

Heroes of the Slam

Heroes of the Slam is a simple, statistical replay game on tennis. It features a fast resolution system that consents to replay an entire Grand Slam tournament in a few hours.

The game is a derivation of our *Olympic Tennis* game, and uses a very similar rulebook.

Dice

The game uses percentage dice and single 10-sided dice (where "0" is zero, not ten).

How to play

For each player you get the following data: Service, Return, Tie Break and Decision. The first two values are expressed as percentage values, while Tie Break is a single digit value that you add to a roll of a single 10-sided die to achieve a result. Decision is a base value, that simply determines who won a game, if both players fail to win it normally.

Roll a die (or toss a coin) to determine who will serve first. Then, roll a percentage dice and check the Service value of the player at service: if the roll is inside the range of that value, he wins the game; otherwise, play passes to the opponent. Roll a percentage dice and check the Return value of the player involved: if the roll is inside the range of that value, he wins the game; if not, you have to check the Decision value of both players: roll a 10 side die for each player and add the Decision value to the roll; the greater value wins the game; in case of a tie, roll another time.

Play proceeds this way until a winner of a set is determined. In case of a tournament where tie-break are used, on 6-6, check the Tie Break value of both players to determine who wins the Tie Break: roll a single 10-sided die for each player, adding the Tie Break value: the greater result wins the Tie Break.

Random events Table (optional rule)

The following table is used only as an optional rule. If you want to use it, each time that a player rolls a 95-100 with any percentage roll, don't consider that result, but roll again on the following table and apply the result:

| Die | Effect |
|--------|--|
| 01-10 | Player subtracts 15 from his/her Service value next time he/she serves |
| 11-20 | Player adds 15 from his/her Service value next time he/she serves |
| 21-32 | Player subtracts 5 from his/her Return value next time he/she returns |
| 33 | Player loses all other games in the match |
| 34-46 | Player uses his/her opponent Return value next time he/she returns |
| 47-56 | Player uses his/her opponent Return value next time he/she serves |
| 57-65 | Player adds 5 from his/her Return value next time he/she returns |
| 66 | Player wins all other games in the set |
| 67-76 | Player uses his/her opponent Service value next time he/she serves |
| 77 | Player loses all other games in the set |
| 78-87 | Player uses his/her Service value next time he/she returns |
| 88-98 | Player uses his/her opponent Service value next time he/she returns |
| 99-100 | Player retires from the match |

Sample Tournament

US Championships men singles 1944

| Player Name | Nation | Ser | Ret | DF |
|-------------|--------|-----|-----|----|
| Segura | ECU | 73 | 58 | 6 |
| Johnson | USA | 29 | 14 | 3 |
| Freeman | USA | 58 | 43 | 4 |
| Bickel | USA | 20 | 5 | 3 |
| Jossi | USA | 54 | 39 | 4 |
| Cushingham | USA | 41 | 26 | 3 |
| Carver | USA | 57 | 42 | 5 |
| Cuninggim | USA | 42 | 27 | 3 |
| Talbert | USA | 79 | 62 | 7 |

| | | | | |
|------------|-----|----|----|---|
| Buzolich | USA | 33 | 18 | 3 |
| Ball | USA | 58 | 43 | 4 |
| Brown | USA | 29 | 14 | 3 |
| Falkenburg | USA | 64 | 49 | 5 |
| Hunt | USA | 47 | 32 | 3 |
| Vega | MEX | 49 | 34 | 4 |
| Hart | USA | 42 | 27 | 3 |
| McNeill | USA | 68 | 53 | 6 |
| Gillespie | USA | 41 | 26 | 3 |
| Hall | USA | 50 | 35 | 4 |
| Bender | USA | 52 | 37 | 3 |
| Greenberg | USA | 70 | 55 | 5 |
| Savitt | USA | 20 | 5 | 3 |
| Ray | USA | 50 | 35 | 4 |
| Paul | USA | 25 | 10 | 3 |
| Parker | USA | 86 | 72 | 8 |
| Thomas | USA | 14 | 2 | 3 |
| Seixas | USA | 54 | 39 | 4 |
| Watson | USA | 33 | 18 | 3 |
| Oliver | USA | 55 | 40 | 5 |
| Wood | USA | 40 | 25 | 3 |
| McManus | USA | 63 | 48 | 4 |
| Vega | MEX | 38 | 23 | 3 |

Credits: Roberto Chiavini and TCS 2013