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 Norse, Niels, LouisX, and Traveller. 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. One potential modification to consider is including the skill Wall Thrower from Dungeon Bowl. The Tournament Director may ask you to alter them or refuse sanction if too unbalanced.

★ Teams may be purchased using 600,000 gold pieces.

★ The only available inducements are Magic Potions and the Halfling Master Chef. Each team gets 1 Potion for free, additional draughts are 50,000 gold pieces 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 NAF approved rosters including Slann.

★ 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 all Star Players.

★ No staff (Apothecaries, Assistant Coaches, Cheerleaders) may be purchased. Masters of Undeath teams get their Necromancer as usual. Dedicated Fans cost double.

✯ 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: At the start of the match, Fan Factor is determined exactly as in Blood Bowl (D3 + Dedicated Fans). 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: Street Bowl uses a special Kick-Off table included on p. 4

COBBLESTONES VS. ARMOR: Add +1 to the Armor roll for any player that is Knocked Down or Falls Over while playing Street Bowl.

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, or due to a player with the ball being Knocked Down. 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 bounces twice more if is not caught.

WALLS VS. ARMOR: If a player occupies a square adjacent to a wall when they would be pushed back, and there are no open squares they can be pushed into, the player will be 'pushed into the wall'. If a player is pushed into the wall, the active coach must roll a D6 for the pushed player. On a 1-3 the player remains where they are, they simply bounce off the wall. On a 4+ the player will Fall Over in the square they are in; make an Armor roll adding +1 because the wall is as hard as the cobbles!

Note that if a player is pushed into the wall as a result of POW!, do not roll a D6 to see if they Fall Over - they are Knocked Down in the square they are in. Apply +2 to the Armor roll (+1 from the wall and +1 from the Cobblestones). If the armor is penetrated, male an Injury roll 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. Note that the modifications to Armor roll from Cobblestones or Walls does not stack with Claws or Secret Weapon modifiers. Additionally, a player being Placed Prone does not suffer the +1 to Armor roll from cobblestones when rolling for armor break.

WALLS VS. BALLS: Due to walls on either side of the street, the ball can never leave the pitch except over the low barriers in each endzone. 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 endzone.

BALLS VS. WALLS: Sometimes a player will purposefully throw at a wall in order to try to have it ricochet off into a far more advantageous position. A player that declares a Pass action may also declare that they will bounce the ball off the wall instead of passing normally. Declare which wall square the ball is being thrown at, and test for accuracy as normal. If the test for accuracy is successful, the ball will ricochet off the target square. If the test is failed, roll a D6. On a 1-3 it hits the wall square to the right of the target square; on a 4+ it hits the wall square to the left of the target square. The ball will then ricochet as shown in the diagrams (right). It will then travel D6 squares in the direction indicated, and if not caught it will scatter once from the square where it ends up. If the ball hits another wall then it will ricochet off it. Any and all players that the ball passes over may attempt to interfere or catch the ball, in the order that the ball passes over them, counting as an inaccurate pass. However, only a single player from each team may make the attempt. Unless the ball is caught by a player on the active team, there will be a Turnover.

WALLS VS. STUNTIES: Throw Team-mate 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 Knocked Down after hitting the wall (+2 to the Armor 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 Armor roll for the player hit by the rock adding +1 to the roll. If the roll is enough to break armor, 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!
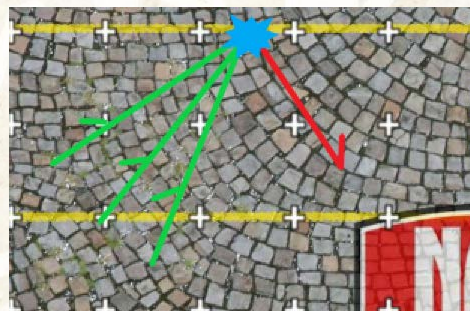
✶ MAGIC POTIONS ✶

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:
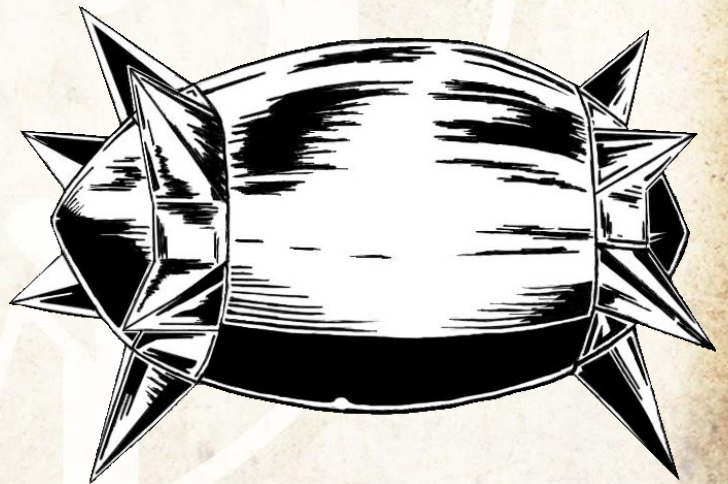
✶ MAGIC POTIONS TABLE ✶

1D8	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 modifier to Agility rolls for the rest of the match.
4	**DWARF ALE**: The player returns to play, but is somewhat wasted. He gets a -1 modifier to Agility rolls and Bonehead 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 if they are able to do so. Should the coach activate another player prior to the affected player it will result in a Turnover.
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 Animal Savagery for the rest of the match. Furthermore, he must roll a D6 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: **Magic Potions may not be administered to players with the Regeneration skill, as their natural healing abilities will fight off the effects.**)
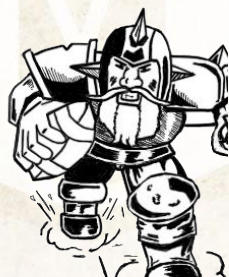
✶ STREET BOWL WEATHER TABLE ✶

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. An additional -1 modifier applies to all catch, deflect, 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 (Rushing) will suffer a -1 penalty. The limited visibility also means that only Quick or Short passes may be attempted.

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 are immediately Knocked Down and must make an immediate unmodified Armor roll. If their armor is broken, proceed with an Injury roll as usual.

3 RIOT!: Crazed Street Bowl fans charge into the streets in a drunken rage. Each team rolls a D6. The coach that rolls the lowest randomly selects D3 of their players on the pitch. In the case of a tie, both coaches randomly select D3 of their players from among those on the pitch. All of the randomly selected players are Placed Prone and become Stunned.

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 must make a standard Dodge roll into the square directly behind them. If another player is occupying that square, he is pushed directly backwards and automatically stays on his feet. If the Dodge roll is failed, the player is Knocked Down. Roll armor 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 to Dodge as the pony wisely detours around them.

5 HIGH KICK: One open player on the receiving team may be moved any number of squares, regardless of their MA, and placed in the same square the ball will land in.

6 CHEERING FANS: Each team rolls a D6 and adds their Fan Factor. The team with the higher score gains a team re-roll for this drive. In the case of a tie, neither side gets a re-roll.

7 BRILLIANT COACHING: Each team rolls a D6 and adds their Fan Factor. The team with a higher score gains a team re-roll for this drive. In the case of a tie, neither side gets a re-roll.

8 CHANGING WEATHER: Make a new roll on the Weather table and apply that result. Apply the new Weather roll. If the new Weather roll was a 'Normal' result then a gentle gust of wind makes the ball scatter three times before landing.

9 POTION PEDDLER: A passing merchant is handing out free samples. Each team gains 1 Magic Potion. This can be used on KO'd or injured players following the current drive, or immediately by a player on the field.

10 BLITZ!: The defense starts their drive a fraction before the offense is ready, catching the receiving team flat footed. D3+1 Open players on the kicking team may immediately activate to perform a Move action. One may perform a Blitz action and one may perform a Throw Team-mate action. If a player Falls Over or is Knocked Down, no further players can be activated and the Blitz ends immediately.

11 THROW A BOMB: Each coach rolls a D6 and adds their Fan Factor; the team with the lower score is targeted by a bomb. In the case of a tie, the bomb is a dud and has no effect. Decide randomly which player on the pitch is targeted and proceed as if that player has been hit with an accurate bomb thrown by a player with the Bombardier skill. The bomb may be caught and then thrown again as usual. Any knockdowns and injury rolls (for either team) are worked out before the event ends.

12 GUARDS!: The city watch are called out to discourage the game! The lowest MA 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 (straight backwards resolving any chain pushes as normal).

✴ CREDITS ✴