

DEADBALL JR.

Deadball Jr. is a tabletop baseball game based on *Deadball: Baseball With Dice*. Intended for parents to play with children who are just learning the rules of the sport, it is simple, fast, and always willing to sacrifice realism for the sake of fun.

To play, you will need:

- This sheet and the scorecard it came with
- Something to write with
- One six-sided die (d6)
- One twelve-sided die (d12)

Before you play, write each player's name and position on the lineup sheet. Consult the Positions table if you'd like to write the positions as numbers, or just write P, C, 1B, etc.

When choosing player names, consider using the names of your children's family, friends or favorite fictional characters. Remember that this game is always coed—there is no difference between girls and boys on the *Deadball* diamond.

If you'd like to distinguish the players further, you may roll on one of the Batter Creation tables to learn if any batters have special traits. The Basic Batter Creation table is intended for younger players or novices; the Advanced table for those who already know the game. If a batter is found to have special traits, mark the symbol under "Notation" beside their name. You're now ready to play!

In *Deadball Jr.*, a single die roll resolves every at-bat. For the first batter on the away team, roll your twelve-sided die. Find the result on the At-Bat Roll table. You or your child may now write what it says under "You Write" beside the first batter's name, in the column labeled 1, for first inning.

Continue doing this for every away team batter until three outs have been recorded. Repeat the process for the home team, and the first inning will be complete. In the second inning, pick up the action for the away team with the next batter up. Record what happens in the column labeled 2, for second inning, and continue thusly until all six innings have been played. If the game is tied after six innings, that's how it ends. In *Deadball Jr.*, few things matter less than victory.

Once your young player has a feel for the game, consider using the Advanced Batter Creation table, or allowing runners to steal bases by rolling on the Steal Roll table. If you'd like to incorporate rules for sacrifice flies, double plays, and other baseball minutiae, invent them as you see fit. Or don't! As long as everyone's having fun, there's no wrong way to play.

—W.M. Akers
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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

AT-BAT ROLL (D12)

Die Roll	Result	You Write
0	Strikeout	K
1	Strikeout	K
2	Walk	BB
3	Groundball to First Base (Out)	G-3
4	Groundball to Second Base (Out)	G-4
5	Groundball to Third Base (Out)	G-5
6	Groundball to Shortstop (Out)	G-6
7	Pop-Up to Left Field (Out)	F-7
8	Pop-Up to Center Field (Out)	F-8
9	Pop-Up to Right Field (Out)	F-9
10	Single. All runners advance 1.	1B
11	Double. All runners advance 2.	2B
12	Home Run. All runners score.	HR
13	Home Run. All runners score.	HR

BASIC BATTER CREATION (D6)

Die Roll	Player Type	Notation	Effect
1	Ordinary batter	B-	Subtract 1 from At Bat Roll
2-5	Good batter	None	Make At Bat Roll normally
6	Great batter	B+	Add 1 to At Bat Roll

ADVANCED BATTER CREATION (D12)

Die Roll	Player Type	Notation	Effect
1-2	Ordinary batter	B-	Subtract 1 from At Bat Roll
3-8	Good batter	None	Make At Bat Roll normally
9	Fast runner	S+	Triples on 11; +1 to Steal Roll
10	Contact hitter	C+	Doubles on 2
11-12	Great batter	B+	Add 1 to At Bat Roll

STEAL ROLL (D6)

1-4	Runner Out
5-7	Runner Safe

	1	2	3	4	5	6	R	H
AWAY:								
HOME:								

[illegible][illegible]

	1	2	3	4	5	6	R	H
AWAY:								
HOME:								

[illegible][illegible]