



STREET BOWL

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This amusing Blood Bowl variant is a perfect example of what we call "By Gamers, for Gamers" articles, because it is exactly that. Ramsay and his friends worked out the rules for their own games, doing all the work themselves, even down to building boards and running tournaments! I think it's great fun, and a brilliant example of what you can do if you put your mind to it.

"...the origins of this disgraceful and violent version of Blood Bowl are uncertain, though it is clear to me and all of my kinsfolk that it comes from the minds of convicts and drunken madmen!"

"Air" Jordell Freshbreeze

Most experts maintain that Street Bowl was devised by drunken Blood Bowl fans, making their way home from a Beach Bowl match. Some, however, claim that Blood Bowl is actually a larger scale version of Street Bowl, played on grass instead of cobbles, and that Street Bowl was, in fact, the first game to evolve! One thing is certain however... although Blood Bowl attracts a great deal of attention and funding, there are many more Street Bowl teams honing their skills in the back alleys of the Old World, hoping one day to find their way to a lucrative Blood Bowl contract.

Due to the damage caused during and after a match, Street Bowl is illegal in almost every city in the Old World, and is usually organised by local crime bosses or underground leaders. Often taking place at night to avoid detection, the game is played in narrow back alleys and sometimes even open sewers, with all exits boarded up to avoid losing the ball. What few spectators are present observe from nearby rooftops and from the ends of the alleys where they pack in to watch the action and occasionally, also, to exact revenge on players caught cheating!

Although the majority of Street Bowl teams are Human, often comprised of local gangs or tavern regulars, other races can also be found playing Street Bowl if they can be smuggled past the City Guard and paid well enough to turn up. These other teams often use Street Bowl as a way of gaining popularity or learning some important techniques before entering the main





arena of Blood Bowl itself. Skaven often emerge from the murky depths to demonstrate their legendary speed, Orcs and Dwarves can be encouraged to play for money or beer and even skillful Elves have been known to take to the street, though only during the largest tournaments.

In fact, and little known to most fans, half the current Reikland Reavers' line-up originally started out as a Street Bowl team called the Altdorf Ale-Hole, which was the squalid local tavern where they all drank. The now famous Mighty Zug was the surly doorman and fleet-footed Griff Oberwald was the stable boy! Of course, both stars now deny ever having played Street Bowl, but it is certain their careers started in the back alleys of Altdorf along with the other stars of the now famous Reaver line-up.

Becoming ever more popular because of the violence and speed of the game, Street Bowl tournaments are now being organised in some of the largest cities, like Praag and Kislev, where guards can readily be bribed to turn a blind eye. Many teams often turn out for these clandestine events as it is well known that talent scouts from leading Blood Bowl teams attend these events, and may even go some way to funding them (unofficially of course). Players, and possibly even whole teams, can be plucked from obscurity and offered wealth they would never have thought possible. With such stardom within reach, it is no surprise that young Street Bowl players are willing to take enormous risks to demonstrate their skills.

Street Bowl is played using standard LRB rules, except for the following changes.

THE PITCH

Because it is played on the streets, it is quite simple to mark out an area the same length as a normal Blood Bowl pitch. Unfortunately, the narrow streets and alleys of the slums mean that the Street Bowl pitch is only 7 squares wide, 3 squares in the centre and 2 squares in each of the wide zones.

THE COBBLESTONES

The hard playing surface is much more dangerous than playing on grass. Add +1 to the Armour 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). This helps to explain the violent reputation of Street Bowl and the fact it is extremely unpopular with Halflings!

In addition, the hard surface makes the ball bounce much more than on grass. 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 is not caught.

THE WALLS

The playing area is surrounded on both sides by walls, boarded up windows and metal grates. Even in each end zone blockades are put up to stop fans running onto the pitch. This means that the ball can never leave the pitch

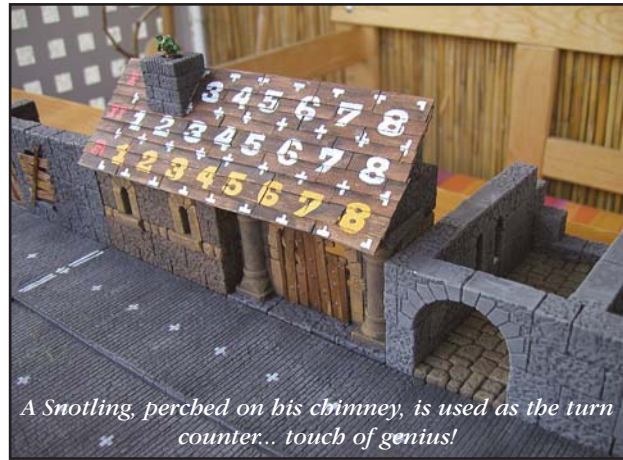




It's a long, hard (and violent!) road out of the Old World...

except over the low barriers at each end of the street. A ball which bounces out during play will be thrown back by the fans using the same rules as 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.



A Snotling, perched on his chimney, is used as the turn counter... touch of genius!

BLOCKING PLAYERS INTO WALLS

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 Armour roll adding +1 because the wall is as hard as the cobbles! If the armour 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 Armour roll (+1 for the wall and +1 for the cobblestones!). If the armour 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.



"Excuse me str, what direction for Sigmar Square?"

THE PASS

Passing the ball in Street Bowl often involves more risk as the narrow pitch makes interceptions more likely. To counteract this, 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.



"Dude, have you seen a Halfling running away with a wallet?"

Holding the range ruler sideways, it is possible to bend the ruler so that it goes from the thrower to the intended receiver (or 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 it may be caught by the receiver as normal.

THE TEAMS & ELIGIBLE PLAYERS

Teams are made up of at least 7 players and no more than 11 players, purchased as normal from the official teams as outlined in the LRB. The head coach has 600,000 gold pieces with which to choose his starting line-up.

Street Bowl teams are not famed for their specialist players, and linemen tend to dominate the teams. The number of available positional players is halved compared to Blood Bowl teams when making up a Street Bowl team, for example, Human teams may only have 1 Thrower, 2 Blitzers, 2 Catchers and 6 Linemen. This limit on positional players does not affect Big Guys, so teams may have their usual allocation of Ogres, Treemen, Trolls, etc as normal.

In addition, because most Street Bowl teams are made up of enthusiastic fans, rookie players and drunken hooligans, they have not

trained together in the same way as Blood Bowl teams, therefore Re-rolls cost double the normal amount, eg 100,000 for Human teams.

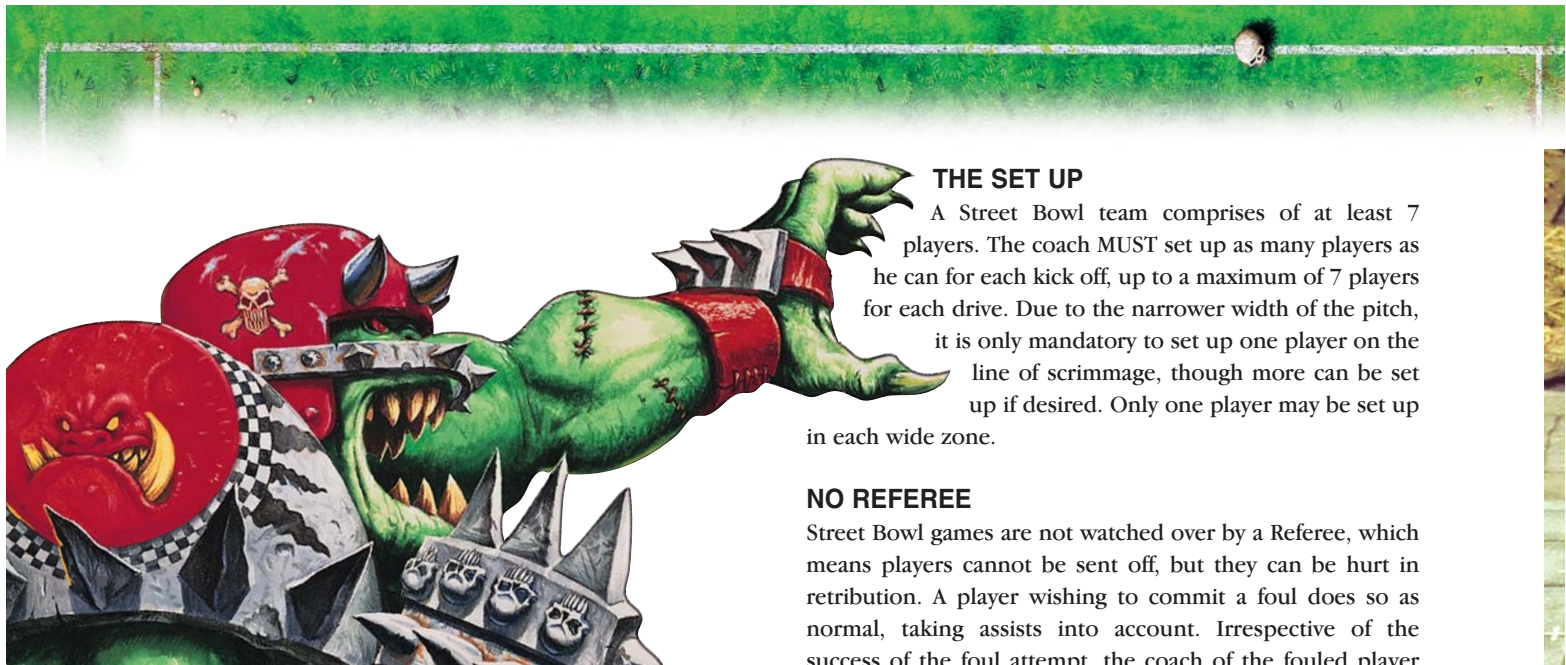
Star Players do NOT play Street Bowl and so may not be chosen for a team (even if they did start their careers here, they would never admit to it now they are famous).

THE STAFF

Aside from the head coach, there are no other staff members on a Street Bowl team. Wizards have little time for such violent nocturnal pursuits and there are no Apothecaries who would dirty their hands with the blood of Street Bowl players. Therefore no Wizards or Apothecaries may be included in a Street Bowl team.

Some unscrupulous herbalists have been known to sell what they claim to be "magic potions" to unsuspecting coaches before a game. All coaches may roll D3 before each match. The result represents the number of potions that the coach has been able to purchase for this match only. If any potions are left after the match, then they may not be carried over for future matches as the "magic" of the potion wears off. Teams which do not normally employ an Apothecary, (Undead, Nurgle's Rotters, Necromantic, etc) cannot use "magic potions".





THE SET UP

A Street Bowl team comprises of at least 7 players. The coach **MUST** set up as many players as he can for each kick off, 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, though more can be set up if desired. Only one player may be set up in each wide zone.

NO REFEREE

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, adding +1 to the roll for every 3 points, or fraction thereof, of Fan Factor the team has (as there are more people to spot the foul!). If the roll is 4 or more then the foul has been seen and the fans take action against the fouling player. A roll of 1 before modification always fails.

The moment the foul is spotted, the opposing team's fans throw bottles, bricks and other available heavy objects at the player who committed the foul. Measure the distance from the middle of the nearest end zone to the player committing the foul as if the fans were making a Pass action (they are, sort of!). Roll a D6 to hit the fouling player treating the fans as if they have an AG of 3 (fans do **NOT** have Accurate or Pass skill).

THE MAGIC POTIONS

In order to use a "magic potion" the coach must be present to administer the elixir and the player must be either Badly Hurt or Seriously Injured. Given the rarity of the potions there is no way a player would be allowed to consume one (or want to!) unless they were already injured. Using magic potions on dead players is not possible. If an injured player recovers due to a "magic potion" and is subsequently injured again, they lose any special modifiers from previous potions. It is not possible for a player to have more than one "magic potion" in effect at any one time.

Before each kick-off (and **NOT** during play itself) the coach can choose to give potions to any player who is injured. If he does so, roll a D8 and consult the Magic Potions table below.

Magic Potions table

1 - Squig Pish!

That damned herbalist sold you poison! The player is dead. Steal some money and call the undertaker before his corpse starts to smell too bad.

2 - Sewer Water

You've been duped! You curse the herbalist while trying not to get the player's vomit on your boots. He misses the next drive, but you could try again after that if you like to take stupid risks...

3 - Laudanum

The player slowly rises to his feet, asks who you are and stumbles onto the street. He suffers from Really Stupid and -2 AG for the remainder of the match, but benefits from Thick Skull as he is almost totally immune to pain.

4 - Dwarf Ale

Player returns to play, but is well past his best. He suffers -1 AG and Boneheaded for the rest of the match and, most probably, a bad hangover tomorrow...

5 - Healing Balm

Well, the herbalist got it right for once! The player looks considerably healthier as he retakes to the field in time for this drive!

6 - Warpstone!

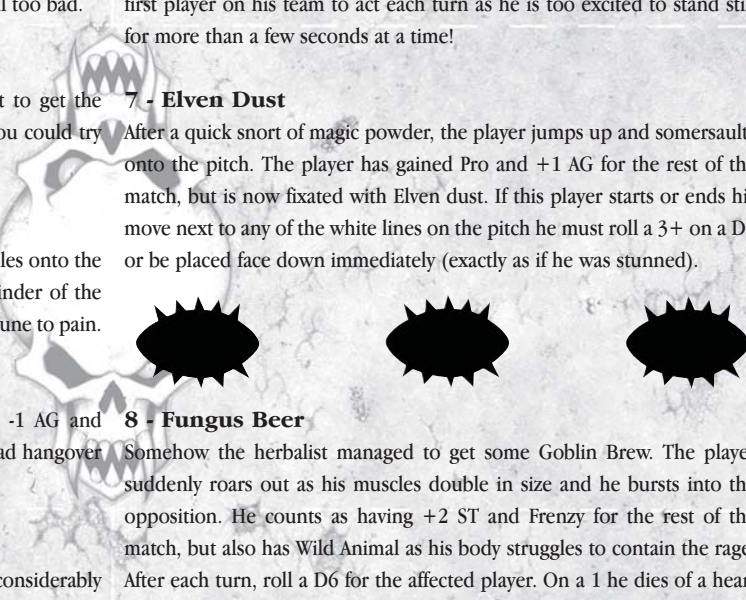
Wow! The player sprints off and retakes to the field immediately! He has gained Sprint and Jump Up for the rest of the match, but he **MUST** be the first player on his team to act each turn as he is too excited to stand still for more than a few seconds at a time!

7 - Elven Dust

After a quick snort of magic powder, the player jumps up and somersaults onto the pitch. The player has gained Pro and +1 AG for the rest of the match, but is now fixated with Elven dust. If this player starts or ends his move next to any of the white lines on the pitch he must roll a 3+ on a D6 or be placed face down immediately (exactly as if he was stunned).

8 - Fungus Beer

Somewhat the herbalist managed to get some Goblin Brew. The player suddenly roars out as his muscles double in size and he bursts into the opposition. He counts as having +2 ST and Frenzy for the rest of the match, but also has Wild Animal as his body struggles to contain the rage. After each turn, roll a D6 for the affected player. On a 1 he dies of a heart attack and cannot be revived again by any means.





If the throw is accurate then a missile hits the fouling player. If the throw is inaccurate then it scatters three times and hits any player that might be in the resulting square. If this square is unoccupied the missile bounces harmlessly off the ground. Roll 2D6 to injure any player struck by the object, just as with the 'Throw a Rock' result on the normal Kick Off table. If the thrown object results in the fouling player being stunned or injured, it is NOT a Turnover unless he was also carrying the ball when he committed the foul.

*****Did you know...**
 ...that the infamous Riskit Squeel is the calmest and most debonair Skaven coach that the Old World has ever seen? Even when his best laid plans dramatically fail, he never loses his famous whiskered smile! That's because he always has a second plan up his sleeve... and because he doesn't rely on his players too much either. So even when Rashn'eeek nine fingers, the star thrower of his team, failed to pass the ball eleven times in a row, Riskit was undaunted. Strongly believing in old-fashioned methods of training, Riskit Squeel knew exactly how to re-motivate his player. Rashn'eeek eight fingers is now said to be the best thrower in the back alleys of Marienburg.

THE WEATHER TABLE

Roll 2D6 at the start of the match and consult the Weather table on the other column and the Kick Off table on the next page.

Author	Ramsay's a polar explorer by trade, who spends his time between blizzards playing Blood Bowl and sending us articles by express carrier penguin.
Further Information	To download your Street Bowl pitch: http://bloodbowl.denes.nl/extras/streetbowl.jpg http://bloodbowl.denes.nl/extras/streetbowl.alt.jpg
More Blood Bowl Website	Go to pages 60-61 for Team Feature article. www.BloodBowl.com

THE WEATHER TABLE

2 - Smog
 An impenetrable mist has filled the alleyway reducing visibility to a few inches. All players count as Boneheaded as long as the smog lasts. In addition, it is not possible to make any Pass action, although each team may still make 1 Hand Off per turn.

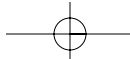
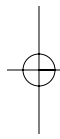
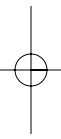
3 - Very Windy
 Strong winds are whistling down the street, making passing the ball very difficult. All attempts to pass the ball are subjected to an additional -1 modifier.



4-10 - Nice
 Perfect Street Bowl weather.

11 - Pouring Rain
 It's raining, making the ball slippery and difficult to hold. This causes a -1 modifier on all attempts to catch the ball, including picking it up and handing it off.

12 - Blizzard!
 It's cold and snowing! The ice on the streets means that any player attempting to move an extra square will slip and fall on a roll of 1-2, while the falling snow means that only quick or short passes can be attempted.



THE KICK OFF TABLE

2 - Riot

A riot suddenly flares up in a nearby district, distracting all the players. Roll a D6 for all players (including those in the dug-out). On a 1, the player runs off to join in all the looting fun and misses this drive. After rolling for all players, roll another D6 for any players who ran off to join in the riot. On a second roll of 1, the player is arrested during the riot and misses the rest of the match.

3 - 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 successful Dodge roll (directly back) to avoid being sent flying. If they fail, they are knocked over into the square directly behind them. If another player is occupying that square then he is pushed backwards and stays on his feet. Roll armour for the knocked over player as normal, adding +2 to the roll: +1 for the cobblestones and +1 for the trampling hooves of the horse.

4 - Perfect Defence

The kicking team's coach may reorganise his players – in other words he can set them up again.

5 - Happy Hour!

A local tavern opens its doors just as the kick-off is about to take place. Roll a D6 for all players (including those in Reserves). On a 1 the player is put in the Knocked Out box as they nip off for a swift pint and may decide to stay for a few more!

6 - Bad Kick

The ball scatters a number of squares equal to the roll of two dice on the kick off, instead of only one die.

7 - Changing Weather

Make a new roll on the Weather table (above).

8 - Quick Snap

The offence start their drive a fraction early, catching the kicking team flat-footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the field.

9 - Scramble!

Just as the kick off has taken place, an overexcited spectator accidentally drops a bag of cash into the middle of one of the end zones. Roll a D6 to determine which end zone the purse has been dropped into and then roll a D6

for every player on the pitch. On a roll of 3 or less, the player moves D6 squares, up to their maximum movement allowance (eg, a Long Beard rolling a 6 would move 4 squares), towards the square where the purse landed as they all race to grab the cash! Players may enter the opposing half and ignore tackle zones during this free move. Once resolved, the drive continues as normal. The first player who reaches the purse allows the coach to add +1 to the match winnings roll at the end of the game. If this Kick Off result is rolled more than once, the modifiers are cumulative.

10 - Blitz!

The kicking team gets a bonus team turn and may move before the receiving team. The bonus turn does not count against the kicking team's turn limit for the half, so their coach does not have to move their Turn marker along a space, and he cannot be called for Illegal Procedure for failing to move the Turn marker.

11 - Mrs Miggins

An elderly neighbour has been awoken by all the noise and decides to exact some revenge. Each coach rolls 2 dice and adds their team's Fan Factor to the score, re-rolling ties. The high scorer's fans convince the old crone that it was the other team making all the noise and she sends out her Rottweiler, Fluffy, to get one of them! Decide randomly which player on the other team was bitten (only players on the street are eligible) and roll for the effects of the injury straight away. No Armour roll is required.

12 - The Guards!

Suddenly a cry goes up warning the players that the City Guard are approaching, causing panic amongst the players. Roll a D6 for all players on the pitch, starting with the lowest-numbered player on the receiving team and then alternating from kicking to receiving team. On a roll of 6, the player has seen this all before and defiantly stands his ground. On a 5 or less, the player races off to try and avoid being arrested! Move the player D6 squares in a random direction, up to their maximum movement allowance (eg, a Long Beard rolling a 6 would move 4 squares), ignoring all tackle zones. If during this move they reach the wall, then they will remain there trying to hide. If during the move they run into another player from either side, knock both players down and roll for armour taking into account the modifier for the cobblestones. Once all of this pandemonium has been resolved, roll a further D6. On a 2+ it was a false alarm and the game continues as normal. On a roll of 1, the Guards arrive and arrest one random player from each team. An arrested player misses the rest of this match.