

# ACCC BOOTLEG



*A Street Bowl tournament*

July 16, 2023  
Atlantis Games & Comics  
9649 1st View St  
Norfolk, VA 23503

## TOURNAMENT SCHEDULE

**July 16, 2023**

<b>11:00</b>	<b>- 11:30</b>	<b>: Registration</b>
<b>11:30</b>	<b>- 12:40</b>	<b>: Round 1</b>
<b>12:45</b>	<b>- 1:55</b>	<b>: Round 2</b>
<b>2:00</b>	<b>- 2:45</b>	<b>: Break</b>
<b>2:45</b>	<b>- 3:55</b>	<b>: Round 3</b>
<b>4:00</b>	<b>- 5:10</b>	<b>: Round 4</b>

## WHAT TO BRING

- \$0 for ACCC Participants. \$10 donation for others.
- 2 copies of your team roster. **Please send rosters for review to [kcbloodbowl@gmail.com](mailto:kcbloodbowl@gmail.com) no later than 07/9/23**
- Dice (1d8, 3 block dice), Score, Reroll, Turn Tokens, Street Bowl Pitch, and a **token for tracking potions**
- 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

- Check out these documents for the relevant base rules (many of which are restated/revised for BB2020 below):

[Blood Bowl Second Season Edition: Official Rules](#)

[Blood Bowl Second Season Edition: Death Zone: Ultimate Blood Bowl Companion](#)

<https://www.thenaf.net/wp-content/uploads/2020/12/NAF-Rules-for-Tournaments-2021.pdf>

<https://www.thenaf.net/wp-content/uploads/2019/09/Street-Bowl-2019.pdf>

## TEAM CREATION

- Tournament teams may be purchased using 600,000 GC.
- In Street Bowl, 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 not permitted to take as 0-12 or 0-16 of) may be selected.
- Team rerolls cost double.
- Sideline Staff (apothecaries, assistant coaches, cheerleaders, dedicated fans etc.) may be purchased as shown on page 92 of the Blood Bowl Death Zone. Necromantic and Undead teams get their Necromancer as usual. All raised zombies get thrown and left in the roadside ditch at the end of each round.
- Apothecaries will use the "Patching Up Knocked out and Casualties" section of the Blood Bowl Death Zone: The Ultimate Blood Bowl Companion on page 95. (i.e. a 4+ roll is required to patch up a 10-12 CAS result and place the player in the reserves. On a roll of 1-3 the apothecary is ineffective, and the player remains a CAS.)
- Additional skills can be assigned according to the following tiers.

### TIER A - 0 skills

Amazon, Chaos Dwarf, Dwarf, Norse, Shambling Undead

### TIER B - 1 skill (up to 1 double)

Chaos Renegades, Dark Elf, High Elf, Human, Khorne, Lizardmen, Imperial Nobility, Necromantic Horror, Orc, Skaven, Underworld, Wood Elf

### TIER C - 2 skills (up to 1 double)

Black Orcs, Chaos Chosen, Elven Union, Nurgle, Ogres, Old World Alliance, Snotlings, Tomb Kings

### TIER D - 4 skills (up to 2 doubles)

Goblin, Halfling, Slann, Stunty Black Orcs, Stunty Lizardmen, Stunty Underworld, Vampire

- The Leader skill cannot be selected, as these guys are un-coachable.
- All Inducements as shown on page 93 of the Blood Bowl Death Zone: The Ultimate Blood Bowl Companion are available aside from those listed in the Banned Inducements section below!

**Banned Inducements:** Desperate Measures, Special Play Inducements, Bribes, Unlimited Mercenary Players, Star Players

- Magic Potions are also an available inducement. **Each team gets 1 Magic Potion for free each round.** Additional potions are 50,000 GC each. There is no limit on how many can be bought. See the Magic Potion chart on pg. 7

## TOURNAMENT SCORING

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

- **+30 Win**
- **+10 Draw**
- **0 Loss**
- **-5 Forfeit**
- **+1 Each touchdown scored.**
- **+1 Per casualty** (only those casualties that would normally result in SPPs).

### Tie Breakers

- **Net TDs**
- **Net CAS**

## AWARDS

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

## 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** - The Street Bowl pitch is only 7 squares wide: 3 squares in the center and 2 squares in each of the wide zones. The Line of Scrimmage divides the center of the pitch into equal halves.
- **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 during the deviate the kick step and the lower result is used. For reference, the Street Bowl Kick-Off Event table is available on Page 9. If the ball deviates into a wall during the kick, determine the new location before rolling the kick-off event (see Walls vs. Balls below).
- **CASUALTIES** - No d16 rolls are used in Street Bowl. Severity of injury is determined by the injury roll. A roll of 12 kills the player. Dead players cannot receive potions.
- **COBBLESTONES VS. ARMOR** - Add +1 to the Armor roll for any player that is knocked over or falls down while playing Street Bowl (whether by a block or a failed action or in any other way). Note that the **modifications to Armor roll from Cobblestones or Walls does not stack with Claws**. Additionally, a player being Placed Prone does not suffer the +1 to Armor roll from cobblestones when rolling for armor break.
- **COBBLESTONES VS. BALLS** - The ball deviates as normal when kicked or during a wildly inaccurate result during a pass action but will bounce twice if it is dropped after a failed catch or hits the ground in an empty square. If a ball hits the ground, bounce the ball. If the square is not occupied, 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 it is not caught, repeating this process as necessary.
- **WALLS VS. ARMOR** - A player can only be pushed into a wall if there is no available unoccupied legal square. When a player is pushed 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 broken, the blocked player is knocked over, and you may roll for injury. 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 broken, roll injury as normal. If a player is pushed into the crowd at either end of the street, roll injury using the same rules as Blood Bowl (i.e. no armor break required). Note that the modifications to Armor roll from Cobblestones or Walls does not stack with Claws or Secret Weapon modifiers.

- **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 exits out of bound in the endzone, the fans will throw it back using the same rules as in Blood Bowl for Throw-In. If a ball would exit play along a wall during play then it will result in a Throw-in using D6 squares for the distance and the standard Throw-in Template for direction, and then bounce twice upon hitting the ground as described above. This rule affects bouncing balls, and also any deviated kick which hits 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 throwing 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 Passing roll in addition to the modifiers for throwing distance. A pass passed off the wall can never be deflected or intercepted, though players with On the Ball may still move as normal. Holding the range ruler sideways, it is possible to bend the passing template 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. The location of the bounce off the wall can be along any portion of the range ruler. This marks the square of the wall, which the thrower is aiming for. Make the Pass action considering the -1 to the Passing roll for passing it off the wall as described above. If the throw is fumbled it lands at the thrower's feet and the ball will bounce twice. Wildly inaccurate passes are handled as normal and will bounce twice if they hit the ground. If the throw is inaccurate it hits the wall, but then deviates unexpectedly D6 squares in a random direction using the Throw-in template for direction from the wall space! An inaccurate pass which is passed 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 per the usual rules above. If the pass is accurate the receiver as normal may attempt to 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 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 committing the foul 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. Any player with the Secret Weapon skill is safe for as long as the game is going on. As soon as a drive ends 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 a 6!

## WEATHER TABLE

<b>2</b>	<b>Smog</b>	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.
<b>3</b>	<b>Wind</b>	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.
<b>4-10</b>	<b>Normal</b>	No effect.
<b>11</b>	<b>Rain</b>	It's raining, making the ball slippery and difficult to hold. A -1 modifier applies to all catch, intercept, or pick-up rolls.
<b>12</b>	<b>Snow</b>	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

Magic Potions may be administered to any player including the healthy and living but usually are administered to those who are Knocked Out, Badly Hurt, or Seriously Injured. **DEAD players and players with Regeneration cannot benefit from magic potions!** Effects of a potion are applied after Recovering KO'd players during the End of Drive Sequence. Potions are unpredictable! After a player has visited the buffet, roll a d8 and refer to the following chart:

<b>1</b>	<b>Squig P***</b>	It's poisonous! The player is killed immediately. You get what you pay for!
<b>2</b>	<b>Norfolk Tap Water</b>	It does no good. If the team has more potions, the player may try another one after the current drive is finished.
<b>3</b>	<b>Laudanum</b>	This dulls the player's pain and gets them back onto the pitch, but they gain Really Stupid, Thick Skull and increase AG by +2 for the rest of the match.
<b>4</b>	<b>Dwarf Ale</b>	The player returns to play but is somewhat wasted. Increase AG by +1 and gain Bonehead for the rest of the match
<b>5</b>	<b>Healing Balm</b>	Just the thing! The player may return to play with no ill effects.
<b>6</b>	<b>Warpstone Tincture</b>	The player returns to play and gains Sprint and Jump-Up but must be the first player to act every turn.
<b>7</b>	<b>Bloodweiser</b>	Is this... vampire blood?! The player returns to play, gaining Hypnotic Gaze and Animal Savagery for the rest of the match.
<b>8</b>	<b>Fungus Beer</b>	Look out! The player returns to play, gains +2 ST and Frenzy but suffers from Uncontrollable Fury. At the start of each turn (yours and your opponents) roll a d6 whether this player is on the field or not. If a 1 is rolled, they violently vomit and are DEAD.

## KICKOFF TABLE

<b>2</b>	<b>Loose Masonry</b>	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.
<b>3</b>	<b>Riot</b>	Both coaches roll a D6 plus fan factor. The coach that rolls the lowest randomly selects D3 of their players from among those 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
<b>4</b>	<b>Stray Pony</b>	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. <b>Players with ST5 or higher do not have to roll as the pony wisely detours around them.</b>
<b>5</b>	<b>High Kick</b>	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.
<b>6</b>	<b>Cheering Fans</b>	Each team rolls a D3 and adds the number of cheerleaders. The team with the higher roll gains a Team Reroll for THIS DRIVE. If the score is tied, neither team gets a reroll.
<b>7</b>	<b>Brilliant Coaching</b>	Each team rolls a D3 and adds the number of assistant coaches. The team with the higher roll gains a Team Reroll for THIS DRIVE. If the score is tied, neither team gets a reroll.
<b>8</b>	<b>Changing Weather</b>	Make a new roll on the Weather table (previous page) and apply the results. If the new Weather roll is a 'Perfect Conditions' result, the ball will scatter, as described on page 25 of the Blood Bowl rulebook before landing.
<b>9</b>	<b>Potion Peddler</b>	A passing merchant is handing out free samples. Each team gains 1 potion. This can be saved for use as normal or given immediately to a player on the field.
<b>10</b>	<b>Blitz</b>	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 either a pass or Throw Team-mate action. If a player Falls Over or is Knocked Down, no further players can be activated, and the Blitz ends immediately. No rerolls can be used during these activations.
<b>11</b>	<b>Throw a Bomb</b>	Each coach rolls a D6 + 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 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. If caught, the bomb will explode on a 4+ as usual. Otherwise, the bomb can be thrown again as usual. Any knockdowns and injury rolls (for either team) are worked out before the event ends.
<b>12</b>	<b>Guards!</b>	The city watch is 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 ST2 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).