

FRIDAY NIGHT STREETFIGHT

at ROFCon



February 28, 2014

Holiday Inn Conference Center - Salon D&E

5655 Greenwich Rd.

Virginia Beach, Virginia 23462

TOURNAMENT SCHEDULE

February 28nd, 2014

6:45 - 7:00 : Registration

7:00 - 11:30 : Games!

WHAT TO BRING

- \$5.
- 2 copies of your team roster.
- Dice (1d8, 3 block dice), tokens.
- Your team (painting guidelines below under "Tournament Scoring").
- Pen or pencil.

WHAT YOU GET

- 3 Games of Street Brawl, a Blood Bowl Variant.
- 2 generic d6s. (Only these dice may be used during the tournament.)

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 modifications:

- Illegal Procedure will not be used.
- Turns will not be timed, unless a game is obviously falling behind schedule. If a game is not finished within 1.5 hours, coaches will be given time to finish their last turn(s) and then it will be halted.
- Rosters reset after every round. This means that injured players are restored to health and players gained through Raise the Dead are lost. This also means that there are no earnings or Fan Factor increases.

TEAM CREATION

- Tournament teams may be purchased using 600,000 GC.
- The only available inducements are Magic Potions. Each team gets 1 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.
- Teams may be selected from any of the 24 races in Blood Bowl Living Rulebook 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, positional limits are halved, rounding up. For instance, a human team could have a maximum of 1 thrower, 2 blitzers, 2 catchers, and 8 linemen.
- The Pact Penalty: Chaos Pact teams have a rather unusual roster, and one which is unduly suited to Street Brawl. To keep them from running wild, they may only spend half of their team's budget (300,000 GC) on players other than Marauders.
- 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.
- Did we mention Street Brawl players are poorly trained? Only one player (let's call him the leader) starts the game with a skill or stat increase worth 30k or less.
- No staff (apothecaries, assistant coaches, cheerleaders) may be purchased. Necromantic 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** - The 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.
- **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** - 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 cobbles!). 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** - 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 him or herself 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 and remove any players with the Secret Weapon skill from the game.
- **"GET THE REF"** - A result of "2 - Get the Ref" on the kickoff chart will be taken as a "12-Pitch Invasion" result instead.

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). 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.

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