



BLOOD BOWL STREET ★ BOWL ★



TEAM CREATION

We will be using the rules from the NAF Blood Bowl Street Bowl with the following changes for team creation.

https://www.thenaf.net/wp-content/uploads/2016/07/NAF_StreetBowl-1.pdf

- Teams may be purchased using 700,000 GC.
- Teams will have 60,000 GC for skills at the normal rates. No skill may be taken more than once, and no player may gain more than one skill.
- No Attribute bonuses can be purchased.
- Big Guys cannot gain skills.
- The Leader skill will be banned as Street Bowl teams are not well trained.
- No Star Player, they won't lower themselves to play on the streets.

Location: Park Inn by Radisson Resort & Conference Center Orlando
3011 Maingate Lane, Kissimmee, FL 34747

Date: Friday/ October 6th

Time: 10am to 6pm

Cost: None, \$20.00 Extra will get you a copy of the Street Brawl Pitch from Impact! Miniatures

(Supplies are limited.)



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Weapon Up!

Before each match roll on the following chart.

1-3: Team receives Kicking Boots Special Play Card.

4-5: Team receives the Stiletto Special Play Card.

6: Team receives Knuckle-duster Special Play Card.

(NOTE: Potions may not be administered to players with the Regeneration skill, as their natural healing abilities will fight off the effects.)

Street Bowl 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 Knockouts 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 chart:

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 AG modifier for the rest of the match.

4 - **Dwarf Ale**: The player returns to play, but is somewhat wasted. He gets -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 for the rest of the match.

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 endzone, he leaves the pitch to visit the concessions stand and misses the rest of the drive (may still score a TD).

8 - **Nurgle Energy Drink**: Look out! The player becomes a Beast of Nurgle for the rest of the match. Furthermore, he must roll a die 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.

Points for the Tournament will go as follows:

20 - Winner - 10 - Tie -5 - Loss

3 - Touchdown

3 - Casualty +1 if caused by a Foul

2 - Interception