

HOBBIT CRICKET
BY
RICHARD HARRISON
FOR
The One Ring
Role-playing Game

Artwork Credits

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- HOBBIT CRICKET -

This supplement details detailed (but fun!) rules for playing cricket with hobbits in The One Ring RPG.

Although often associated with the invention of golf, thanks to Bandobras "Bullroarer" Took, the Battle of Greenfields, and the goblin leader Golfimbul or more specifically the goblin's head and an innocent rabbit hole, Hobbits' favourite sporting pastime is actually that of cricket. As Bilbo has been known to say; "Golf. Ruins a good walk", cricket on the other hand is a team and, therefore, community pastime also involving much eating and drinking – two other activities close to hobbit hearts, or more accurately, stomachs! Little wonder it's such a popular game.

AN IMPORTANT NOTE

These rules are deliberately detailed. As will become clear upon a full reading they are not simply to be used for resolving a cricket match but to provide the framework for adding into a game session event and role-playing opportunities with the cricket tournament as a backdrop. They are therefore structured as such so that the Loremaster can use them as the foundation for a full game session's worth of play.

THE BASIC RULES OF THE GAME

Cricket follows the basic rules that we all know and love – two teams trying to score the most runs while the other attempts to stop them. It's a wonderful game that I won't detail here as I assume you're all gentlemen of a certain quality and already understand the game!

Hobbit cricket, however, has a few slight differences to what we are used to seeing in the game:

- All 11 players on each side must bat and, ideally, bowl (though the latter is not always possible)
- Each player has a limited number of Overs to bat: 5 in total.
- The batting player can be given out during this time but if this does not occur they retire from their innings as "not out" – ie, at the end of their fifth Over

- Each team usually bats just once – to allow for more food and drink of course!
- Therefore the innings of each team are only ever a maximum of 55 Overs but can be fewer

These rules mostly exist because of particular hobbit sensibilities of equality and fair play (or more accurately the limitations of the author in putting together a workable system, in a short space of time, that still happens to be fun to play)!

ORGANISING THE EVENT

Each game of cricket is separated into two innings – each team taking it in turn to bat while the other bowls.

The Where's and When's?

To begin the game the two teams will meet at a predetermined time and place.

For hobbits this is usually during some kind of public event or get-together where other festivities or meetings are taking place – for instance, it is common for the Four Farthing Cricket Tournament to be held along with a farmers' market with numerous stalls selling home produce of various kind as well as a cake baking contest hotly contested by the female hobbit-folk while their husbands take to the cricket field.





It is important to remember that, for hobbits, cricket is not just a competition of two teams but a social gathering for both players and spectators alike. Therefore a Loremaster should ideally use such a match as a backdrop and/or opportunity for other events to take place

Pitch Inspection and First Innings

Before breakfast the team captains will meet with the Umpire in order to determine who will bat first. All three will often discuss the upcoming game and how confident they are while inspecting the pitch.

An old farthing coin, dating back to the inaugural game of cricket, is then flipped and its result is called. The winning captain then has the choice of batting or bowling first.

Breakfast

All the hobbits (players, spectators, and otherwise) meet in the play field to share breakfast. This is a communal affair – long tables are laid out with bacon, sausages, eggs, black pudding, bread, etc brought and eaten by all hobbit families involved in the festivities. This is an opportunity for everyone present to meet and talk about recent events, to discuss the day ahead, and gossip in general with each other.

The Order of Play

After breakfast time, when stalls are being laid out and the market is being prepared, the two team sheets' batting orders will be reviewed by their opposition team. It is here that bowlers will be assigned to batsman based upon similar levels of competency or other tactical or social factors – for instance, two hobbits on opposing sides may have a gentleman's wager between them.

The First Ball

Once the Order of Play has been established and agreed, which may take some time, the opening two batsmen plus the full fielding team take to the field for the "First Ball".

This first ball, faced by the 1st order batsman, formally opens the start of the cricket match and once completed the teams break for second breakfast as it's important start proceedings but equally vital that the teams' appetites are all satisfied!

Second Breakfast

The players take a further breakfast in preparation for the match ahead. This is also a chance for the first and middle order batsmen and opposition bowlers to inspect the pitch and crease for insights into how it will play and to also engage in some light-hearted jibes and jests with each other.

Opening Order (First Innings)

The opening order involves the first four (and often best) batsmen and their corresponding bowlers.

Middle Order (First Innings)

The middle order involves batsmen numbering fifth through to seventh in their team.

Lunch

It's after the fall of the last middle order wicket that lunch is usually served. Obviously this may vary somewhat depending on how quickly wickets have been taken – many years ago both teams were all bowled out before lunch had been prepared; rumours suggested that teams' had both heard that the Ivy Bush was opening its first barrel of the year of their prized honeyed mead. Now, cricket tournaments are organised **after** such a date in the calendar!

Tail End (First Innings)

The tail-end order involves the last batsmen of their team – numbers eight through to eleven.

The Last Man

Those familiar with cricket will be aware that the last man standing is never actually given out (as two batsmen are always required to form a running partnership). In hobbit cricket this is not the case – the last batsman is paired with a 'runner', thus allowing for them to be given out or to complete their five Overs; another example of hobbit fair-mindedness.

Light Luncheon

A light luncheon is served between the change-over of teams from batting to bowling and vice versa. This always occurs at this point in the match and so quickly follows the main lunch – something all hobbits prefer in order that they may "fill in the corners" and relax with their favourite pipe and blend of weed.



Opening Order (Second Innings)

The same as the first innings but in relation to the other team's players.

Middle Order (Second Innings)

The same as the first innings but in relation to the other team's players.

Dinner

Players and Umpire alike have an agreement where they pace the over rate to align with dinner so that the fall of the seventh wicket of the second innings marks the start of dinner as, for hobbits, this is the most enjoyed of all meals in the day and it mustn't be rushed or 'fitted in' to some not convenient time. Beer and other alcoholic beverages are served during this time, which makes for an interesting close to the final stages of the match!

It is during this time that judging also takes place for any cookery, vegetable growing, or other competitions take place and the two team captains are often guest judges – much to their agreement if it is cakes that are being judged.

Tail End (Second Innings)

The same as the first innings but in relation to the other team's players.



Prizes, Celebrations, and Late Afternoon Tea

With the fall of the final wicket the match is over and the teams convene with the spectators and other faire-goers to celebrate an enjoyable day spent with family and friends, award prizes for any competitions, and general continue to drink, eat, and be merry.

CRICKET GAME MECHANICS

In order to resolve the match and determine the winner we basically use the rules for Opposing Actions as detailed on pages 21 and 22 of the Loremaster's Book when player characters are involved in any batting or bowling actions allowing for PCs to competed against other PCs or NPCs in both bat and ball roles.

GAINING AN ADVANTAGE

Whether the player character is preparing to take to the crease or to bowl the first test they perform is to gauge the situation and prepare for the contest ahead of them.

This follows the similar process as the rules within the TOR system with regards to Battle and Combat Advantage. Here, a PC batsman or bowler has various opportunities throughout the day to engage in a test in order to achieve a number of additional success dice that they may use when batting or bowling. Any one of the following options can be used:

- Inspecting the Pitch – during any break in the game (ie, for food) a player character may inspect the condition of the pitch for wear, cracks, and dents. This is used by the player to determine opportunities to develop a certain style of play in order to achieve best results. The PC performs a **Riddle** test at TN 14 (can be used by Batsmen or Bowler)
- Engaging in Friendly Banter – during any break, or even while at play, a character may attempt to gain a psychological advantage against his opponent. This could be through mild intimidation (use of the **Awe** skill) or witty repartee (use of the **Persuade** skill). The PC performs such a test with a TN of 10 plus the NPC's Attribute Level as determined by the Loremaster (can be used by Batsmen or Bowler)
- Second Guessing an Opponent – during play a character may attempt to guess how their opponent is going to act. Will they bowl down the wicket or attempt to edge them or does the batsman look nervous when dealing with a googly? Whatever the situation, an **Insight** Test is used to determine success with a TN of 10 plus the NPC's Attribute Level as determined by the Loremaster (can be used by Batsmen or Bowler)



- Applying the Correct Tactics – cricket is an extremely tactical sport and both batsmen and bowlers are constantly asked question by their opponents and the game in general. How will the bat, will they attempt a certain shot, how will they distribute their fielders, what options are available, etc. Whatever the strategic situation, a **Lore** Test is used to determine success with a TN of 14 (can be used by Batsmen or Bowler)

Only one option may be chosen before a character is to bat or bowl, the character being limited by the time of day and circumstances leading up to their time batting or bowling at the discretion of the Loremaster.

Succeeding in any of the above tests gains a character one Success dice to use while batting/bowling, a great success gives two dice, and an extraordinary success gets three dice.

BATSMAN VERSUS BOWLER

An opposed **Athletics** skill test is used to resolve this encounter. Each Over is rolled for a player character until they lose their wicket or reach their fifth over (if batsmen) or bowl their opponent out (if bowler). This allows greater granularity for player character with regards to the game and their involvement.

If the Player Character is Batting

This follows the standard Opposed Roll rules comparing the number the dice rolls and successes obtained. The outcome of each over is resolved as follows:

- PC gains 2 or more **⚡** successes than their NPC opponent - high run rate (3d6 runs)
- PC gains 1 more **⚡** successes than their NPC opponent – medium run rate (2d6 runs)
- PC Feat die score is higher than their NPC opponent's – low run rate (1d6 runs)
- NPC gains 2 or more **⚡** successes than their PC opponent then PC is bowled (Wicket Taken!)
- NPC gains 1 more **⚡** successes than their PC opponent then there is a chance of a catch. If bowler Feat Die is greater than batsman's Feat Die then they have been caught out (Wicket Taken!) otherwise the catch is dropped (0 runs)
- NPC Feat die score is higher than their PC opponent's – low run rate (1d6 runs)

If the Player Character is Bowling

This follows the same results format as when a character is batting but the results are reversed as follows:

- NPC gains 2 or more **⚡** successes than their PC opponent – high run rate (3d6 runs)
- NPC gains 1 more **⚡** successes than their PC opponent – medium run rate (2d6 runs)
- NPC Feat die score is higher than their PC opponent's – low run rate (1d6 runs)
- PC gains 2 or more **⚡** successes than their NPC opponent then PC is bowled (Wicket Taken!)
- PC gains 1 more **⚡** successes than their NPC opponent then there is a chance of a catch. If bowler Feat Die is greater than batsman's Feat Die then they have been caught out (Wicket Taken!) otherwise the catch is dropped (0 runs)
- PC Feat die score is higher than their NPC opponent's – low run rate (1d6 runs)

If Two Player Characters Face Each Other

Simply combine the two result types. So, if PC1 is the batsman and PC2 is the bowler:

- PC1 (Batsman) gains 2 or more **⚡** successes than PC2 (Bowler) – high run rate (3d6 runs)
- PC1 (Batsman) gains 1 more **⚡** successes than PC2 (Bowler) – medium run rate (2d6 runs)
- PC1 (Batsman) Feat die score is higher than PC2 (Bowler) – low run rate (1d6 runs)
- PC2 (Bowler) gains 2 or more **⚡** successes than PC1 then PC1 (Batsman) is bowled out (Wicket Taken!)
- PC2 (Bowler) gains 1 more **⚡** successes than PC1 (Batsman) then there is a chance of a catch. If bowler Feat Die is greater than batsman's Feat Die then they have been caught out (Wicket Taken!) otherwise the catch is dropped (0 runs)
- PC2 (Bowler) Feat die score is higher than PC1 (Batsman) – low run rate (1d6 runs)





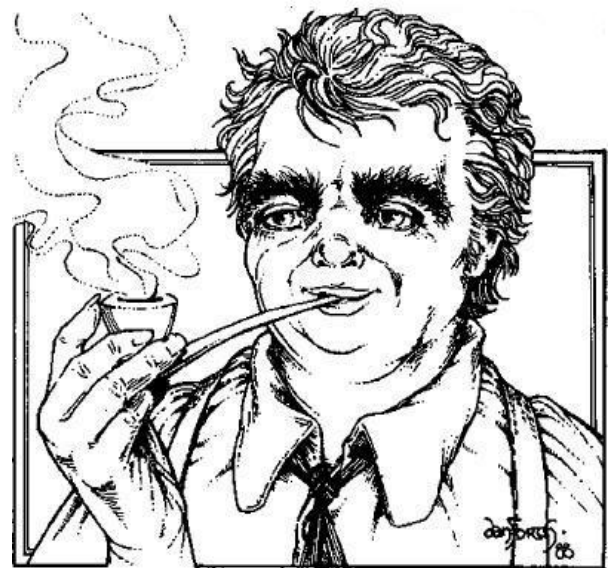
NPC BATSMAN

For each non-player batsman where a player character is **not** a bowler the Loremaster should roll a Feat Die and consult the table below.

👁️	Bowled out for a duck! The hobbit trudges off to drown his sorrows... (0 Runs, 1 Over). Oh dear.
1 to 2	The batsman played defensively and was difficult to bowl out. Eventually lost his wicket though; bowled (result of 1) or caught (result of 2) out for a low run total but high over usage (10 + 2d6 Runs, 4 to 5 Overs).
3 to 4	The hobbit tried his best! Bowled (result of 3) or caught (result of 4) out for a low run total and medium over usage (10 + 2d6 Runs, 2 to 3 Overs).
5 to 6	Batsman played well and was difficult to beat. Bowled (result of 5) or caught (result of 6) out for a medium run total but high over usage (20 + 2d6 Runs, 4 to 5 Overs).
7 to 8	The hobbit had an excellent game and was only defeated due to his opponent's exceptional play. Bowled (result of 7) or caught (result of 8) out for a medium run total and medium over usage (20 + 2d6 Runs, 3 to 4 Overs).
9 to 10	Batsman really opened up and took risks – batting with abandon but eventually succumbed and lost his wicket. Bowled (result of 9) or caught (result of 10) out for a medium run total and low over usage (20 + 2d6 Runs, 2 to 3 Overs).
♣️	Retired not out! The hobbit is in the running for Man of the Match, scoring a high run rate (30 + 2d6 Runs, 5 Overs).

* Note that where a range of Overs is given in the results then the Loremaster should determine how many were used. When there are two options then, as with determining whether a batsman was bowled or caught out, use the result of the Feat Die rolled.

It is important to describe the outcome for the batsman's performances time at the crease. The number of runs and Overs used by the batsman **is** significant so should be recorded by the Loremaster.



DETERMINING THE RESULT

Runs should be calculated as the game progresses. The first team innings will set a target number for the second innings team to beat.

- At any point in time that the second innings team's current run total exceeds the first innings total then they are automatically declared the winner
- Should the second innings team lose all their wickets before they reach the first innings total then they have lost the game
- If the scores are equal, then the team with the lowest number of lost wickets wins the game
- If the number of wickets lost happens to also be the same then the number of Overs used is compared. The team with the lowest amount of used Overs is declared the winner in this instance
- If the number of Overs used is the same then the match is declared a draw



AN EXAMPLE OF PLAY


The Four Farthings Cricket Tournament is held at the height of summer every year on the village fields of Bywater near to the Three Farthing Stone, an event celebrated by the whole of the Shire as it commemorates its founding. The two teams that annually compete in the Four Farthings Cricket Tournament are "The Three Farthings" made up of the North, South, and West Farthings of the Shire and "East & Buckland" made up of hobbits from the East Farthing and Bucklanders.

Four player characters are taking part in this year's tournament divided equally between the two sides:

- Jack Northtook and Everard Hornblower are representing the Three Farthings
- Ferdybrand Brandybuck and Hamfast Bolger are representing East & Buckland


The players decide that it would be fun for them to face each other as batsmen and bowlers in both innings so where PC bowlers are not required the rest of their teams' batting performances will be resolved simply using the NPC Batsman table above.






During the game session it is determined that East & Buckland will bat first. The first innings total is resolved in the following batting order:

- Rory Brandybuck – rolls 9 scoring 23 runs in 2 Overs before being bowled out! An excellent start for East & Buckland!
- Hamfast Bolger (PC) – see below
- Merry Brandybuck – rolls an  and is therefore bowled out for a duck. Poor Merry!
- Tom Brownlock – rolls 6 scoring 25 runs in 5 Overs before being caught out
- Edwin Goodbody – rolls 1 scoring 15 runs in 4 Overs before being bowled out
- Farmer Maggot – rolls 3 scoring 17 runs in 2 Overs before being bowled out
- Dodinas Brandybuck – rolls 2 scoring 14 runs in 5 Overs before being caught out
- Dando Brandybuck – rolls 2 scoring 18 runs in 5 Overs before being caught out
- Fredegar Bolger – rolls 7 scoring 22 runs in 3 Overs before being bowled out
- Milo Burrows – rolls 3 scoring 14 runs in 2 Overs before being bowled out
- Ferdibrand Brandybuck (PC) – see below



Hamfast Bolger vs. Everard Hornblower

Hamfast and Everard both have Athletics scores of 2. To gain extra success dice Everard inspects the pitch (ie, uses his Riddle skill of 2) whereas Hamfast decides to intimidate his opponent (ie, uses his Awe skill of 2). They both score a  success to use in the upcoming play.

- 1st Over – Everard uses his extra success dice and scores one more  success than Hamfast. There is a chance of a catch! Unfortunately his Feat Dice result is lower so the catch is dropped (0 runs scored)
- 2nd Over – Hamfast obtains one more  success than his opponent (2d6 runs = 8 runs scored)
- 3rd Over – Hamfast obtains no more  successes than his opponent but his Feat Die is of a higher score (1d6 runs = 1 runs scored)
- 4th Over – Everard scores one more  success than Hamfast. Another chance of a catch! Unfortunately his Feat Dice result is lower so the catch is dropped (0 runs scored)
- 5th Over – Hamfast obtains no more  success than his opponent but his Feat Die is of a higher score (1d6 runs = 2 runs scored)

Hamfast finishes his Overs with 11 runs and holds onto his wicket – ie, Not Out.



Ferdibrand Brandybuck vs. Jack Northtook

Ferdibrand's time in wicket is less productive. Rolling badly during the first Over, Jack Northtook bowls him out when he obtains two more Ⓔ successes than Ferdy in the first over – he's "Out for a Duck"!

Jack Northtook would then continue bowling against an NPC bowler using the section above "If the Player Character is Bowling" but as Ferdy was the last batsman for East & Buckland this was not possible.

All of the above results are added to the following score board for East & Buckland:

TEAM INNINGS: EAST & BUCKLAND			
PC / NPC	Runs	Caught / Bowled	Overs
Rory Brandybuck	23	Bowled	2
Hamfast Bolger (PC)	11	Not Out	5
Merry Brandybuck	0	Bowled	1
Tom Brownlock	25	Caught	5
Edwin Goodbody	15	Bowled	4
Farmer Maggot	17	Bowled	2
Dodinas Brandybuck	14	Caught	5
Dando Brandybuck	18	Caught	5
Fredegar Bolger	28	Bowled	3
Milo Burrows	14	Bowled	2
Ferdibrand Brandybuck (PC)	0	Bowled	1
Total Runs Scored: 165 for 10 Wickets (34 Overs)			

The second innings is resolved in similar fashion, but the results are added to the scoreboard as they occur as a total is now being chased by the team batting:

TEAM INNINGS: THE THREE FARTHINGS			
PC / NPC	Runs	Caught / Bowled	Overs
Frodo Baggins	19	Bowled	2
Ferdinand Took	17	Caught	3
Tom Pennywhistle	28	Caught	3
Gaffer Gamgee	26	Bowled	2
Bilbo Baggins	13	Caught	5
Everard Hornblower (PC)	3	Caught	2
Samwise Gamgee	16	Bowled	2
Jack Northtook (PC)	29	Not Out	5
Paladin Took	12	Bowled	4
Hugo Bracegirdle	6*	Not Out	1
Adelard Took	n/a	Did not bat	n/a
Total Runs Scored: 169 for 8 Wickets (29 Overs)			

* The match was won during Hugo's Overs at the crease. The Loremaster should therefore pick an amount of 1, 2, 4, or 6 higher than the opponents total depending on the Feat Die result – higher the better. In this case Hugo's roll was 7 so therefore it feels about right for the run total to be 4 higher meaning that Hugo hit a boundary to win the match!

As can be seen, the Three Farthing easily defeated East & Buckland by 2 Wickets.



APPENDIX: CRICKET SCORE BOARD

This table can be printed out by the Loremaster and used to record the players and the number of runs scored by each batsman as well as the overall totals.

TEAM INNINGS:			
PC / NPC	Runs	Caught / Bowled	Overs
Total Runs Scored: for Wickets (Overs)			

