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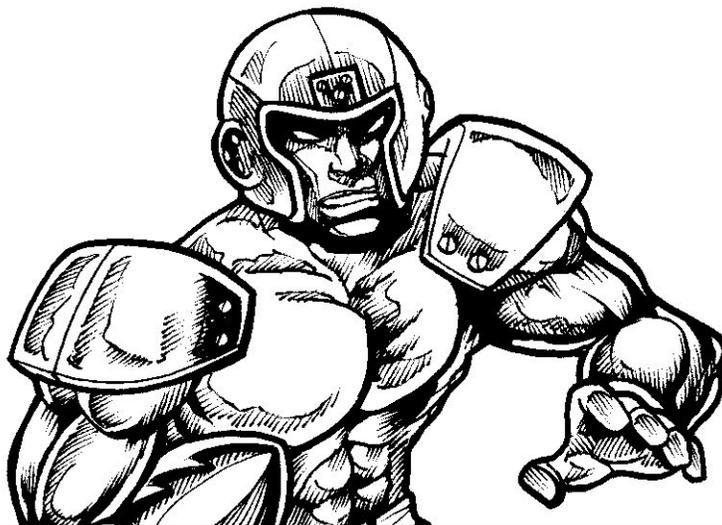
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# Baseball Hero

by Dave Mattingly

Although baseball season has ended, it doesn't need to end in your *HERO System* games. This article presents a summary of the rules of the baseball, then a set of rules for playing baseball in the *HERO System*, including my thoughts on why I picked the rules I did. Finally, there is a sample of gameplay.

## LOCATIONS

**Bases:** The bases are 90 feet (15 hexes) away from each other, forming a tilted square. The base at the "bottom" of the diamond is called home plate, and the rest are called 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> base, going counterclockwise from home plate.

**Diamond:** The baseball diamond resembles a quarter-circle (imagine the 12 o'clock to 3 o'clock, with home plate situated at the center of the clock, where the clock hands pivot). The inner part (beginning at home plate) is the infield, and delineates the bases and the pitcher's mound. The outer part is the outfield, and is fenced by a wall 12 to 18 feet (2 or 3 hexes) tall, at 300 to 400 feet (50 to 65 hexes) from home plate.

**Dugout:** The dugout is where the players wait while they're not on the field.

**Pitcher's Mound:** The mound is in the center of the square formed by the bases, and is 60½ feet (10 hexes) from each base.

## EQUIPMENT

**Baseball:** 6 DEF, 3 BODY, 8 DCV (4 Levels of Shrinking, 2¾" Tall, +12" Knockback), +2 OCV, +2 RMod, Range Limited by STR (-¼), Takes Double Knockback from Bats (-½); EB 4d6

**Bat:** 6 DEF, 3 BODY, (WF: Club), 2d6 HA with Double Knockback and Reduced Endurance (½ END, +¼), +1 OCV; HA Lim (-½)

**Catcher's Vest:** +6 PD; Limited Arc (Front, -½), Activation 11- (-1), Real Armor (-½)

**Catcher's Mask:** Armor (8 PD/0 ED); Limited Arc (Top and Front, -¼), Activation 8- (-2), Side Effect (-3 to Peripheral Vision, -¼), Real Armor (-¼)

**Helmets:** Armor (6 PD/0 ED); Limited Arc (Top, -½), Activation 8- (-2), Real Armor (-¼)

**Mitt:** +2 OCV; Only for Catching Small Objects (-2), Real Object (-¼) **plus** 25% Damage Reduction; STUN Only (-½), Only versus Impact from Catching Small Objects (-2), Real Object (-¼)

**Softball:** 4 DEF, 2 BODY, 6 DCV (3 Levels of Shrinking, 9" Tall, +9" Knockback), +4 PD (Does Not Affect Maximum Damage Before Breaking), Range Limited by STR (-¼)

## PLAYERS

**Batter:** The batter is equipped with a bat, and normally wears a helmet. The batter's objective is to hit the pitched ball, if it is a strike, but not if the pitch is a ball (not a strike). Once the batter hits the ball, he runs to first base. A typical batter has a 1 in 3 chance of hitting the ball, roughly an 8 or less on 3d6.

**Catcher:** The catcher stands behind home plate and catches the balls thrown by the pitcher. He is also the baseman for home plate, and can tag out runners trying to score a run. The catcher often acts as a playbook, signaling maneuvers to the pitcher.

A typical catcher will only miss catching a pitch on a critical failure (18 on 3d6).

**Infielders:** The infielders consist of the three basemen, the shortstop, and the pitcher (although the pitcher rarely gets involved in fielding the ball). A typical infielder will catch a ball hit within an adjacent hex just over half the time, roughly an 11 or less on 3d6.

**Outfielders:** The three outfielders (left fielder, centerfielder, and right fielder, going clockwise) field the balls that get past the infield, then throw them to one of the basemen that have a runner approaching. A typical outfielder will catch a ball hit within his half-move distance most of the time, roughly a 14 or less on 3d6.

**Pitcher:** The pitcher throws the ball to the catcher, trying to get it into the strike zone, but past the batter. A typical pitcher will hit the strike zone most of the time, roughly a 14 or less on 3d6 for a normal pitch.

**Runner:** Runners stand on (or near) the base they occupy, and run to the next one once the batter hits the ball. Their goal is to run as many bases as they can before the ball is thrown to the baseman they approach. Once a runner crosses home plate safely, his team scores a point (a "run").

**Umpire:** The umpire stands behind the catcher, calling the incoming pitches as either balls or strikes, based on his opinion of whether the ball hit the strike zone or not (and whether the batter swung).

# Football as a Martial Art

by Ross Watson

Football is the American athletic game that has captured the attention of the country for decades. It also has applications as a fighting art. From its humble beginnings as a “gentleman’s” sport to the professional athletes who make it their career, football has a distinctive style all its own. An aspiring football player can be taught at nearly every high school in the country, and advanced training is available at most state colleges. The traditional football uniform includes a brightly colored jersey sporting the team colors, a sturdy helmet with a faceguard, a plastic teethguard, shoulderpads (often with some chest protection), a protective neckpiece, a jock strap, and occasionally elbow and knee pads accompanied by gloves. The protection value of such garments in a serious life-threatening fight is somewhat in question, but it serves to keep most injuries minor upon the playing field.

## Optional Rules:

The Foul maneuver takes a location roll of 2d6+1. The other maneuvers take no location rolls; the Flying Tackle, Sack, and Charge maneuvers do generalized damage.

## Special Abilities:

*Unstoppable:* Many Football players pride themselves on being able to cross the goal line,

no matter how many opposing team members may be holding on to him. You can buy this as extra STR and extra Running, Only To Keep Moving (-1). Knockback Resistance would also be appropriate.

## FOOTBALL MANEUVERS

Football’s many maneuvers may be confusing to those who are not extremely familiar with the game.

**Blocking:** With a combination of defensive twists, spins, and footwork, the Football fighter sets up his opponent to miss or only lightly graze him. This maneuver is also excellent at avoiding an opponent’s hands and main body, while putting the opponent into position for a followup strike.

**Charge:** The Charge maneuver represents the Football player moving at full speed to ram his body into the opponent, leading with the head and shoulder.

**Flying Tackle:** This maneuver is much like it sounds – the Football fighter leaps into the air head-first, seeking to grasp his opponent around the middle or legs and bear him to the ground in one punishing hit.

**Foul:** The Foul maneuver can be nearly any attack, including spearing, clipping, a quick

### FOOTBALL AS A MARTIAL ART

Maneuver	Phs	Pts	OCV	DCV	Damage/Effect	
Foul	½	3	+1	+0	STR+2d6 Strike	
Charge	½	4	+0	-2	STR+2d6+v/5 Strike, FMove	
Flying Tackle	½	3	+0	-1	STR+v/5 Strike, You Fall, Target Falls, FMove	
Blocking	½	5	+0	+1	STR+15 to Resist Shove, Block, Abort	
Rush	½	4	+0	+0	STR+15 to Shove	
Sack	½	3	+1	+1	STR Strike, Target Falls	
Strip	½	5	+0	+0	Grab Weapon, STR+10 to Takeaway Weapon	
Ranged Maneuver	Phs	Pts	OCV	DCV	Rng	Damage/Effect
Short Pass	½	3	-1	+2	+0	Strike
Long Bomb	1+1	5	+0	-2	+6	Strike, +1 Segment
Moving Pass	½	5	-1	+0	+0	Strike, FMove

## Skills:

Breakfall  
KS: Football  
PS: Football Player  
Teamwork

**Notes:** The Football ranged maneuvers are intended for use with a thrown object (typically a pigskin). They do not apply to firearms or standard “energy blast” type powers. Original Football Martial Art by Aaron Allston.