Butter Barkley	1B	21	S			27
BENCH						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Pep Grimsley	INF	17	L			36
Mango Stahl	RF	22	R			27
Joel Magree	UT	18	S			19
Sarah Crouch	C	22	R			36
PITCHERS						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Carrie Goldberg	P	12	L	d20	ST+	23
Top Hat Searcy	P	16	L	d20	GB+	37
Bud Franklin	P	14	R	d8		35
Knuckles Olmo	P	18	R	d6		26
Punch Coleman	P	17	L	d4		27

A Club With Aces to Spare

Top Hat Searcy is a veteran with a biting breaking pitch and the elegance that comes from two decades of success. She is, undoubtedly, the best pitcher in the league. Carrie Goldberg is a fiery young lefty with a sizzling four-seamer and a permanent sneer. She is, undoubtedly, the best pitcher in the league.

The question of Top Hat v. Goldberg raged across the beer halls of Birmingham last season. When fall came, we had no answer, and we doubt this season provides clarity, either. But no matter who comes out on top, Ravens fans can't lose.

MANAGER: ELMER BAMBRICK

A player this odd, you'd expect to have a nickname. Bullet Bambrick. Quicksilver Bambrick. Lightning Bambrick. But Elmer always moved too fast for a nickname to stick. The stolen base king of the 1880s, he was also thrown out more than anybody else.

It's not clear if his baserunning helped his teams more than it hurt, but it sure as hell sold tickets. He's brought the same freewheeling style to his career as a manager. Over the course of a season, his Ravens whipsaw back and forth across the standings. They usually finish around .500, but they always have a marvelous time.

POP CORCORAN, CF

The kid is a genius. That's all there is to it. It's not clear where Pop Corcoran came from—the back alleys of Birmingham? The muddy banks of the Cahaba River?—but as a 25-year-old rookie, he hit .388, slugged six home runs, and made every center fielder on the circuit fear for his job. Don't worry, fellas, there's only one Pop Corcoran, and he is Birmingham's crown jewel.

EDDIE STARK, 2B

As Corcoran ran away with the batting title, his only serious challengers were Reba Ramsey and Eddie Stark, the grand old man of Poe Park. Eddie was hitting .393 in mid-August when he twisted his ankle in a gopher hole at the Cumberland Grounds. Ever willing to defer to the younger generation, Stark slumped badly when he came back, and the title belonged to Pop.

TOP HAT SEARCY, P

If Birmingham had an opera house, Julie Searcy would own a box seat. She is glittering; she is brilliant; she is wasted on this town. Until Birmingham society is good enough for her, she will have to content herself with being the most elegant woman in baseball, a 17-game-winner with the manners of a queen.

Harlan Red Birds

OWNER	GINGER ROBOTHAM	MANAGER	BEAN ALFREY
LAST YEAR	FIFTH PLACE	PLAYED	LF, 1892-
PENNANTS	4	STYLE	BACKWOODS PSYCHO
BALLPARK	MUNICIPAL BALL YARD	BUNTING	HATES IT
CAPTAIN	BEAN ALFREY	STEALING	AGGRESSIVE
TEAM SCORE	60	HIT & RUN	OFTEN

STARTING LINEUP						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Maxine Bloch	SS	21	R		S+ D+	22
Butch Ellis	3B	27	L		D+	23
Bean Alfrey	LF	26	L			39
Clobber Dwyer	RF	23	R		P++	28
Chappie Arnolds	2B	23	R			37
Urbane Dwyer	CF	24	R			23
Jorge Molina	1B	20	S		P+	27
Sperry Rogers	C	18	R			23
BENCH						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Sparks Katt	INF	23	L		C+	31
Sport Taff	OF	21	R		S+	29
Scarlet Oakes	RF	20	R			20
Gizzard Liriano	C	15	R			20
PITCHERS						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Gentle Parks	P	11	R	d20	K+	21
Debra Chaff	P	13	L	d8		19
Izzy Charles	P	17	R	d8		27
Griller Taff	P	16	R	d6		24
Bear Bodkin	P	18	L	d6		22

A Lump of Coal for Harlan

No way around it: the Red Birds should be better. When they were run out of Covington, the backwoods coal town of Harlan was the only burg in Kentucky that would take them in. The people of coal country have shown up for the Red Birds. So why haven't the Red Birds shown up for them?

Some blame the player-manager: surly sadist Bean Alfrey. Some blame the team's policy of fielding only Kentucky-born players. Some blame the coal dust in the air. All we know is that a team with Urbane Dwyer, Gentle Parks and Maxine Bloch—three of the most graceful competitors on the Circuit—deserve a team to match.

MANAGER: BEAN ALFREY

Although best remembered as the year of the Escambia Bay disaster, 1892 was marred by one other tragedy that resonates to this day: Bean Alfrey. Called out on a close third strike during his debut, Bean tipped his cap to the ump—and slashed the poor official's face with the razor hidden in the brim.

That stunt got him arrested, but his coach bailed him out, and he hit .403 that season. Lean Bean has cut a bloody streak across the Circuit ever since, breaking records and bones at a roughly equal pace.

GENTLE PARKS, P

Before he throws a pitch, Gentle Parks reaches back over his shoulder like a wizard pulling magic out of the air. Sometimes he grabs a live, rising fastball. Sometimes a sharp, plummeting curve. But it is always beautiful. It is always startling. It is always Gentle Parks.

URBANE DWYER, CF

Short, snaggletoothed Urbane Dwyer has never been particularly fast, but last year he hit eight home runs, tying Beefsteak Atkins for the league lead. Seven of them fell inside the park, posing an interesting question: is Urbane faster than we realized? Has he some subtle genius for placing a batted ball? Or is he simply lucky? Pressed for an answer, he tilted his homburg, lit another cigar and intoned: "I just hit the ball. What they do with it is up to them."

DEBRA CHAFF, P

We are disappointed to report that last year, Chaff lived up to her name. Scouts had whispered that Harlan had found a match for Gentle Parks, giving the Red Birds a 1-2 punch to rival Birmingham. But in her debut season, the 19-year-old was merely ordinary, going 13-12 with a 2.57 ERA. Ho-hum.

Gettysburg Owls

OWNER DOLORES PAWN

MANAGER SPOTTIS GISH

LAST YEAR SIXTH PLACE

PLAYED P, 1879-1886

PENNANTS 4

STYLE SPLUTTERING, DERANGED

BALLPARK GHERARDI FIELDS

BUNTING AVERAGE

CAPTAIN JUICE MANKY

STEALING RARELY

TEAM SCORE 35

HIT & RUN NEVER

STARTING LINEUP

NAME	POS	BT	L/R	PD	TRAITS	AGE
Ulysses S. Bunt	2B	26	R		C+	24
Juice Manky	3B	24	R		C+	34
Thump Thorndyke	LF	24	L		P+	26
Mildred Crump	SS	24	L			31
Chloe Bird	C	23	L			32
Bones Perlmutter	1B	25	L			25
Gladys Pulaski	CF	22	R			29
Erwin Rendall	RF	21	L			32

BENCH

NAME	POS	BT	L/R	PD	TRAITS	AGE
Speedy Levell	INF	22	L			40
Eddie Ripp	OF	18	R			31
Bubbles Littlejohn	UT	19	R			20
Walt Elfman	C	19	R			20

PITCHERS

NAME	POS	BT	L/R	PD	TRAITS	AGE
Smalls Touart	P	14	R	d8	K+	21
Sam Vuchenich	P	15	R	d8		36
Suitcase Brown	P	19	R	None		29
Fats Wilhelm	P	13	L	None		36
Oats Rockwell	P	15	R	-d4		26

Who Are the Owls? Who? Who?

1901 was a long time ago. When Speedy Levell scampered across home plate in that legendary title-winning game against the Ravens, we expected the Owls to dominate the Circuit for the rest of the decade. But injuries, bad luck and bad management doomed the dynasty before it started. Eight years later, the Owls are old, bad and going nowhere, and Speedy Levell isn't so speedy anymore. He's hanging on, though, along with '01 mainstays Juice Manky and Fats Wilhelm. Have the heroes of 1901 got one more run in them before the decade expires?

MANAGER: SPOTTIS GISH

Spottis Gish had a fastball like a runaway locomotive, and a breaking ball that drove men mad. Playing for the legendary barnstormers of yesteryear, the Wandering Ducks, he often pitched five days in a row in five different cities, and never showed signs of fatigue.

He won four pennants with the Ducks, including three consecutive in '79-'81, but it was his 12 inning perfect game that made him a legend. When Gish slouched off the mound that afternoon, his shoulder rattled and his elbow swelled up like a balloon. He spent seven years fighting for a comeback, finally succumbing to life on the dugout steps.

SMALLS TOUART, P

Smalls Touart has the makings of a star. There is her unusual stature, of course, and her fabulous mane of blonde hair. There is the twinkle in her eye and the savage cackle with which she celebrates every strike-out. But all that is secondary to the beauty of her fastball, which darts, cuts and rises like it has been possessed by an angel—or a demon.

THUMP THORNDYKE, LF

Here's a question that can send any saloon in Gettysburg into an uproar: is Thump Thorndyke a genius, or a bum? He hit an impressive five home runs last year, but at times he seemed too happy to launch the ball, and his average sagged to a dreadful .218. He can catch, but can't throw. He runs, but won't bunt. Is he good, or is he lousy? Only 1909 will tell.

BONES PERLMUTTER, 1B

Casual fans of the circuit may be unfamiliar with Bones Perlmutter. After three seasons of quietly efficient work in the Gettysburg infield, Bones caught the eye of the national press with a fearsome April. He led the Outer Circuit in hitting for most of the summer before a late slump dragged him just below .300. No matter. Bones has arrived.

Knoxville Grackles

OWNER	MONTE SARNO	MANAGER	FAY HARBAUGH
LAST YEAR	SEVENTH PLACE	PLAYED	P, 1873-1884
PENNANTS	1	STYLE	GRINNING SADIST
BALLPARK	THE NEST	BUNTING	SELDOMLY
CAPTAIN	TUFFY MCGOON	STEALING	RUTHLESSLY
TEAM SCORE	49	HIT & RUN	OFTEN

STARTING LINEUP						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Ron Justus	RF	33	L		C+	20
Nan Matteson	2B	29	L			20
Siobhan O'Rouke	3B	28	R		S-	38
Tuffy McGoon	C	26	R		P+	28
Joe Tall-Rock	1B	25	R		C+	23
Doc Matteson	LF	25	R		D+	21
Dominick Shore	SS	23	R		P+	37
Sondra Bridges	CF	22	R			29
BENCH						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Hap O'Leary	INF	19	R			39
Bree Zaphrozi	LF	19	L			21
Tex Easterling	UT	19	R		P+	26
Spuds Luke	C	15	S			20
PITCHERS						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Tiff Rogers	P	17	L	d8		30
Boulder Simms	P	11	R	d6		23
Ruth Wannemaker	P	12	L	d6		23
Crawfish Holter	P	17	L	d6		20
Missy Byrd	P	20	L	d4		34

Silence at the Nest

According to the local papers, the Knoxville Grackles started last year 0-12, and haven't been heard from since. Ruthless manager Fay Harbaugh put an end to her post-game press conferences last April, and threatened any local paper that dared print news of a Grackle loss with expulsion from the press box. Rather than lose access to the city's best open bar, the local scribes kept coming to games, but stopped printing Grackles news altogether.

The blackout worked. By the end of the season, the Knoxville nine were playing better ball than they have since their 1902 title—but you wouldn't know that from reading the paper.

MANAGER: FAY HARBAUGH

You remember her profile as she stood on the mound, staring down her shoulder at the batter, scaring him to death before she ever threw a pitch. Fay was one of the most vicious lefties of her generation, and she has brought the same savage cunning to new career as manager.

She's been running the Grackles since the franchise was founded, and she has cast the ballclub in her image. Knoxville is a hardened gang of brawlers, scoundrels, backstabbers and cheats, and Fay loves every one.

RON JUSTUS, RF

It may go down as the biggest trade in Circuit history. Just before the deadline last year, Ponchatoula emptied their reserves to bring home a star: beloved Knoxville centerfielder Dave Pruitt. The Grackles faithful howled for blood, until they saw what they got in return: 20-year-old Ron Justus, whose exquisite talent and diabolical grin has left Knoxville saying, "Dave who?" Pruitt helped Ponchatoula win the title, but in the long run, Knoxville won the deal.

SIOBHAN O'ROURKE, 3B

There are few sights in baseball as inspiring as Siobhan O'Rourke shuffling up the first baseline. Long the slowest woman in baseball, O'Rourke bested herself last year, graduating from slower-than-molasses to positively glacial. She always runs as fast as she can. The problem is, that's not very fast.

DOC MATTESON, RF

Doc Matteson is too kind for Knoxville. A big, bespectacled gentleman, he started the season in a slump, and the Nest never forgave him. The hissing cut him like a razor. Even from the press box, we could see the tears that stained Doc's face.

Charlottesville Flycatchers

OWNER	BERYL PEPPER	MANAGER	AL HOUSEHOLDER
LAST YEAR	LAST PLACE	PLAYED	C, 1870-1889
PENNANTS	2	STYLE	LUMBERING
BALLPARK	MERIWETHER PAVILION	BUNTING	OFTEN
CAPTAIN	BULLET WIK	STEALING	CONSERVATIVE
TEAM SCORE	46	HIT & RUN	SELDOMLY

STARTING LINEUP						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Bullet Wik	CF	29	L		S+	32
Fortune Krebs	1B	28	L			24
Vera Myers	3B	25	R		C+	28
Beefsteak Atkins	C	24	R		C+	29
Earl Godfrey	2B	25	L			36
Susie Milles	SS	24	S			19
Duck Torrants	LF	23	R			30
Starling Ketch	RF	21	R		D+	22
BENCH						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Samantha Lille	INF	20	L			20
Lizzy Heaps	OF	22	R			25
Jonathan Cree	UT	18	S			38
Borscht Connor	C	14	R			24
PITCHERS						
NAME	POS	BT	L/R	PD	TRAITS	AGE
Alicia Rodis	P	11	L	d8	K+	21
Bobby Fields	P	15	R	d6		24
Lenna Smalls	P	20	R	d4		26
Angel Lobstone	P	19	L	d4		36
Rita Mancini	P	13	R	d4		40

The Flycatchers Go Splat

Charlottesville's season started with a bang. It was the sound of Angel Lobstone running headfirst into star first baseman Vera Myers, a stunning collision that might have been funny if either of them had gotten up after they hit the ground. Both were lost for most of the season, and they were not the last.

Every Flycatcher got bit by the injury bug last season, save Alicia Rodis and Beefsteak Atkins. Two players do not a team make, however, and the cast of scrubs brought in to support them did not impress. Those replacements have largely been cast off—farewell, Jugg Conner and Hurlbut Grimes, we hardly knew ye—and the Flycatchers have a shot this year, as long as they can stay on the field.

MANAGER: AL HOUSEHOLDER

“Big as a house and half as smart” was the damning description on Al's first scouting report, and he's spent four decades proving it right. Despite considerable bulk and questionable intelligence, Flabby Al carved out an impressive career in Gettysburg, first as their lumpen backstop and then as manager to several championship sides. Since he came to Charlottesville, that success has evaporated. Is he an idiot savant, or just an idiot? Don't ask Al. He's got no idea.

BULLET WIK, CF

Has Bullet Wik lost her pop? The flying Carolinian stumbled last year, batting .192 and hardly showing the speed that made her famous. Despite her stunning decline, Flabby Al Householder had her leading off long after it was clear that Wik was as good for the Flycatchers as a bullet to the gut.

ALICIA RODIS, P

Alicia Rodis has backbone, and last year, she needed it. When Charlottesville collapsed, the 21-year-old was asked to start nearly every game. She did it with style, posting a 1.97 ERA and a league-leading 182 strikeouts. Can she repeat, or will that strong back finally break?

BEEFSTEAK ATKINS, C

The other bright spot for Charlottesville was Beefsteak Atkins, who hit a career best .317 after seven middling years on the Circuit. He showed never-before-seen power, tying for the league lead in home runs with 8. Better than the statistics, though, was the memory of Beefsteak's glorious belly jiggling as he rounded third base for his only inside-the-park effort of the year. He should have been thrown out, but the outfielders were laughing too hard to throw home.

Vital Tables

OUT TABLE	
0	(K)
1	(1-3)
2	(6-3)
3	(G-3)
4	(4-3)
5	(5-3)
6	(6-3)
7	(F-7)
8	(F-8)
9	(F-9)

ERA	PITCH DIE
0-1.25	d20
1.26-1.99	d12
2.00-2.49	d8
2.50-2.99	d6
3.00-3.49	d4
3.50-3.99	No Dice!
4.00-4.49	-d4
4.50-4.99	-d6
5.00-5.49	-d8
5.50-5.99	-d12
6.00+	-d20

SWING RESULT TABLE	
0 - 5	Critical hit
6 - BT	Ordinary hit
BT+1 - BT+5	A walk
BT+6-BT+10	Possible error
BT+11 - 70	An out, possibly a productive out
71 - 99	An out, possibly a double play

HIT TABLE (D20)	
1-2	Single+
3	Single, DEF (1B)
4	Single, DEF (2B)
5	Single, DEF (3B)
6	Single, DEF (SS)
7-16	Single, runners adv. 2*
17	Double, DEF (LF)
18	Double, DEF (CF)
19	Double, DEF (RF)
20	Triple, DEF (RF/CF**)*
21+	Home Run

DEFENSE (D12)	
1-3	Error. Runners take an extra base.
4-9	No change.
10-11	Hit goes down a level. Double reduced to single, runners adv. 2. Triple reduced to double, runners adv. 3. Single remains a single.
12	Hit turned into out. Runners hold.

BASE STEALING (D8)	
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 advance safely

*: Players with certain traits have special results on these rolls.

** : If MSS is even, right fielder fields ball. If odd, center fielder fields ball.

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

BUNTING (D6)		
ROLL	SITUATION	RESULT
1	Position player batting	Single, DEF (3B)
	Pitcher batting	Lead runner advances, batter out
2	S+ Runner batting	Single, runners adv. 1
	All others batting	Lead runner advances, batter out
3-4	All batters	Lead runner advances, batter out
5	Lead runner at 1st or 2nd	Lead runner advances, batter out
	Lead runner at 3rd	Lead runner out, batter safe
6	All batters:	Lead runner out, batter safe

PITCHER FATIGUE

STARTERS DROP A PITCH DIE LEVEL
For every run allowed in excess of 1
For every inning pitched past 7 innings

RELIEVERS DROP A PITCH DIE LEVEL
For every run allowed
If they pitch more than two innings

PITCHERS GAIN A LEVEL IF THEY
Strike out 2 batters in an inning
Put up 3 perfect innings
Escape a bases-loaded, no-out jam without allowing a run

If a pitcher's PD improves past d20, add 1 to every MSS. If he improves another level, add 2, then 3, etc.

Images

Page 7: “Roger Bresnahan, catching for the New York Giants while a Pittsburgh Pirate player is at bat.” 1908. Library of Congress.

Page 15: “African American baseball players from Morris Brown College, with boy and another man standing at door.” 1899 or 1900. Library of Congress.

Page 31: “Honolulu — Chinese baseball club.” 1910. Library of Congress.

Page 42-43: “Fifth game, World’s Championship Series,” 1906. Library of Congress.

Page 63: “Washington baseball club.” 1909. Library of Congress.

Spot drawings on 12, 21, 25, 36-37, 41: Ewer, Raymond Crawford. “The Seat of War in America.” *Puck Magazine*, 1914. Library of Congress.

Cover and back cover: Sandham, Hy. “A baseball match.” 1894. Library of Congress.

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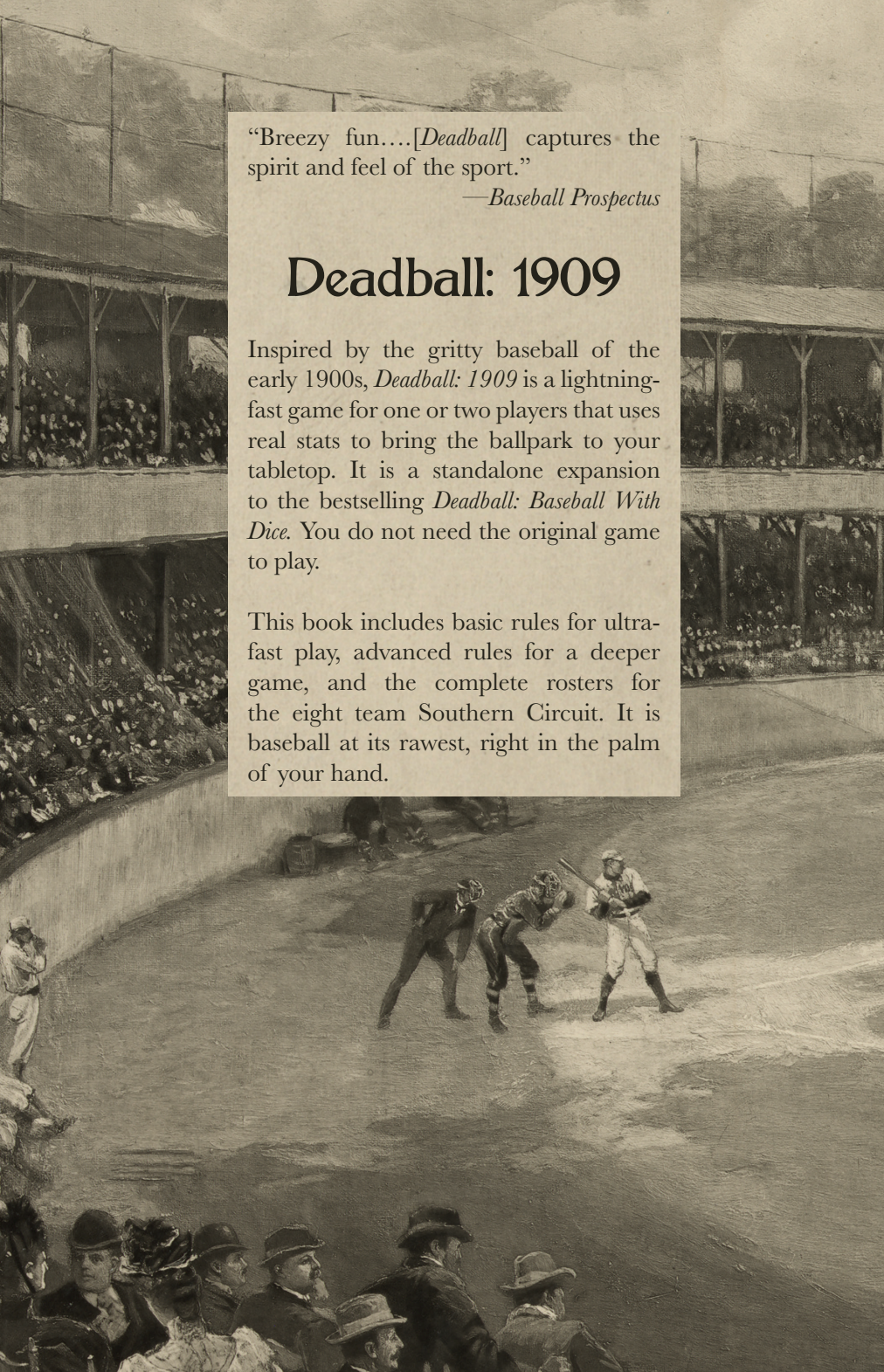
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