ACCC BOOTLEG

A Street Brawl tournament

July 22, 2018
Atlantis Games & Comics
9649 1st View St
Norfolk, VA 23503

TOURNAMENT SCHEDULE

July 22, 2018

11:00 - 11:30	: **Registration**
11:30 - 12:30	: **Round 1**
12:45 - 1:45	: **Round 2**
1:45 - 2:30	: **Break**
2:30 - 3:30	: **Round 3**
3:45 - 4:45	: **Round 4**

WHAT TO BRING

- $0 for ACCC Participants. $10 donation for others.

- 2 copies of your team roster.

- Dice (1d8, 3 block dice, your ACCC d6s), tokens.

- Your team (painting guidelines below under "Tournament Scoring").

WHAT YOU GET

- 4 Games of Street Brawl, a Blood Bowl Variant.

- 2 d6s. (Only if you weren't at the ACCC.)

OPTIONAL

- Membership in the NAF, Blood Bowl's international sanctioning body, may be purchased for $10, and includes a set of custom dice. NAF membership is **not** required to play in the tournament but is generally worthwhile.

TOURNAMENT RULES

Games will be played using the rules from the Blood Bowl Competition Rules Pack with the following modification:

- Illegal Procedure will not be used.

- All the stuff beginning on the next page.

TEAM CREATION

- Tournament 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. 6.

- In Street Brawl, a team may not have more than 11 players on the roster. Remember, a team will only field 7 players at a time.

- In addition, only 4 "specialist" players (which means any player whose availability is less than 0-12) may be selected.

- Street Brawl teams are not very well-trained or reliable. Team rerolls cost double their listed cost. For example, a reroll for a human team would cost 100,000 GC.

- Because people have figured out which teams are good, skills will be assigned according to the following tiers:

TIER A - 0 skills
Amazon, Bretonnian, Dark Elf, Dwarf, Norse, Undead, Wood Elf
TIER B - 1 skill (up to 1 double)
Chaos Dwarf, Elf, High Elf, Human, Khorne, Lizardman, Nurgle, Orc, Skaven
TIER C - 2 skills (up to 1 double)
Chaos, Chaos Pact, Khemri, Necromantic, Ogre, Underworld
TIER D - 4 skills (up to 2 doubles)
Goblin, Halfling, Slann, Vampire

- The Leader skill can't be selected, as these guys are uncoachable.

- No staff (apothecaries, assistant coaches, cheerleaders) may be purchased. Necromantic and undead teams get their Necromancer as usual.

STREET BRAWL 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 - T**he Street Bowl pitch is only 7 squares wide; 3 squares in the center and 2 squares in each of the wide zones.

- **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, though more can be set up if desired. Only one player may be set up in each wide zone.

- **KICKING OFF -** 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 is not caught.

- **WALLS VS. ARMOR -** 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.

- **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 bound in the endzone, 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 - S**ome 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 armour 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.

WEATHER TABLE

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 horrible 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.

MAGIC POTIONS

These potions may be administered to any player who is Knocked Out, Badly Hurt, or Seriously Injured (if you're Dead, it's too late) at the same time that Knockouts are rolled. Potions are quite unpredictable, however. After a player has been given a potion, roll a d8 and refer to the following chart:

1	**Squig P*****	It's poisonous! The player is killed immediately. You get what you pay for!
2	**Norfolk Tap Water**	It does no good. If the team has more potions, the player may try another one after the current drive is finished.
3	**Laudanum**	This dulls the player's pain and gets him back onto the pitch, but 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. -1 AG and Boneheaded 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.
7	**Cheerwine**	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 endzone, 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. Furthermore, he must roll a die at the start of every turn, 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.		

KICKOFF TABLE

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.
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.
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 successful Dodge roll directly back. If they fail, they are knocked over into the square directly behind them. If another player is occupying that square, he is pushed directly backwards and stays on his feet. Roll armor for any knocked over players as normal, 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.
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.
6	**Cheering Fans**	Each team rolls a d3 and adds their FaME modifier. The team with the higher roll gains a Team Reroll. If the score is tied, neither teams gets a reroll.
7	**Changing Weather**	Make a new roll on the Weather table (previous page) and apply the results. If the new Weather roll is a 'Nice' result, then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
8	**Brilliant Coaching**	Each team rolls a d3 and adds their FaME modifier. The team with the higher roll gains a Team Reroll. If the score is tied, neither teams gets a reroll.
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.
10	**Blitz**	The defense starts their drive a fraction before the offence is ready, catching the receiving team flatfooted. 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.
11	**Throw a Bomb**	Each coach rolls a D6 and adds their FaME to the roll; 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 in the team is targeted (only players on the pitch are eligible) 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 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 endzone (i.e. backwards).

TOURNAMENT SCORING

Swiss Pairing:
The tournament will be conducted using the Swiss method of pairing. This means that after the first round, coaches will play against those coaches that have performed most similarly. So the coach with the most points will play against the coach with the second most points, etc.

A coach will receive the following points, to be recorded after each round of play:

- **+20 Win**
- **+10 Draw**
- **0 Loss**
- **+1 Each touchdown scored.**
- **+1 Per casualty** (only those casualties that would normally result in SPPs).

In addition, the following points will be awarded after the second round, based on the appearance of each coach's team (judged by tournament staff).

- **Painted +2 Points** The models are each covered with paint of some type, with no bare metal or plastic visible.
- **Detailed +2 Points** The models are each decorated with at least three colors of paint (not counting the base).
- **Numbered +2 Points** All of the team's players are clearly numbered.
- **Distinctive +2 Points** All of the positional players may be easily determined (following explanation, if necessary).
- **Ready for Blood Bowl +1 Points** There are no weapons (assassins and secret weapons excluded!) or other incongruous elements visible on the model.
- **Based +1 Point** Each model's base is finished with gravel, flock, etc.

Unpainted teams are *allowed*, but their use will obviously impact a coach's chances of winning the tournament.

AWARDS

A trophy will be awarded to the tournament's overall champion (the player with the most tournament points).