



STREET BOWL

Street Bowl is a set of variant rules for Games Workshop's Blood Bowl, the game of fantasy football. Street Bowl is played out in an unforgiving urban environment rather than on the grassy turf of a traditional pitch, resulting in games that are even faster and more violent than usual.

Street Bowl was originally developed by Ramsay "Norse" McPherson, Niels Vegter, Louis Dauget, and Ruediger Rickkassel. By some accounts, alcohol might have been involved. This document represents an update from the NAF's Variant Committee, which is intended to make the rules more suitable for modern tournament play. This will serve as the base rules document for Street Bowl tournaments sanctioned by the NAF.

As with other Blood Bowl events, organizers can choose to customize their Street Bowl tournaments, but alterations should be kept within reason. Such judgments will be made by the NAF Tournament Director when an event is submitted for sanction.

★ BLOOD BOWL RULES ★

Outside of those modifications specifically described below, games will be played using the most current rules for Blood Bowl.

★ TEAM CREATION ★

These Team Creation rules are highly recommended, as they have been play tested at length and changes may unbalance this version of the game. That said, modifications are allowed unless they are thought to be too transformative or unbalancing. The Tournament Director may ask you to alter them or refuse sanction.

- ★ Teams may be purchased using 600,000 GC.
- ★ The only available inducements are Magic Potions and the Halfling Master Chef. Each team gets 1 Potion for free, additional draughts are 50,000 GC each, and there is no limit on how many can be bought. See the Magic Potion chart on p. 3.
- ★ Teams may be selected from any of the 23 / 26 NAF approved rosters.
- ★ In Street Bowl, a team may not have fewer than 7 or more than 11 players on the roster. A team will only field 7 players at a time.
- ★ In addition, only 4 "specialist" players (meaning any player whose availability is less than 0-12) may be selected.

- ★ Street Bowl teams are not very well-trained or reliable. Team re-rolls cost double their listed cost. For example, a re-roll for a Human team would cost 100,000 GC.
- ★ Did we mention Street Bowl players are poorly trained? It's **very highly recommended** that tournaments severely limit added skills and ban Leader.
- ★ No staff (Apothecaries, Assistant Coaches, Cheerleaders) may be purchased. Undead and Necromantic teams get their Necromancer as usual.

★ STREET BOWL RULES ★

GAME LENGTH: Street Bowl is made up of two 6-turn halves, rather than the normal 8-turn halves used in Blood Bowl.

THE PITCH: The Street Bowl pitch is only 7 squares wide; 3 squares in the center zone and 2 squares in each of the wide zones, as pictured on p. 3. It is the same length as a standard Blood Bowl pitch. The field is covered with cobblestones and the entirety of each sideline is blocked by a wall (imaginary in most cases, but feel free to create a 3D pitch). The effects of cobblestones and walls are described below.

THE SET-UP: A team **MUST** set up as many players as possible for each kickoff, up to a maximum of 7 players for each drive. Due to the narrower width of the pitch, it is only mandatory to set up one player on the line of scrimmage (they must also be between the hash marks), though more can be set up there if desired. Only one player may be set up in each wide zone.

KICK-OFF: As in all Sevens variants, when the ball is kicked off 2D6 are rolled to determine scatter and the lower result is used.

COBBLESTONES VS. ARMOR: Add +1 to the Armor roll for any player that is knocked over while playing Street Bowl (whether by a block or a failed action or in any other way).

COBBLESTONES VS. BALLS: The ball scatters as normal when kicked or thrown, but bounces twice if it is dropped after a failed catch, or hits the ground after a pass, kick or throw-in. If a ball does hit the ground, roll a D8 and scatter the ball in that direction. If the square is not occupied, roll another D8 to bounce the ball a second time. After this the ball will stop bouncing and play can continue as normal. The ball may be caught if it bounces into an occupied square, but it scatters twice more if it is not caught.

WALLS VS. ARMOR: Being pushed into a brick wall hurts, even if the player is not knocked over! A player can only be pushed into a wall if there is no available unoccupied square. When a player is pushed back against a wall, but not knocked over, leave the player standing, but make an Armor roll adding +1 because the wall is as hard as the cobbles! If the armor is penetrated the blocked player falls down, and you may roll for injury straight away. If a player is pushed back against a wall and knocked over, then the blocking player may add +2 to the Armor roll (+1 for the wall and +1 for the cobblestones!). If the armor is penetrated, roll to injure as normal. If a player is pushed into the crowd at either end of the street, roll to injure using the same rules as Blood Bowl.

WALLS VS. BALLS: Due to walls on either side of the street, the ball can never leave the pitch except over the low barriers at each end of the street. When a ball bounces out of bounds in the end zone, the fans will throw it back in using the same rules as in Blood Bowl. If a ball bounces into a wall during play then it will scatter D6 squares in a random direction using the standard Throw-in Template, and then bounce twice upon hitting the ground as described above. This rule affects bouncing balls, and also any kick-offs which hit a wall. Note that there is no touchback in Street Bowl unless the ball bounces back into the half of the kicking team or out the end of the street.

BALLS VS. WALLS: Some throwers will deliberately try to pass the ball to another player by bouncing it off a wall. Passing a ball off a wall is extremely difficult, as well as quite unpredictable. Any such pass suffers a modifier of -1 to the Agility roll to pass the ball. A pass, which is bounced off the wall can never be intercepted, though players with Pass Block may still move to place tackle zones on either the thrower or intended receiver. Holding the range ruler sideways, it is possible to bend the ruler so that it goes from the thrower to the intended receiver (or to an empty square) and also touches one of the walls along the side of its intended path. This marks the section of the wall, which the thrower is aiming for when he makes the pass. Make the Pass action taking into account the -1 modifier for bouncing it off the wall as described above. If the throw is fumbled it lands at the thrower's feet as normal and bounces twice. If the throw is inaccurate it hits the wall, but then scatters unexpectedly D6 squares in a random direction using the Throw-in template. An inaccurate pass which bounces off the wall in this way may be caught by any player on either team in the same way as a bouncing ball, failing which it will hit the ground and bounce twice. If the pass is accurate the receiver as normal may catch it.

WALLS VS. STUNTIES: Throw Teammate works the same way as usual, with the exception of the thrown player hitting one of the walls. If a thrown teammate scatters into a wall, roll a D6. On a 1-5 the player stops scattering as they violently hit the wall.

Treat them as if they were pushed back and down against the wall (+2 to the AV roll). On a 6, the player has managed to successfully kick himself off of the wall. The Coach may determine which direction the player will continue on in by using the throw-in template. Roll a D3 to determine the number of squares the player will travel from the wall, and then treat the landing roll as normal in that square.

NO REF: Street Bowl games are not watched over by a Referee, which means players cannot be sent off, but they can be hurt in retribution. A player wishing to commit a foul does so as normal, taking assists into account.

Irrespective of the success of the foul attempt, the coach of the fouled player may roll a D6; on a 1-3 nothing happens, on a 4+ angry fans have hit the fouler with a rock. Make an AV roll for the player committing the foul adding +1 to the roll. If the roll is enough to break amour, make an Injury roll as normal. If armor is broken on the player committing the foul, his team suffers a turnover.

SECRET WEAPONS: The fans aren't too crazy about Secret Weapons, either. Any player with the Secret Weapon skill is safe for as long as the game is going on. As soon as a drive ends, however, the fans rush in to attack them. Each coach must roll a D6 for each of his players with the Secret Weapon skill. On a roll of 1-3, the player is dragged away by the riotous crowd. Consider said player Badly Hurt, but Potions may not be used to alter his condition. On a roll of 4-6, the player manages to fight his way free of the crowd and may play on until the next game break, when such a roll is made again. If the player with Secret Weapon also has Loner, he can only fight his way free on a roll of 6!



★ MAGIC POTIONS ★

These potions may be administered to any player who is Knocked Out, Badly Hurt, or Seriously Injured (if the player is Dead, it's too late) just after Knock-outs are rolled. Coaches can also feed potions to healthy players prior to setting up for any drive, though it usually isn't the best idea. After a player has been given a potion, roll a D8 and refer to the following table:

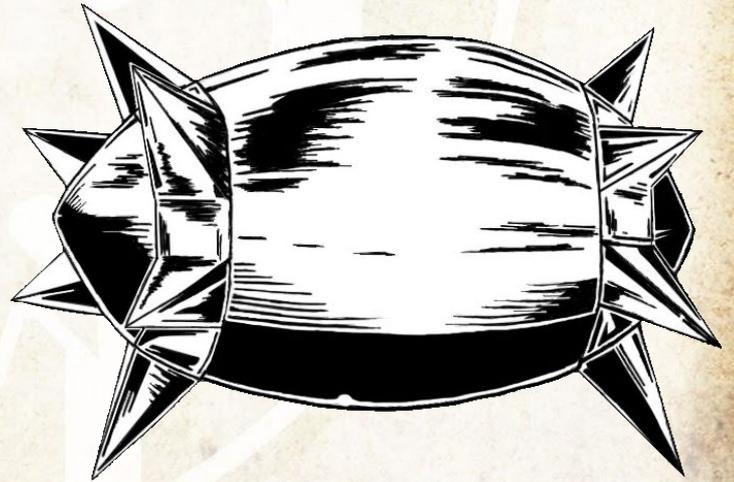
★ MAGIC POTIONS TABLE ★

ID8	Result
1	SQUIG PISH: It's poisonous! The player is killed immediately. You get what you pay for!
2	TAP WATER: It does no good. If the team has more potions, the player may try another one after the next drive is finished.
3	LAUDANUM: This dulls the player's pain enough to get him back onto the pitch. He gains Really Stupid, Thick Skull and a -2 AG modifier for the rest of the match.
4	DWARF ALE: The player returns to play, but is somewhat wasted. He gets -1 AG and Bone-Head for the rest of the match.
5	HEALING BALM: Just the thing! The player may return to play with no ill effects.
6	WARPSTONE TINCTURE: The player returns to play and gains Sprint and Jump-Up, but must be the first player to act every turn for the rest of the match.
7	ORCA-COLA: The player returns to play, but has picked up a taste for a certain soda. If he ever ends an action in a wide zone or end zone, he leaves the pitch to visit the concessions stand and misses the rest of the drive (may still score a TD).
8	FUNGUS BEER: Look out! The player gains +2 ST and Frenzy, but suffers from Wild Animal for the rest of the match. Furthermore, he must roll a die at the start of every turn (his team's and the opponents'), whether he is on the field or not. On the roll of a 1, he dies immediately.

(NOTE: Potions may not be administered to players with the Regeneration skill, as their natural healing abilities will fight off the effects.)

★ STREET BOWL WEATHER TABLE ★

2D6	Result
2	SMOG: Smog makes it almost impossible to see how many players are on the street. Each coach rolls a D6 prior to each kickoff, on a roll of 1, they may only field 6 players, on a roll of 6 they may field 8 players (if they have the reserves). The thick Smog also prevents players from throwing very far, so only Quick Passes may be attempted.
3	WIND: Strong winds are whistling down the street, making passing the ball very difficult. All attempts to pass the ball are subject to an additional -1 modifier.
4-10	NORMAL: No effect.
11	RAIN: It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, or pick-up rolls.
12	SNOW: It's cold and snowing! The ice on the pitch means that any player attempting to move an extra square (GFI) will slip and be Knocked Down on a roll of 1-2. The snow also means that only Quick or Short passes may be attempted.



★ STREET BOWL KICK-OFF TABLE ★

2D6	Result	2D6	Result
2	LOOSE MASONRY: Bricks rain down on one side of the field. Randomly select one wide zone. Any players (from either team) in that area must make an immediate unmodified Armor roll. If their armor is broken, proceed with an Injury roll as usual.	8	BRILLIANT COACHING: Each team rolls a D6 and adds their FAME modifier. The team with a higher score gains a Team Re-roll. In the case of a tie, neither side gets a re-roll.
3	RIOT: Roll a D6 for each player on the pitch, adding the opposing team's FAME score. On a roll of 6 or higher, the player is stunned.	9	POTION PEDDLER: A passing merchant is handing out free samples. Each team gains 1 potion. This can be used on KO'd or injured players following the current drive, or immediately by a player on the field.
4	STRAY PONY: The stable boy at a nearby tavern forgot to bolt the door! Suddenly a galloping pony runs right across the street, throwing the game into disarray. Each player on the line of scrimmage is moved into the square directly behind them (away from midfield) and must make a standard Dodge roll. If another player is occupying that square, he is pushed directly backwards and stays on his feet. If the dodge roll is failed, the player is knocked over. Roll armor for any knocked over players as normal, except adding +2 to the roll: +1 for the cobblestones and +1 for the trampling hooves of the pony. Players with ST5 or higher do not have to roll as the pony wisely detours around them.	10	BLITZ!: The defense starts their drive a fraction before the offense is ready, catching the receiving team flat footed. The kicking team receives a free 'bonus' turn; however, players that are in an enemy tackle zone at the beginning of this free turn may not perform an Action. The kicking team may use team re-rolls during a Blitz. If any player suffers a turnover, the bonus turn ends immediately.
5	HIGH KICK: The ball is kicked very high, allowing a player on the receiving team time to get under it. Any one player on the receiving team who is not in an opposing player's tackle zone may be moved into the square where the ball will land no matter what their MA may be, as long as the square is unoccupied.	11	THROW A ROCK: An enraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their FAME to the roll. The fans of the team that rolls higher are the ones that threw the rock. In the case of a tie a rock is thrown at each team! Decide randomly which player in the other team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No Armor roll is required.
6	CHEERING FANS: Each team rolls a D6 and adds their FAME modifier. The team with a higher score gains a team re-roll. In the case of a tie, neither side gets a re-roll.	12	GUARDS!: The city watch are called out to discourage the game! The slowest player on each team (randomize ties) is targeted by an unmodified ST3 block from a player without any skills. Examples: A ST 2 player would roll 2 dice and his opponent would choose the result; a ST3 player would roll 1 block die and be stuck with that result; a ST 4+ player would roll 2 block dice and choose his favored result. If the player is knocked down by that roll, he is subsequently arrested and misses the rest of the game. Any pushes move a player directly toward their own end zone (i.e. backwards).
7	CHANGING WEATHER: Make a new roll on the Weather table. Apply the new Weather roll. If the new Weather roll was a 'Nice' result then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.		

★ CREDITS ★

These rules and the layout of this document were originally developed on behalf of the NAF by Gaixo, Norse, ManticoreRich and TheHurricane with special thanks to LouisX, Niels, Traveller. Following a variant review process in 2019, this updated version of the document was developed by montanhas18, Raveen and Templar with art by Garion.

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