

# DEADBALL

## WEATHER!

Roll d10 before the game to see what the weather's like:

1-7	Clear skies
8	Overcast, chilly
9	Drizzle
10	Bad Weather

If you rolled a 10, at the start of each half inning roll d10 to determine a random player—0 is the inning's leadoff batter, while 1-9 is a random fielder's position. This inning, that player is affected by Bad Weather. Roll d10 to find out what.

### BAD WEATHER

1	Torrential rain. Sit quietly for 30 minutes before re-summing play.
2	Bees! Bees! Millions of bees! The player is stung, and must leave the game.
3	A wildfire sweeps across a very specific patch of the field, burning the player and reducing his BT by 10 or PD by 2.
4	Fog settles in around the player, preventing him from swinging the bat or making any plays this inning. If player is the pitcher, charge him for 3 runs and advance to next half-inning.
5	It's raining men! Which is a problem, because men are heavy. The player is crushed by a falling man, and never plays again.
6	It's raining cats and dogs, which is less of a problem. The player befriends an injured puppy, and must leave the game to care for it. His position is left empty this inning, and he returns for the next. If player is the pitcher, charge him for 5 runs and advance to next half-inning.
7	Quicksand! The player is sucked into the earth, and never seen again.
8	Lightning strikes the player, leaving him dazed but able to continue. Reduce BT by 10, or PD by 3, and apply all negative traits.
9	A freak electrical storm affects two random players, swapping all of their statistics for the remainder of the game.
10	A radioactive baseball hits the player, turning him into Baseball Man. Increase BT by 20, and apply all positive traits.

## Super Serious Bonus Rules

### BASEBALL FEELINGS

One of your players is blue. Roll d6 to find out what you tell him.

1-4	There's no crying in baseball!
5	Well, maybe there's a little crying in baseball...
6	Oh my god! There's so much crying in baseball all the time always! Have you ever even seen a baseball game? The crying's the best part! Gimme a hug, slugger, and let's cry it out.

### THE KISSING BANDIT

When the position player with the lowest BT comes to the plate for the first time, he is attacked by Morganna the Kissing Bandit. Roll d6.

1	The player runs away crying. Reduce BT by 10 for the at-bat.
2-3	The player dodges Morganna's kiss. No effect.
4-5	Morganna kisses the player on the cheek. Increase BT by 10 for the at-bat. Add 2 to Hit Table roll.
6	Morganna kisses him smack on the lips! Increase BT by 50 for the at-bat, and add 5 to Hit Table roll.

### TEN CENT BEER NIGHT

Oh no! There's Bad Weather *and* it's ten cent beer night! Every half inning, in addition to the Bad Weather roll, roll a d6, +1 in the 7th, +2 in the 8th, +3 in the 9th.

If the modified result is a 6, beer-crazed fans charge the field. Grab your bats! You're fighting your way out! Every player on both teams must roll below his Batter Target to see if he escapes the ballpark alive. Those who fail the roll are devoured by the beer-addled brawlers.

The position player with the lowest Batter Target came to the ballpark with a pocket full of dimes, and is beer drunk when the riot begins. He forms a connection with the mob, and has a chance to calm them down.

Roll on BASEBALL FEELINGS table above. If he rolls a 5 6, the entire ballpark collapses in a pile of feelings. The game continues, minus all dead players. A groundball or fly-out to an empty position is an automatic double. An empty spot in the batting order is an automatic out. If you run out of pitchers, let the fielders pitch. Try to finish the game!

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