



Street Brawl is a vicious version of Elfball played in alleys and streets through the world. Many a player gets their start by earning their stripes (and managing to survive) playing the game on the hard cobbles of the inner city. The rules are basically the same with just a few variations to accommodate the walled streets and back alleys.

## RULE CHANGES

Street Brawl using the same rules as Elfball except for a few changes as detailed below.

**PLAYING FIELD:** The Street Brawl field is 7 squares wide by 26 squares long. The white lines that repel the ball go through the middle of the field, around the outside, and separating off the end column of each side. The top and bottom sides are tall stone walls (with one small gap to get to the bar at the middle top).



**SETTING UP:** The yellow outlines above do not actually show on the board. They are shown above to show where the players set up. Each team must put one player in the middle square shown in yellow on each side of the centre white line for the face-off. One player may be set up in the area shown in the yellow square in front of the goal line. Finally, two players may be set up in each of the side zones shown in with the large yellow boxes. This allows each team to set up a maximum of 6 players (just like a normal Elfball game.) The ball is thrown in from the opening for the bar areas by the referee so there is no dot for the ball to be placed for the face-off.

**OBJECTIVE OF THE GAME AND SCORING:** The objective is still the same ... be the first team to score two goals (or three if you are playing a longer match). The difference is that you score a goal if you can run the ball anywhere in the final column of seven squares on your opponent's side of the field.

**BEGINNING A TEST AND THE FACE-OFF:** The only change for beginning the Test other than where the players may set up is that the ball is not placed on the field. Perform the face-off as normal for an Elfball match. The winner can choose to Tackle or Shove the opposing player OR (this is the change) to Disengage into another square as his options for his free action. At the end of the free action, the referee throws the ball in to the winner of the face-off. This means the winner of the face-off ends his free action with a Catch challenge. Momentum earned during the free action may be used for this Catch challenge. Flopping this Catch challenge does not result in a *Shift in Momentum*.

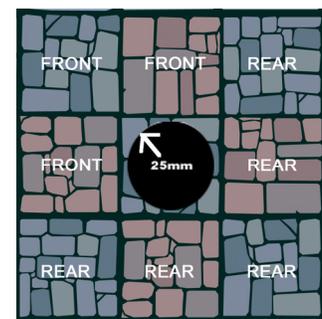
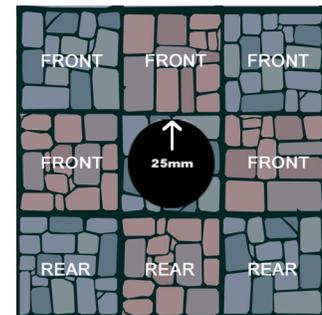
**MOMENTUM:** Each team can track their own Momentum counters using the track marked Turn (under the Potion track). Other than this Momentum works the same as Elfball.

**BOUNCING THE BALL:** When a D6 is used to determine a random direction for the ball use a D8 instead and the scatter diagram on the board to determine the direction.

**SQUARES:** Distance in Street Brawl is measured in squares instead of hexes. So any measure of paces applies to the number of squares moved.

## PLAYER FACING

Each player still has a forward and rear facing; however because of the squares instead of hexes this works differently for Street Brawl than Elfball. Street Brawl has two facing possibilities depending if the player is facing an ordinal or diagonal direction. If it is unclear which way a player is facing (i.e. he is looking on a line, the opposing coach may decide which square he is facing).



## REPLACEMENTS

If you have less than 6 players on the field, then for any of your turns instead of taking an action with a player on the field you may take one player from your Bench (not Recovery or Infirmary) and place him into any unoccupied square on your side of the alley within 3 squares of exit to the bar at the top centre of the alley. This player may not move or perform any challenge other than a Pick-up challenge if the hex he is placed in has the ball. This player is consider the last player moved for your next turn.

## SHOVE CHALLENGE

The major change to the Shove challenge is what happens if a player would be shoved into one of the walls on the sides of the field since he cannot be shoved back. This can be a very painful experience as the walls are not a forgiving surface to run into. If an opponent would be shoved into a wall the opponent needs to perform a Crush challenge to see what happened.

Crush challenge	
Attribute:	Might
# of successes needed:	(Shoving Opponent's Might attribute) - 2
<b># of successes needed modifiers:</b>	
Each adjacent standing teammate forward facing your player:	-1
Each adjacent standing opponent forward facing your player other than the opponent shoving your player:	+1
The wall is in your Front facing.	-1
<b>Challenge Result:</b>	
Flop:	Your player is Dazed.
Not getting the number of successes needed:	Your player is Down.
Getting the number of successes needed or more:	Your player shakes off the result of hitting the wall and stays standing.

## INJURIES

The cobbles of the street are a much more grievous spot to land than the plush grass of an Elfball field. As a result the Injury challenge table is different for Street Brawl.

Injury challenge	
Attribute:	Grit
# of successes needed:	See below
<b># of successes needed modifiers: None</b>	
<b>Challenge Result:</b>	
Flop:	<b>Basic:</b> Player is out for the rest of game. Place him in the Infirmary. <b>Advanced:</b> Player suffers a career-ending injury and is permanently removed from the team. Place him in the Infirmary.
0 Successes:	<b>Basic:</b> Player is out for the rest of game. Place him in the Infirmary. <b>Advanced:</b> Player suffers a lasting injury. The Player's attribute with the most points is reduced permanently by one point. Team Manager of the player can choose in cases of tied attribute amounts. Place him in the Infirmary.
1 Success:	Player is out for the rest of the game. Place him in the Infirmary.
2 or 3 Successes:	Player is knocked unconscious. Place him in the Recovery box. Player may be moved from the Recovery box to the Bench area <i>after</i> the <i>next</i> Test has started.
4 Successes:	Player is placed on the Bench and will miss the rest of the current Test.
5 Successes:	Player was just winded and is Dazed.
6 or more Successes:	Player has a burst of will/energy to stay in the game and is Down.

## REFEREE

The referee (normally the owner of the nearest bar) enforces rules very similar for Street Brawl as for an Elfball match.

- Any player who runs over the white line in front of the entrance to the bar at any point (including being shoved into the hex) is immediately forced to leave the playing field and sit on the Bench for the rest of the Test. If the player had the ball, he is ejected by the referee for the remainder of the game as an extra penalty. In addition, the referee blows the whistle and freezes play (no players are moved) and grabs the ball from the ejected player and places it in the face-off square on the side that the ejected player's team starts in. Play then resumes (i.e. a mad scramble to get back to the middle squares to get the ball). If a player is already in this square the referee throws the ball in to him (normal Catch challenge and the throw in cannot be intercepted).
- Any player who enters the column of squares for the goal at any point (including being shoved into any of the squares) without holding the ball is immediately forced to leave the playing field and sit on the Bench for the rest of the Test. If the player had the ball and enters or is shoved into his own goal column then he is immediately forced to leave the playing field to the Bench area and the ball bounces back into a random square outside the goal column area.
- No player with an attribute Type of Monster is allowed to set up for a face-off.

## TEAM SUPPORT

**Chainsaw Maniac (15 points - 1 allowed)** - Street Brawl is such a cut-throat brutal game that in certain areas a player armed with a running chainsaw is allowed to play for each team to make it more "interesting". Having a Chainsaw player on your team replaces one of your allowed Midfielders (or the player position with the highest maximum allowed). A Chainsaw Maniac has the following attributes: Jog 6 / Might 3 / Tackle 5 / Dodge 6 / Skill 0 / Grit 1  
Type: Cheater  
*Note:* A player with Skill 0 automatically fails any Catch, Interception, or Pick-up challenge.

### CREDITS

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