

# Crossroads

This article is a variant of a variant game. Crossroads is a 4-player version of Streetbowl, if you don't have the Streetbowl article you can download it from ZlurpeeBowl.com. Unless otherwise stated in this article all the rules of the Streetbowl article apply.

## Intro:

When 4 Streetbowl teams can organize themselves enough to be in one place at the same time, it's a good time for a crossroads match. (This is much harder than it sounds; organization is not something that comes easily to Streetbowl teams.) They take their teams to the nearest intersection with the intent of proving they are the best team in the city. The teams choose a side of one of the streets and lineup on or behind the bold lines. (Normal rules for setting up on the Street apply).

## Scramble:

There are no kickoffs in a Crossroads match; instead, the teams have a scramble for the ball. The Kickoff table is not used. To start a game roll a D6 to see who starts, play continues clockwise from there.

Since no one kicks the ball, it has to get out in the middle of the action somehow! During a crossroads match, a ball-snotling carries a ball out to the Target square, (the red one) and stands there holding it until he loses the ball. The ball snotling has the ball snotling statline. The starting coach must attempt to take the ball from the ball snotling by blocking him. If the starting coaches' player fails the block, (Loser!) the next coach in turn must attempt to block the ball snotling. The snotling does not gain assists from any other players until he loses the ball. Once the ball-snotling no longer possesses the ball, he gains the No Hands skill. Each subsequent coach may move the ball-snotling as if he were a member of their team during their turn. (This means that each coach gets their turn to control the ball-snotling. When it is your turn he is the same as any other player on your team. Note: he can also cause team turnovers.)

## Ball Snotling:

MA	ST	AG	AV	Skills:
5	1	3	5	Dodge, Right Stuff, Stunty, Titchy, No Hands (once he loses the ball)

Once a TD is scored; setup for another scramble with the coach to the left of the team that scored starting first. At Halftime, the coach on the opposite side of the board from the coach who started the game should start things off.

## Scoring:

You can only score in the endzone directly across the table from you.

## Assisting Blocks and Fouls:

Once a player declares a Block/Foul and only after they declare it, any opposing players in a position to assist either side may do so if they want. (Alls fair in love and Streetbowl)

**Interceptions:**

After a pass has been declared, if there are more than one (or two) players from different teams eligible for an interception attempt they may all try for the interception, although there is only one chance per team. Start with the defender closest to the throwing player and continue down the range ruler from there. If two players are the same distance from the throwing player roll a D6 to see who can make their attempt first.

**Note on passing:**

Please remember that the streets are lined with walls. So you can not throw the ball over the grey areas as it would hit a wall.

**Winning the Game:**

At the end of 2 halves of play if 1 team has more points than the other 3 they are the winner. (Hard to believe it's that simple huh.) If there is a tie then play continues on to overtime.

**Overtime:**

Setup for a scramble, the player that began the game going first will also begin the OT going first. All teams that are tied are 'Golden Goal Eligible' (or GGE). Any team that is GGE that is able to score a TD wins the match. If a team that is not GGE is able to score a TD adjust the score counter and setup for another scramble as normal. If that TD put them in a tie with the other GGE teams then they are also GGE now. Overtime is not limited to one half, it will continue on until there is a winner.

**Thanks:**

I would like to thank John Bridegroom for the Deathbowl article for Bloodbowl, the original idea behind a 4 player Bloodbowl match. (Originally in Citadel Journal #31, and Bloodbowl Compendium #3) Also thanks to Ramsay "Norse" McPherson for bringing us Streetbowl.

