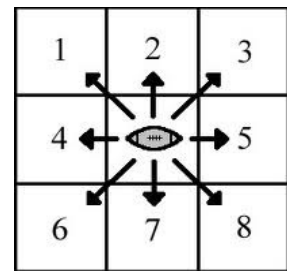
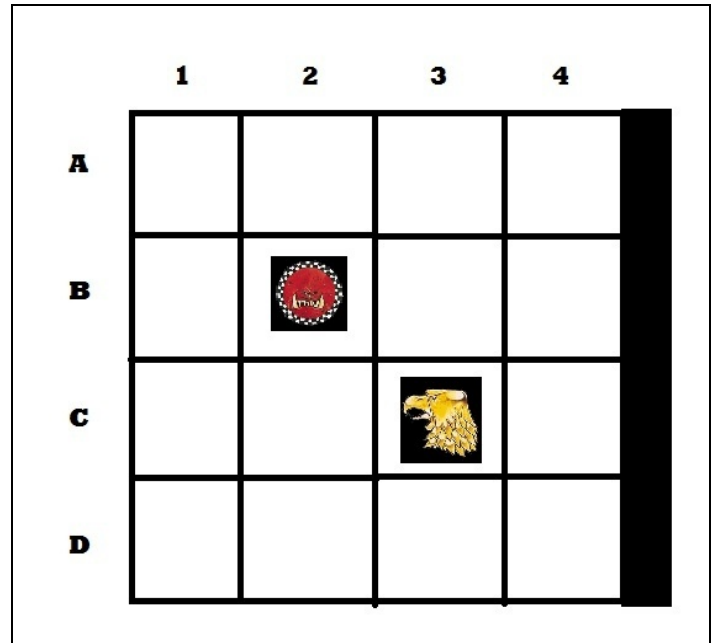


## Street Bowl FAQ

Walls and Cobbles - Can you give an example of how the bouncing works?



*Pretend we have a situation like we do here. The Orc in B2 attempts to pick up the ball and fails, so the ball scatters. The first D8 and get a 5, so the ball bounces to B3. Since this is an empty square, the ball bounces again. A 7 is rolled, so the human player can attempt to catch it. He fails, so the ball scatters again. An 8 is rolled, so the ball scatters to C4, and empty square. It scatters again, and a 3 is rolled, which is a wall square. As in Blood Bowl, the ball will scatter from the last square occupied (C4). Using the throw in template, a 3 is rolled, so the ball will bounce straight out D6 squares. A 1 is rolled, so the ball bounces straight down in C4. It scatters once more. A 4 is rolled for the scatter, so the ball bounces to C3, back on the human player. He may attempt to catch it again. He fails, so the ball bounces from his empty square. A 1 is rolled, which means the ball bounces to B2, the square occupied by the Orc player. Amazingly, he catches the ball. However, since this madness was started by the Orc player initially failing a pick up roll, a turnover has occurred.*



How does Frenzy work on the Streets?

*Frenzy works the same as it does in Blood Bowl. In the above picture, pretend the Orc in B2 has frenzy and is blocking the Human in C3. He rolls a block die, and gets a push. He pushes the human to C4 and follows up. He throws a second block and gets another push. Since there is a wall there, the Orc player may make an armor roll on the Human at +1. If the armor is not broken, the Human remains standing. If the armor is broken, the Human is Knocked Down and an injury roll is made*

*In the above example, had the Orc been in C3 and the Human in C4, the Orc could had thrown a block, gotten a push, failed to break armor, but since he had frenzy, he could have thrown a second block against the Orc. Frenzy is nasty on the Streets.*

How do potions work with regeneration?

*If you are a player with regeneration on a team that can use potions (i.e. a vampire or a troll), you can use both. Since the regeneration roll is made immediately after the player sustains an injury, you may make the regeneration roll right then and there. If the roll is*

*successful, place the player in the reserves box (and don't forget their niggling injury for the match). If the regeneration roll is failed, you may attempt to give the injured player a potion.*

What if they die because of the potion - do I get to roll a second regeneration roll to prevent this death?

*No, if a player with regeneration dies because of a potion, they remain dead. There is always a risk with potions.*

How do the Necromancers who coach Undead and Necromatic teams raise dead players who have been revived by potions?

*Necromancers have long worked with Street Bowl teams, since there are typically so many dead bodies after the games. However, there are easier ways to get dead bodies in the Old World, so the necromancers working with Street Bowl teams are usually acolytes new to their craft. As such, they are much slower to raise zombies from dead players, and any zombies raised are added to the roster during the post game. In Street Bowl, when a player dies, a potion may be given to the recently deceased player and they are either healed or temporarily revived. If they are given a Healing Balm, they are back to full health and, obviously, cannot be raised. If they are given another potion which temporarily heals them, they will continue to play the match. However, at the end of the game, they will expire and may be raised as a zombie by the Necromancer. A player who has a heart attack due to Fungus Beer may also be raised at the end of the match.*

How does Nurgle's Rot work with potions?

*As with Necromancers, if a player with Nurgle's Rot kills another player, and they are healed with a Healing Balm potion, no rotter may be gained. However, if they are temporarily revived with a potion but then expire at the end of the match, they will rise again as a Rotter and may be added to the Nurgle's roster for the next match. Remember that a player must be killed by an opponent with Nurgle's Rot to be raised as a Rotter. Simply being injured by a player with Nurgle's Rot and then later killed by a potion (i.e. Squig Pish or Fungus Beer) will not generate a Rotter.*

How does a player with a Ball and Chain move during a scramble or quick snap?

*During these events, the Ball and Chain player is so amped up and ready to go that they move first. Roll for random movement for the Ball and Chain player and, if they run into a player, they throw a block as normal. After the Ball and Chain player has gone, then move other players as normal. If there is more than one Ball and Chain player, roll off to see who moves first.*

What does a player with Ball and Chain do during the Kick Off Table result Hit the Dirt!

*They Ball and Chain player is too addled by magic mushrooms to pay attention to a warning about guards. Do not roll for them, they remain standing.*

I have enough inducements for three Lil' Shoppes. What is the procedure to obtain these items?

*You may roll all your Lil' Shoppes first, and then distribute them to your players.*

Do I get a +1 to the Armor Roll when I foul a down player due to the cobbles?

*No, you only get the +1 to the Armor Roll when the player is Knocked Down*

During a Scramble! result on the Kick Off Table, how do I move my players?

*You must move players in a straight line to the bag of gold. The only time you move diagonally is to go around intervening players. You must choose the shortest route to go around. If both routes are equidistant, it is the coach's choice on how to move their player.*

What happened to Guards! on the Kick Off Table? I loved that result.

*You're the only one who did....*

What happens during a Happy Hour Kick Off Result if I only have one player on the pitch and he has the "Drunk" skill

*The Drunk player will leave the pitch, leaving you with no one on the street. This is the only time in which this Kick Off result will leave you with zero players in the street. Just say No, kids....*

A Vampire (with Bloodlust) is injured and drinks a Dwarf Ale potion and now has Blockhead. Does he still have to roll Bloodlust?

*No, the Blockhead takes precedence. He no longer has to make bloodlust rolls (much to the relief of his thralls). The same is true for a Treeman who drank Dwarf Ale - they suffer from Blockhead but don't have to worry about rooting*

Why do ALL big guys have Throw Team-mate on the streets?

*There is a chance that a player may drink a shrinking potion and become a Halfling. If a team has a "big guy," then they become a one-turn scoring threat. Remember that even though a Kroxigor now has Throw Team-mate, the skinks don't have The Right Stuff, so they cannot be thrown.*

What happens if there is a player directly behind my player on the Line of Scrimmage and the Stray Pony is rolled?

*Move the player behind the Line of Scrimmage straight back one square. This is a free move. Now make the dodge for the player on the Line of Scrimmage.*

Due to injury, I only have three players on the pitch, one of which has the Drunk skill. Happy Hour is rolled on the Kick Off table and three players are supposed to leave the streets. What happens?

*The Drunk player automatically leaves because of his Drunk skill. Since you only have two players left and Happy Hour allows you to leave one player on the pitch, you may pick which of the two remaining players leaves the pitch to have a pint and which player remains on the streets.*

What happens if I roll Happy Hour and only have one player on the street, and he has the Drunk skill? Does he remain on the street or go off for Happy Hour?

*The Drunk player goes off for Happy Hour. This is the only time when Happy Hour can take all the players off the street. Also, if this ever comes up: If you roll Happy Hour and have two or more players with the Drunk skill, all Drunk players will leave, no matter how many players you roll for Happy Hour. Let this be a lesson to you kids, know when to say when!*

The ball is kicked off and scatters to the square containing a player. High Kick is rolled - can I move another player under the ball, displacing the original model?

*No, as in Blood Bowl, the player under the ball must attempt to catch the ball. Effectively, nothing really happens with this Kick Off Table result if the ball is scattered to a square containing a player.*

What happens during a Scramble Kick Off result?

*Every player that moves will move in a straight line toward the gold. The only time you move at a diagonal is to go around players. Then you take the shortest route. Once the movement is done, the ball hits the ground, bounces, and the players recover their wits. They may now move as normal. Also, the player who picks up the gold has their movement end in the square, making them vulnerable to a blitz and crowd push*

What is the procedure for Bribes and Counter Offers?

*When a foul is called, the fouling team may attempt to bribe the crowd. The other team may then Counter Offer if they have one. The fouling team chooses whether or not to use a bribe and then the opposing team can react to their choice.*