

Raw

- [Page 90](#)
- [Page 74 - Skills](#)
- [Page 91](#)
- [Page 80](#)
- [Page 92](#)
- [Page 75](#)
- [Page 81](#)
- [Page 77](#)
- [Page 93](#)
- [Page 94](#)
- [Page 78](#)
- [Page 95](#)
- [Page 79](#)
- [Page 96](#)
- [Page 97](#)
- [Page 76](#)

Page 90

BLOOD

BOWL

SEVENS

THE BLOOD BOWL SEVENS PITCH

Blood Bowl Sevens pitch shares many similarities with a standard
A Blood Bowl pitch, but there are a few key differences to be aware of.

A Blood Bowl Sevens pitch features:

Two End Zones, one at each short end of the pitch.

Two Wide Zones, one at each side of the pitch, running from End Zone to
End Zone,

Two Sidelines, running the length of the pitch, from one End Zone to the other.
of

4. The Centre Field, the area between each Wide Zone, running the length of the
of
pitch from End Zone to End Zone.

There are two trapdoors on the pitch, one each half, both positioned within
a Wide Zone.

6. The pitch is then further split along its length into three thirds by two Lines of
Scrimmage each marking the point at which one of the teams will line up for
the kick-off!

Welcome to Blood Bowl

W

Sevens, the fast and
furious game of fantasy
football. Blood Bowl is, by its very
nature, a game that can take a
couple of hours or more to play.

For many coaches, real-world
commitments, such as work and
family, can mean that finding
time for a full-length game can
be difficult, and taking part in
a league almost impossible.

Blood Bowl Sevens addresses
this by allowing coaches to play
with smaller teams and reducing
the number of turns, creating a
version of the game that can be
played in under an hour.

Finally, the board itself is split into a grid of squares; seven squares from
each Line of Scrimmage to each End Zone and six squares between each Line of

Scrimmage, making the pitch 20 squares long in total, and 11 squares wide; two squares in each Wide Zone, seven squares across the Centre Field.

What's more, this simplified version of the game is ideal for younger players, many of whom wish to play and want to learn the rules, but often find the complexity of Blood Bowl daunting. Blood Bowl Sevens, with its simplified format and smaller teams, allows younger coaches to master the game without being overwhelmed by the rules.

DUGOUTS

with normal Blood Bowl, each team in a Blood Bowl Sevens game has A its own dugout, a safe haven at pitch side where reserves can warm up. where the injured can be tended to and where important game information is tracked. The dugouts used for Blood Bowl Sevens are almost identical to normal dugouts, as described in the Blood Bowl rulebook, except for one important difference; on a Blood Bowl Sevens dugout, the turn and team re-roll trackers only go up to six, rather than the usual eight. This is because there are only six turs per half in a Blood Bowl Sevens game.

41516

1. The Reserves box.
2. The Knocked-out box.
3. The Casualty box.
4. Turn trackers
5. Team re-roll trackers.
6. The Score tracker.

Page 74 - Skills

SKILL USE

layers that are Sliding and have not lost their

Tackle Zone can use

their Skills or Traits at any time, not just during their own activation.

Players that are Prone or Stunned, or that have lost their

for any reason, cannot use any Skills or Traits unless otherwise stated

related in the

Skill or Trait description:

SKILLS

On the following pages

They

feature the complete

list of Skills and Traits

available to players. Be they

Skills a player starts with,

or Skills gained during the

course of a league, all players

will have a degree of access

to General, Agility, Strength

and Passing skills, and many

will have access to Mutations.

Traits are more unique, the

result of a player's nature

rather than something they

can learn

which modifies a dice roll after the dice

You can choose to use a Skill or Trait that

after

a dice roll has been made

All bonuses and/or modifiers from Skills or Traits can be combined.

Unless the description states otherwise, a Skill or Trait can be used

by

more than one player per team turn.

Unless the description states otherwise, a Skill or Trait can be used

multiple times during each team turn.

Unless Skill or Trait is marked with an asterisk (*), its use is not

compulsory (i.e., you do not have to use that Skill or Trait if you do not

wish to). However, the use of a Skill or Trait marked with an asterisk

is compulsory.

SKILL CATEGORIES

Random Selection

IstD6 nd D6

Agility

Catch

Diving Catch

Diving Tackle

General

Block

Dauntless

Dirty Player (+1)

Mutations

Big Hand

Claws

Disturbing

Presence*

Extra Arms

Foul Appearance*

Horns

iron Hard Skin

Monstrous Mouth

Prehensile Tail

Tentacles

Two Heads

Very Long Legs

Passing

Accurate

Cannoneer

Cloud Burster

Strength

Arm Bar

Brawler

Break Tackle

1-3

Dodge

Defensive

Jump Up

Leap

Safe Pair of Hands

Sidestep

Sneaky Git

Sprint

Sure Feet

Fend

Frenzy*

Kick

Pro

Shadowing

Strip Ball
Sure Hands
Tackle
Wrestle
Dump-off
Fumblerskie
Hail Mary Pass
Leader
Nerves of Steel
On the Ball
Pass
Running Pass
Safe Pass
Grab
Guard
Juggernaut
Mighty Blow (+1)
Multiple Block
Pile Driver
Stand Firm
Strong Arm
Thick Skull
6
2
3
4-6
TRAITS
Animal Savagery*
Animosity"
Always Hungry*
Ball & Chain*
Bombardier
Bone Head*
Chainsaw*
6
Decay*
Hypnotic Gaze
Kick Team-mate
Loner (X+)*
No Hands*
Plague Ridden
Pogo Stick
Projectile Vomit
Really Stupid*
Regeneration
Right Stuff*

Secret Weapon*
Stab
Stunty*
Swarming
Swoop
Take Root*
Titchy*
Timm-ber
Throw Team-mate
Unchannelled FI

Page 91

DRAFTING A BLOOD BOWL

SEVENS TEAM

lood Bowl Sevens teams are drafted just like B team rosters. However, there are a few key other Blood Bowl teams, using the same differences to be aware of:

TEAM DRAFT BUDGET

he Team Draft Budget is the amount of gold pieces you have to spend on your rookie team:

DESIGNER'S NOTE:

CURRENCY CONVERSION

ne important thing to remember about Blood Bowl Sevens is that it represents an amateur game, Neither the staff nor the players are professionals, and the sums of money thrown around aren't likely to be all that high! With that in mind, we would suggest that, wherever possible, coaches use the term 'copper pieces' instead of 'gold pieces'. This has little to no bearing upon the game; a Human Lineman costs 50,000 'points', and how those points are named matters little, But for the purposes of Blood Bow

Sevens, referring to those points as 'copper pieces rather than 'gold pieces' is far more characterful and, we have found, adds greatly to the fun!

Or

When drafting a Blood Bowl Sevens team for league play, you have a budget of 600,000 gold pieces to spend on players, Sideline Staff, team re-rolls and so forth.

HIRING PLAYERS

Players are the only compulsory element on any Blood Bowl Sevens team. Each team roster details all of the players available to a team of that type and their Hiring Fee. When drafting a team for Blood Bowl, Sevens, you should select the players you want to permanently hire for your team, pay their hiring cost from your Team Draft Budget and make a record of the player on the Team Draft list.

PLAYER POSITIONS

There are distinctions to be made between the players within a team, separating them by their role within the game, from the humble Lineman to the more specialised roles performed by the 'positional' players.

LINEMEN: The backbone of any team:

All teams will have a player type that they are

a

permitted to take 0-12 or 0-16 of. Regardless of name (for many races call their Linemen by another name), this Player type is the team's 'Lineman' positional.

NUMBER OF PLAYERS

The first and most important thing to be aware of when drafting a Blood Bowl team is the minimum and maximum number of players permitted:

OTHER POSITIONS AND BIG GUYS: Unlike a normal team, a team drafted for Blood Bowl Sevens cannot simply recruit as many players of other types as the coach wishes. Blood Bowl Sevens teams represent amateur sides, so specialist players, such as Blitzers, Throwers and so forth, are quite uncommon:

Every Blood Bowl Sevens team must contain a minimum of seven (7) permanently hired players when it is first drafted.

No Blood Bowl Sevens team can ever contain more than eleven (11) permanently hired players.

JOURNEYMEN: As with any Blood Bowl team, during the course of a league season, the number of players a team can field may fall below seven due to injury and death.

This is permitted and Blood Bowl Sevens teams may 'Recruit Journeymen' just like any other team. However,

the quality of Journeymen available is likely to be lower than usual (such reserves are normally found in the local pub, after all):

A Blood Bowl Sevens team may include a maximum of four (4) players that are not Linemen.

A Blood Bowl Sevens team may not include more players of a certain type than are allowed by the team roster, For example, an Elven Union team is allowed 0-2 Blitzers, meaning a Blood Bowls Sevens Elven Union team may include zero, one or two Blitzers, but may not include three.

A Journeyman on a Blood Bowl Sevens team replaces the Loner (4+) trait with the Loner (5+) trait.

Page 80

STRENGTH SKILLS

ARM BAR

If an opposition player Falls Over as the result of failing their Agility test when attempting to Dodge, Jump or Leap out of a square in which they were being Marked by this player, you may apply a +1 modifier to either the Armour roll or Injury roll.

This modifier may be applied after the roll has been made and may be applied even if this player is now Prone

GUARD

This player can offer both offensive and defensive assists regardless how many opposition players are Marking them.

STAND FIRM

This player may choose not to be pushed back, either as the result of a Block or a chain-push, Using

action made against them

this Skill

does not prevent an opposition player

with the Frenzy skill from performing

a second Block action if this player is

still Standing after the first.

JUGGERNAUT

When this player performs a Block

action as part of a Blitz action (but

not on its own), they may choose to

STRONG ARM

treat a Both Down result as a Push

Back result. In addition, when this

This player may apply a +1 modifier

player performs a Block action as

to any Passing Ability test rolls they

part of a Blitz action, the target of the

make when performing a Throw

Team-mate action.

Block action may not use the Fend,

Stand Firm or Wrestle skills.

If the opposition player was

being Marked by more than one

player with this Skill, only one player

may use it.

MIGHTY BLOW (+1)

When an opposition player is

Knocked Down as the result of a

Block action performed by this

player (on its own or as part of a

Blitz action), you may modify either

the Armour roll or Injury roll by the

amount shown in brackets. This

modifier may be applied after the roll

has been made.

A player that does not have the

Throw Team-mate trait cannot have

this Skill.

BRAWLER

When this player performs a Block

action on its own (but not as part of

a Blitz action), this player may re-roll

a single Both Down result.

THICK SKULL

When an Injury roll is made against

this player (even if this player is

Prone, Stunned or has lost their

Tackle Zone), they can only be KO'd

on a roll of 9, and will treat a roll of 8 as a Stunned result. If this player also has the Stunty trait, they can only be KO'd on a roll of 8, and will treat a roll of 7 as a Stunned result.

All other results are unaffected.

BREAK TACKLE

Once during their activation, after making an Agility test in order to Dodge, this player may modify the dice roll by +1 if their Strength characteristic is 4 or less, or by +2 if their Strength characteristic is 5 or more.

This Skill cannot be used with the Stab or Chainsaw traits

MULTIPLE BLOCK

When this player performs a Block action on its own (but not as part of a Blitz action), they may choose to perform two Block actions, each targeting a different player they are Marking. However, doing so will reduce this player's Strength characteristic by 2 for the duration of this activation. Both Block actions are performed simultaneously, meaning both are resolved in full even if one or both result in a Turnover. The dice rolls for each Block action should be kept separate to avoid confusion. This player cannot follow-up when using

this Skill.

GRAB

When this player performs a Block action (on its own or as part of a Blitz action), using this Skill prevents the target of the Block action from using the Side Step skill.

Additionally, when this player performs a Block Action on its own

Note that

(but not as part of a Blitz action), use the Frenzy skill during the same if the target is pushed back, this player may choose any unoccupied

PILE DRIVER

square adjacent to the target to

When an opposition player is Knocked Down by this player as the result push that player into. If there are n

f a Block action (on its own or as part of a Blitz action), this player may

unoccupied squares, this Skill cannot immediately commit a free Foul action against the Knocked Down player.

be used.

To use this Skill this player must be Standing after the block dice result

has been selected and applied, and must occupy a square adjacent to the

this Skill cannot Knocked DoWn player. After using this Skill, this player is Placed Prone and

with

their activation ends immediately.

choosing to use this Skill means this player will be unable to

activation.

A player

also have the Frenzy skill.

Page 92

PURCHASING TEAM RE-ROLLS

Any team can purchase team re-rolls. These represent the time spent training and the team's ability to react in a split second to mistakes and turn them around. The cost reflects the time and effort different teams must invest to achieve the same broad level of training:

0-6 CHEERLEADERS

All Blood Bowl Sevens teams can hire a number of cheerleaders:

Every Blood Bowl Sevens team may hire cheerleaders when it is first drafted, for the cost of 20,000 gold pieces each, paid for from the Team Draft budget. Additional cheerleaders may be purchased at a later date for the cost of 20,000 gold pieces each,

Every team may purchase 0-6 team re-rolls when it is first drafted

Blood Bowl Sevens teams represent amateur sides.

As such the time spent training and the quality of training leaves much to be desired. A Blood Bowl Sevens team must pay double for each team re-roll it wishes to purchase. For example, if a regular team is able to purchase team re-rolls for 60,000 gold pieces,

a Blood Bowl Sevens team of the same type must pay
120, 000 gold pieces

Unlike ordinary Blood Bowl teams, a Blood Bowl
Sevens team cannot purchase additional team re-rolls
at a later date. Ongoing team training isn't a strength
of such amateur teams!

0-1 APOTHECARY

Apothecaries work hard on the sidelines, patching up
minor injuries and giving urgent care to more serious
injuries before they can end a player's career:

Not every Blood Bowl Sevens team can hire an
apothecary. Whether a team can or cannot include
an apothecary will be noted on the team roster.

If a team can hire an apothecary, it may only ever
have one on the roster.

Teams that can hire an apothecary can do so when
they are first drafted, or during the Hire and Fire step
of the post-game sequence of any game for a cost of
80,000 gold pieces.

HIRING SIDELINE STAFF

Sideline Staff can be of as much if not more assistance
to a Blood Bowl Sevens team as they can be to a regular
Blood Bowl team. However, finding professional and
competent staff can be a challenge for an amateur team!

Teams able to hire an apothecary may Induce a number of additional Wandering Apothecaries for a single game during a league in the Hire Inducements step of the pre-game sequence

0-3 ASSISTANT COACHES

Any Blood Bowl Sevens team can hire a number of assistant coaches:

DEDICATED FANS

Just like a regular Blood Bowl team, every Blood Bowl Sevens team is supported by a strong following of Dedicated Fans. In truth, this probably represents the players' ever-loving mums, or perhaps unwilling partners and spouses dragged along to show support!

Every Blood Bowl Sevens team may hire assistant coaches when it is first drafted, for the cost of 20,000 gold pieces each, paid for from the Team Draft budget.

Additional assistant coaches may be purchased at a later date for the cost of 20,000 gold pieces each.

When a team is drafted, it will have a Dedicated Fans characteristic of 1 recorded on the Team Draft list. Over the course of a league season, this characteristic will increase and decrease, though it will never fall below 1.

Additionally, when a team is drafted it can improve

its Dedicated Fans characteristic by 1, up to a maximum of 6, at a cost of 20,000 gold pieces per improvement.

For example, a team may improve its Dedicated Fans characteristic from 1 to 3 at a cost of 40,000 gold pieces from its Team Draft budget.

Page 75

AGILITY SKILLS

DEFENSIVE

SAFE PAIR OF HANDS

CATCH

During your opponent's team turn

if this player is Knocked Down or

This player may

re-roll a failed attempt to catch (turn), any

(but not during your own team

Placed Prone (but not if they Fall

Agility test when

opposition players being

Over) whilst in possession of the

the ball.

Marked by this player cannot use the ball, the ball does not bounce.

Guard skill.

Instead, you may place the ball in an

DIVING CATCH

unoccupied square adjacent to the

This player may attempt to catch the JUMP UP

one this player occupies when they

ball if a pass, throw-in or kick-off

If this player is Prone they may stand become Prone.

causes it to land in a square within

up for free (i.e. standing up does

their Tackle Zone after scattering of not cost this player three (3) squares SIDESTEP

deviating. This Skill does not allow

of their Movement Allowance, as it

If this player is pushed back for any

this player to attempt to catch the

normally would).

reason, they are not moved into

ball if it bounces into a square within

ac square chosen by the opposing

Additionally, if this player is

coach. Instead you may choose any

their Tackle Zone.

Prone when activated, they may

nooccupied square adjacent to this

player. This player is pushed back

Additionally, this player may

attempt to Jump Up and perform a

into that square instead . If there are

apply a +1 modifier to any attemp

B lock action. This player makes an

Agility test, applying a +1 modifier.

no unoccupied squares adjacent to
to catch an accurate pass if the y
this player, this Skill cannot be used.

occupy the target square.

If this test is passed, they stand up
and may perform a Block action.

If the test is failed, they remain Prone SNEAKY GIT
and their activation ends.

When this player performs a Foul

O

action, they are not Sent-off
committing a Foul should they roll a

Of

natural double on the Armour roll.

the activation

to end

DIVING TACKLE

Should an active opposition player
that is attempting to Dodge, Jump
or Leap in in order to vacate a square
in which they are being Marked by
this player pass their Agility test,
you may declare that this player will
use this Skill. Your opponent must

immediately subtract 2 from the result of the Agility test. This player is then Placed Prone in the square vacated by the opposition player.

LEAP

During their movement, instead jumping over a single square that is occupied by a Prone or Stunned player, as described on page 45.

player with this Skill may choose to Leap over any single adjacent square, including unoccupied squares and squares occupied by Standing players

Additionally,

of this player does not have once the Foul has been committed.

If you wish and if this player has not used their full Movement Allowance, they may continue to move after committing the Foul.

If the opposition player was being Marked by more than one player with this Skill, only one player

may use

Additionally, this player may reduce any negative modifier applied to the Agility test when they attempt to Jump over a Prone or Stunned player, or to Leap over an empty square or a square occupied by a Standing player by 1, to a minimum of -1.

SPRINT

When this player performs any action that includes movement, they may attempt to Rush three times, rather than the usual two.

DODGE

Once per team turn, during their activation, this player may re-roll a failed Agility test when attempting to Dodge.

SURE FEET

Once per team turn, during their activation, this player may re-roll the D6 when attempting to Rush.

A player with this Skill cannot

also have the Pogo Stick trait.

Additionally, this player may

choose to use this Skill when they

are the target of a Block action and

a Stumble result is applied against

themn, as described on page 57.

HACKSPIT QUILLCHEWER'S FUN FACTS!

A lot of teams have very strict policies regarding performance enhancing

(and reality altering!) drugs. Take the Lowdown Rats, for example.

Any player found not to be in possession of at least a bag of

Madcap Mushrooms can face a very hefty fine!

Page 81

TRAITS

ANIMAL SAVAG

When this player IS activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring will perform but before performing the

the action they

action, roll a D6, applying a +2 modifier the dice roll

if you declared the player would perform a Block or Blitz

action (or a Special action granted by a Skill or Trait that can be performed instead of a Block action):

ANIMOSITY (X)Y

This player is jealous of and dislikes certain other players on their team, as shown in brackets after the name of the Skill on this player's profile. This may be defined by position or race. For example, a Skaven Thrower on an Underworld Denizens team has Animosity (Underworld Goblin Linemen), meaning they suffer Animosity towards any Underworld Goblin Linemen players on their team.

Whereas a Skaven Renegade on a Chaos Renegade team has Animosity (all team-mates), meaning they suffer Animosity towards all of their team-mates equally.

On a roll of 1-3, this player lashes out at their team-mates:

One Standing team-mate of your choice that is

When this player wishes to perform a Hand-off

currently adjacent to this player is immediately

action to a team-mate of the type listed, or attempts to

Knocked Down by this player. This does not cause

perform a Pass action and the target square is occupied

a Turnover unless the Knocked Down player was in

by a team-mate of the type listed, this player may refuse

possession of the ball. After making an Armour roll it does so. Roll a D6. On a roll of 1, this player refuses to

(and possible Injury roll) against the Knocked Down

perform the action and their activation comes to an end.

player, this player may continue their activation and Animosity does not extend to Mercenaries or Star Players.

complete their declared action if able. Note that,

ALWAYS HUNGRY*

if this player has any applicable Skills, the coach

this player wishes to perform a Throw Team-mate

of the opposing team may use them when making action, roll a D6 after they have finished moving, but an Armour roll (and possible Injury roll) against the before they throw their team-mate. On a roll of 2+ Knocked Down player.

continue with the throw as normal. On a roll of 1, If this player is not currently adjacent to any this player will attempt to eat their team-mate. Roll Standing team-mates, this player's activation ends another D6:

immediately. Additionally, this player loses their Tackle Zone until they are next activated.

On a roll of 1, the team- -mate has been eaten and On a roll 8 4+, this player continues their activation is immediately removed from the Team Draft| list. as normal and completes their declared action.

NO apothecary can save them and no Regeneration attempts can be made. If the team-mate was in possession of the ball, it will bounce from the square this player occupies.

On a roll of 2+, the team-mate squirms free and the Throw Team-mate action is automatically fumbled, as described on page 53.

If you declared that this player would perform an action which can only be performed once per team turn and this player's activation ended before the action could be completed the action is considered to have been performed and no other player on your team may perform the same action this teamn turn.

Page 77

FRENZY

PRO

player performs

Block action

Every time this (on its own or as part of may attempt re-roll

During their activation, this player

STRIP BALL

When this player targets

a

action),

follow-up

the Blitz target is they must back and IE they if dice single may dice have. toll, to as been part of
rolled one a dice. either This. asa possession of player the that ball is with in an a Block

opposition

pushed

are able. If t the target

multiple

pushed back, and if this

still Standing dice roll of as part of a dice pool, but Blitz action), choosing to apply a a

action for itse oWn ofa as part ofa

player

cannot1 be a dice that was rolled. as

Push Back result will cause that

player

Block action the same against

after being was must able then to perform follow-up, second this target, roll. part of Roll an D6:
Armour, Injury of Casualty they player are to

drop the ball in the square

pushed back into. The ball

again following-up the target is

pushed back.

On a roll of 3+, the dice can be

will bounce from the square the

re-rolled.

player is pushed back into, as if this

On a roll of 1 or 2, the dice

had been Knocked Down.

cannot be re-rolled.

If this player is performing a

Blitz action, performing a second

Block action will also cost them one

square of their Movement Allowance.

If this player has no Movement

Allowance left to perform a second

Block action, they must Rush to do

so. If they cannot Rush, they cannot

perform a second Block action.

SURE HANDS

This player may re-roll any failed

Once this player has attempted

attempt to pick up the ball.

to use this Skill, they may not use a

In addition, the Strip Ball skill

re-roll from any other source to re-roll cannot be used against a player

this one dice.

with this Skill.

SHADOWING

TACKLE

This player can use this Skill when

When an active opposition player

an opposition player they are

attempts to Dodge from a square in

Marking voluntarily moves out of a

square which they were being Marked by

square within this player's Tackle

one or more players on your team

Zone. Roll a D6, adding the MA

with this Skill, that player cannot use

of this player to the roll and then

the Dodge skill.

subtracting the MA of the opposition

player. If the result is 6 or higher, or

Additionally, when an

if the roll is a natural 6, this player

opposition player is targeted by a

may immediately move into the

Block action performed by a player

square vacated by the opposition

with this Skill, that player cannot use

player (this player does not need

the Dodge skill if a Stumble result is

to Dodge to make this move).

applied against them.

If, however, the result is 5 or lower,

or if the roll is a natural 1, this Skill

has no further effect.

Note that if an opposition

player in possession of the ball is

pushed back into your End Zone and

is still Standing, a touchdown will

be scored, ending the drive. In this

case, the second Block action is

not performed.

A player with this Skill cannot

also have the Grab skill.

KICK

If this player is nominated to be the kicking player during a kick-off, you may choose to halve the result of the D6 to determine the number of squares that the ball deviates, rounding any fractions down.

WRESTLE

This player may use this Skill when Both Down result is applied, either when they perform a Block action or when they are the target of a Block action. Instead of applying the Both Down result as normal, and regardless of any other Skills either player may possess, both players are Placed Prone.

A player may use this Skill any number of times per turn, during either team's turn. If an opposition player is being Marked by more than one player with this Skill, only one player may use it.

HACKSPit QUIIICHEWER'S FUN FACTS!

The 2499 season's Most Blatant Foul award went to

fan-tavourite Morgrim Klchoppa, who spent the best part of

45 minutes kicking an already unconscious Soaren Hightower

grinning ignore this and blatant, waving at rule- the breaking officials. no-no; The they officials were didn't often

while

simply

sen to grin and wave back!

77

Page 93

PLAYING BLOOD BOWL SEVENS

THE PRAYERS TO NUFFLE TABLE

Setting up and playing a game Blood Bowl Sevens

It is just like setting up and playing regular Blood Bowl Sevens, players do not gain SPPS, meaning

of

In Blood

Bowl game. Coaches should follow the normal

a

of

on the Prayers to Nuffle table that

sequences for the pre-game, the start of drive, the end of

drive benefits. In this regard are not suitable. Therefore, for

a drive and the post-game, as well as following all of the

Blood Bowl Sevens, coaches should use the following,

shortened version of the Prayers to Nuffle table:

regular game rules, but with the following exceptions:

INDUCEMENTS

BLOOD BOWL SEVENS

PRAYERS TO NUFFLE TABLE

Blood Bowl Sevens teams can purchase Inducements

during Step 4 of the pre-game sequence just like

D8 RESULT

regular Blood Bowl team, and are awarded Petty Cash

Treacherous Trapdoor: Until the end of this

half, every time any player enters a Trapdoor

square, roll a D6. On a roll of 1, the trapdoor

falls open. The player is immediately removed

from play. Treat them exactly as if they had been

pushed into the crowd.

0-2 Agency Cheerleaders 30,000 gold pieces

0-1 Part-Time Assistant Coaches - - 2/ 30,000 gold pieces

Friends with the Ref: Until the end of the

next drive, you may treat a roll of 5 or 6 on the

0-2 Bloodweiser Kegs - 50,000 gold pieces each

Argue the Call table as a "Well, When You Put

0-5 Desperate Measures Inducements 50,000 gold

It Like That. result and roll of 2-4 as an

pieces each

"I

Don't Care!"" result.

0-5 Special Play Inducements- 100,000 gold

Stiletto: Randomly select one player on your

pieces each

0-8 Extra Team Team Training Trainine _ - 1 50 150,000 0nn gold pieces each

team that is available to play during the next

io

drive and that does not have the Loner (X+) trait.

0-3 Bribes- 100,000 gold pieces each (50, ,000 gold

Until the end of the next drive, that player gains

pieces for teams with the Bribery and Corruption'

the Stab trait.

special rule)

Iron Man: Choose one player on your team that

0-2 Wandering Apothecaries - 100,000 gold pieces

is available to play during the next drive and that

(not available to teams that cannot hire an apothecary)

does not have the Loner (X+) trait. Until the end

0-1 Mortuary Assistant - 100,000 gold pieces

of this game, that player improves their AV by 1,

(only available to teams with the 'Sylvanian Spotlight'

to a maximum of 11+.

special rule)

5 Knuckle Dusters: Choose one player on your

0-1 Plague Doctor - 100,000 gold pieces

team that is available to play during the next

(only available to teams with the 'Favoured of Nurgle '

drive and that does not have the Loner (X+) trait.

special rule)

Until the end of the next drive, that player gains

the Mighty Blow (+ 1) skill.

0-1 Halfling Master Chef - 300,000 gold pieces

(100,000 gold pieces for teams with the 'Halfling

Bad Habits: Randomly select select D3 D3 opposition

players that are available to play during the next

Thimble Cup' special rule)

drive and that do not have the Loner (X-) trait.

Unlimited Mercenary Players - price varie

(as described in the Bfood Bowl rulebook)

Until the end of the next drive, those players

gain the Loner (2+) trait.

Or:

Greasy Cleats:: Randomly select one opposition

0-3 Mercenary Players - price varies (see page 41)

player that is available to play during the next drive. That player has had their boots tampered with. Until the end of the next drive. their MA is reduced by 1.

Blessed Statue of Nuffle: Choose one player on your team that is available to play during the next drive and that does not have the Loner (X+) trait. Until the end of this game, that player gains the Pro skill.

Page 94

THE KICK-OFF EVENT

SET-UP

Kick-off Event table used for for Blood

As with the Prayers to Nufle table, the

As with regular games of Blood

Bowl Sevens differs slightly from the standard Kick-off Event table:

Bowl, both coaches place all of their

available players on the pitch. If there

100D BOWL SEVENS KICK-OFF EVENT TABLE

are more than seven players available,

those not chosen to play the drive are 2D6 RESULT

placed in the Reserves box until the

Get the Ref: Each team gains a free Bribe Inducement,

This Inducement must be used before the end of the game or it is lost,

start of the next drive. A team may

Time-out: If the kicking team's turn marker is on turn 4, 5 or 6

If

not set up more than seven players

for the half, both coaches move their turn marker back one space.

at the start of a drive.

a

Otherwise, both coaches move their turn marker forward one space.

Solid Defence: D3-+ 1 Open players on the kicking team may be

The Kicking team sets up first,

removed and set up again in different locations, following all of the

followed by the receiving team ,

usual set-up rules.

as follows:

5 High Kick: One Open player on the receiving team may be moved

any number of squares, regardless of their MA, and placed in the

of

Both teams set up up fully within the

same square the ball will land in.

area between their own End Zone

Cheering Fans: Both coaches roll a D6 and add the number of

and their own Line of Scrimmage

cheerleaders on their Team Draft list. The coach with the highest

Neither team may set up any

total may immediately roll once on the Prayers to Nuffle table.

players in the area between the

In the case of a tie, neither coach rolls on the Prayers to Nuffle table.

two Lines of Scrimmage.

Each team can set up a maximum

Note that if you roll a result that is currently in effect, you must

of one player in each Wide Zone.

re-roll it. However, if you roll a result that has been rolled previously

In other words, each team can

but has since expired, there is no need to re-roll it.

set up two players in Wide Zones,

Brilliant Coaching: Both coaches roll a D6 and add the number

providing they are split equally

of assistant coaches on their Team Draft list. The coach with the

with one player per Wide Zone.

highest total gains one extra team re-roll for the drive ahead.

A team must set up a minimum

If this team re-roll is not used before the end of this drive, it is lost.

of three players in. squares within

In the case of a tie, neither coach gains an extra team re-roll.

the Centre Field, directly adjacent

Changing Weather: Make a new roll on the Weather table and

8

apply that result. If the weather conditions are Perfect Conditions'

to their Line of Scrimmage.

as a result of this roll, the ball will scatter before landing.

Note that should a team find

Quick Snap: D3+1 Open players on the receiving team may

itself reduced to only three players or

immediately move one square in any direction.

fewer, it may concede without penalty 1

Blitz: D3+1 Open players on the kicking team may immediately

activate to perform a Move action. One may perform a Blitz action and before setting up, as described in the Blood Bowl rulebook. Should you one may perform a Throw Team-mate action. If a player Falls Over or wish to play on, the available player is Knocked Down, no further players can be activated and the Blitz should be set up on the Line of ends immediately.

Scrimmage, as described above.

ficious Ref: Both coaches roll a D6 and add their Fan Factor to the result. The coach that rolls the lowest randomly selects one of their players from among those on the pitch. In the case of a tie, both coaches randomly select a player. Roll a D6 for the selected player(s). On a roll of 2+, the player and the referee argue and come to blows. The player is Placed Prone and becomes Stunned. On a roll of 1 however, the player is immediately Sent-off.

12

pitch Invasion: Both coaches roll a D6 and add their Fan Factor to the result. The coach that rolls the lowest randomly selects D3 of their players from among those on the pitch. In the case of a tie, a both coaches randomly select D3 of their players from among those on the pitch. All of the randomly selected players are Placed Prone and become Stunned

Page 78

FOUL APPEARANCE

When an opposition player declares a Block action targeting this player (on its own or as part of a Blitz action), or any Special action that targets this player, their coach must first roll a D6, even if this player has lost their Tackle Zone. On a roll of 1, the player cannot perform the declared action and the action is wasted.

TENTACLES

This player can use this Skill against an opposition player they are when Marking, voluntarily moves out of a square within this player's Tackle Zone, Roll a D6, adding the ST of this player to the roll and then subtracting the ST of the opposition player. If the result is 6 or higher, or if the roll is a natural 6, the opposition player is held firmly in

place and their movement comes to an end. If, however, the result is 5 or lower, or if the roll is a natural 1, this Skill has no further effect.

MUTATIONS

BIG HAND

This player may ignore any modifier(s) for being Marked or for Pouring Rain weather conditions when they attempt to pick up the ball.

CLAWS

When you make an Armour roll against an opposition player that was Anaeked Down as the result of a Block action performed by this player, a roll of 8+ before applying any modifiers will break their armour, regardless of their actual Armour Value.

HORNS

When this player performs a Block action as part of a Blitz action (but not on its own), you may apply a

+1 modifier to this player's Strength characteristic. This modifier is applied before counting assists, before applying any other Strength modifiers and before using any other Skills or Traits.

A player may use this Skill any number of times per turn, during either team's turn. If an opposition player is being Marked by more than one player with this Skill, only one player may use it.

DISTURBING PRESENCE

When an opposition player performs either a Pass action, a Throw Team-mate action or a Throw Bomb

IRON HARD SKIN

Special action, or attempts to either The Claws skill cannot be used interfere with a pass or to catch the when making an Armour roll against ball, they must apply a -1 modifier to this player.

the test for each player on your team

with this Skill that IS within three

MONSTROUS MOUTH

squares of them, even if the player

This player may re-roll any failed

with this Skill is Prone, Stunned o r

attempt to catch the ball. In addition,

has lost their Tackle Zone.

the Strip Ball skill cannot be used

against this player.

TWO HEADS

This player may apply a +1 modifier

to the Agility test when they attempt

to Dodge

VERY LONG LEGS

This player may reduce any negative

modifier applied to the Agility test

when they attempt to Jump over a

Prone or Stunned player (or to Leap

over an empty square or a square

occupied by a Standing player,

if this player has the Leap skill)

by 1, to a minimum of -1.

EXTRA ARMS

This player may apply a +1 modifier

when they attempt to pick up or catch the ball, or when they attempt to interfere with a pass.

PREHENSILE TAIL

When an active opposition player attempts to Dodge, Jump or Leap in order to vacate a square in which they are being Marked by this player, there is an additional -1 modifier applied to the active player's Agility test.

Additionally, this player may apply a -+2 modifier to any attempts to interfere with a pass they make.

Finally, this player ignores the

If the opposition player is being Marked by more than one player with Cloud Burster skill.

this Mutation, only one player may use

Y

Page 95

THE INJURY TABLE

APOTHECARIES

Rather than the standard Injury table, Blood Bowl Sevens Uses the following Injury table. This is a simplified version of the standard table that is both quick and easy to use during a Blood Bowl Sevens game, a team may use an apothecary to "patch-up" any player (including Journeymen and Mercenaries) that has

BLOOD BOWL SEVENS INJURY TABLE

been removed from play after being Knocked Out or after suffering a Badly Hurt, Seriously Hurt Or DEAD result on

2D6 RESULT

the Injury table,

2-7 Stunned: The player immediately becomes

Stunned, and is laid face-down on the pitch.

8-9

Ko': The player is immediately removed from

play and placed in the Knocked-out box of their

team dugout. At the end of each drive, there is a

chance any Knocked-out players will recover.

10

Badly Hurt: The player misses the rest of this

game, but suffers no long term effect.

Seriously Hurt: The player misses the rest of this game, but will need more time to recuperate.

In league play, the player is not available to play in the team's next game

12

EAD: This player is far too dead to play Blood

Bowl! Dead players are dismissed from the team

during Step 1 of the post-game sequence

PATCHING-UP KNOCKED-OUT PLAYERS

An apothecary can be used immediately when a player becomes Knocked-out:

If the player was on the pitch when they were Knocked-out, they are not removed from play. Instead, they remain on the pitch and become Stunned.

If the player was Knocked-out as a result of being pushed back into the crowd or landing in the crowd, place them directly into the Reserves box rather than the Knocked-out box.

PATCHING-UP CASUALTIES

An apothecary can be used when a player suffers a Badly Hurt, Seriously Hurt or DEAD result on the Injury table.

Roll a D6:

STUNTY PLAYERS

Players with the Stunty trait are more prone to breaking when hit! If an Injury roll is ever made against a player with the Stunty trait during a Blood Bowl Sevens game, roll on this table instead:

On a roll of 4+, the apothecary has been able to patch the player up and pump them full of painkillers. The player is removed from the Casualty box and placed in the Reserves box.

On a roll of 1-3, the apothecary's vigorous efforts prove largely futile. The apothecary is unable to patch the player up - the original Injury table result stands.

BLOOD BOWL SEVENS STUNTY

INJURY TABLE

2D6 RESULT

2-6

Stunned: The player immediately becomes Stunned, and is laid face-down on the pitch.

7-8

KO'd: The player is immediately removed from play and placed in the Knocked-out box of their team dugout. At the end of each drive, there is a chance any Knocked-out players will recover.

9-10 Badly Hurt: The player misses the rest of

this game, but suffers no long term effect

11 Seriously Hurt: The player misses the rest of this game, but will need more time to recuperate. In league play, the player is not available to play in the team's next game.

DEAD: This player is far too dead to play

12

Blood Bowl! Dead players are dismissed from the team during Step 1 of the post-game sequence

Page 79

PASSING SKILLS

ACCURATE

When this player performs a Quick Pass action or a Short Pass action, you may apply an additional +1 modifier to the Passing Ability test.

CANNONEER

When this player performs a Long Pass action or a Long Bomb Pass action, you may apply an additional +1 modifier to the Passing Ability test.

HAIL MARYPASS

ON THE BALL

When this player performs a Pass action (or a Throw Bomb action), the target square can be anywhere on the pitch and the range tuler does not need to be used, A Hail Mary

declares that one of their players is
pass is never accurate, regardless of
being, to perform a Pass action, This
the result of the Passing Ability test
move made after the range has
it will always be inaccurate at best.

been measured and the target square

A Passing Ability test is made and
declared, but before the active player

can be re-rolled as normal in order

makes a Passing Ability test., Making

to determine if the Hail Mary pass

this move interrupts the activation

is wildly inaccurate or is fumbled. A

f the opposition player performing

Hail Mary pass cannot be interfered

the Pass action. A player may use

with. This Skill may not be used in

this Skill when an opposition player

a Blizzard.

uses the Dump-off skill, but should

this player Fall Over whilst moving,

LEADER

a Turnover is caused.

CLOUD BURSTER

When this player performs a Long Pass action or a Long Bomb Pass action, you may choose to make the opposing coach re-roll a successful attempt to interfere with the pass

A team which has one or more players with this Skill gains a single

Additionally, during each Start extra team re-roll, called Leader of Drive sequence, after Step 2 but

re-roll. However, the Leader re-roll

before Step one Open player with

can only be used if there is at least

this Skill on the receiving team may

one player with this Skill on the the pitch

move Up to three squares (regardless

(even if the player with this Skill

of their MA). This Skill may not

is Prone, Stunned or has lost their

be used if a touchback is caused

Tackle Zone). If all players with this

hen the kick deviates and does not

Skill are removed from play before

allow the player to cross into their

the Leader re-roll is used, it is lost.

opponent's half of the pitch.

The Leader re-roll can be carried

over into extra time if it is not used ,

PASS

but the team does not receive a

This player may re-roll a failed

new one at the start of extra time.

Passing Ability test when performing

Unlike standard Team Re-rolls, the

a Pass action.

Leader Re-roll cannot be lost due to

RUNNING PASS

a Halfling Master Chef, Otherwise,

the Leader re-roll is treated just like a If this player performs a Quick Pass

normal team re-roll.

action, their activation does not have

the

is resolved.

DUMP-OFF

If this player is nominated as the

target of a Block action (or a Special

action granted by a Skillor Trait

that can be performed instead of a Block action) and if they are in possession of the ball, they may immediately perform a Quick Pass action, interrupting the activation of the opposition player performing the Block action (or Special action) to do so. This Quick Pass action cannot cause a Turnover, but otherwise all of the normal rules for passing the ball apply. Once the Quick Pass action is resolved, the active player performs the Block action and their team turn continues.

pass

to end once

If you wish and if this player has not used their full Movement Allowance, they may continue to move after resolving the pass.

FUMBLEROOSKIE

When this player performs a Move or Blitz action whilst in possession Of the bal, they may choose to drop

the ball. The ball may be placed
in any square the player vacates
during their movement and does not
bounce. No Turnover is caused

NERVES OF STEEL

This player may ignore any
modifier(s) for being Marked when
they attempt to perform a Pass
action, attempt to catch the ball or
attempt to interfere with a pass.

SAFE PASS

Should this player fumble a Pass
action, the ball is not dropped, does
not bounce from the square this
player occupies, and no Turnover is
caused. Instead, this player retains
possession of the ball and their
activation ends.

Page 96

PLAYER ADVANCEMENT

in Blood Bowl Sevens league play, players do not earn Star Player Points for their achievements. Instead, after every game, one player on your team will automatically gain new randomly selected Primary or Secondary skill.

There are two ways in which to determine the player and the type of Skill:

1. During Step 3 of the post-game sequence, a single player of your choice that played during this game and that did not suffer an Injury table result of 12, DEAD gains a randomly selected Primary skill.

Or

2. During Step 3 of the post-game sequence, a single randomly selected player that played during this game and that did not suffer an Injury table result of 12, DEAD gains a randomly selected Secondary skill.

Note that, due to the amateur nature of the game, and the somewhat miss team training provided, any additional Skills gained by Blood hit- and-

Bowl Sevens player are always randomly selected. The coach of a Blood Bowl Sevens team has to work with what they are given and, all too often, their players will waste everyone's time perfecting a truly mind-boggling and often completely futile set of skills and specialisms.

VALUE INCREASE

As players gain advancements, their value increases. To reflect this, whenever a player gains a new Skill, their Current Value must be increased on the Team

Draft list by the amount shown on the table below:

CURRENT VALUE INCREASE TABLE

FIRST NEW SKILL A CH NEW SKILL GAINED

GAINED

AFTER THE FIRST

NEW SKILLS

+10,000 gp

+20,000 gp

Randomly selected

Primary skill

Randomly selected

Secondary skill

+20,000 gp

+30,000 gp

THE DRAFT

As players become more experienced, there is a chance they will be noticed by a professional team and be offered a chance to break into the big leagues.

When this happens, there is little a coach can do as their best player is poached on the vague promise of a huge salary, all the beer they can drink and fame undreamed of. It is little wonder that not many players refuse such an offer.

During Step 1 of the post-game sequence, whilst deleting any DEAD players from your Team Draft list, roll a D6 for every player on your team that has gained one or more additional Skills:

If the roll is higher than the number of additional Skills the player has gained, you have been lucky; no one else is interested in hiring them and they remain with your team.

If the roll is equal to or lower than the number of additional Skills the player has gained, they have been lucky: the player receives an offer from a professional team and immediately quits to pursue their dreams

Page 97

0-5 DESPERATE MEASURES

50,000 GOLD PIECES, AVAILABLE TO ANYTEAM

T entocent not only the dirty

Desperate Measures are a new type of Inducement unique to Blood Bowl Sevens. They represent not only

tricks amateur teams are capable of, but the lengths to which a coach, the players, the fans, and even friends and

family will go to in order to gain an advantage

For every Desperate Measure Inducement purchased, roll a D8 on the table below, re-rolling duplicate results,

and make a note of the result Each result can be used once per game as described below:

DESPERATE MEASURES TABLE

D8 RESULT

You Dope: One of your players has been experimenting with performance-enhancing potions. You may play

this Desperate Measure during Step 1 of the first Start of Drive sequence of the game. Choose one player on

your team. This player has either their Strength or their Agility improved by 1 for the duration of this game.

However, when a drive in which this player took part ends, even if this player was not on the pitch at the end

of the drive, roll a D6 for this player:

On a roll of 3+, the player feels amazing!

On a roll of 1 or 2, the player suffers a terrible allergic reaction and must miss the rest of the match.

Razzle-dazzle: One of your players has been practicing hard for the up-coming match. You may play

this Desperate Measure when you activate a player. This player may perform two actions rather than

the usual one

Hangover: One player on the opposing team has been out celebrating the night before the match and turns

up late. You may play this Desperate Measure before Step 1 of the first Start of Drive sequence of the game.

Randomly select an opposing player. That player must miss the first drive of the game.

Grudge Match: Your team has a long-standing and violent rivalry with the opposition. You may use this

Desperate Measure at the start of one of your team turns, before any player is activated. For the duration of

this team turn, your team may commit any number of Fouls, rather than just one.

Set Piece: In preparation for the game, your team has been practicing some set piece plays. You may play

this Desperate Measure when activating a player to perform a Pass action. The pass is automatically accurate

and (unless the pass is intercepted) the ball is automatically caught.

Sports Espionage: You have hired a spy to steal your opponent's playbook in order to give your team the edge.

You may play this Desperate Measure when your team suffers Q Turnover. Using this Desperate Measure grants

your team a free team re-roll.

Discarded Banana Skin: Someone has been snacking on an energy-boosting banana. You may play this

Desperate Measure when an opposing player enters the Tackle Zone of one of your players. The opposing

player immediately Falls Over.

Magic Scroll: A suspicious-looking man from a betting syndicate gives you a spell scroll prior to the game

You might be suspicious, but you'd be foolish not to read it aloud.. wouldn't you? Your team gains a single

Hireling Sports Wizard Inducement for free (see the Blood Bowl rulebook)

HACKSPIT QUILLCHEWER'S FUN FACTS

Until recently, the record for Most Decapitations in a Single Match was

held for over a decade by Helmut Wulf. In a 2485 match against the

Champions of Death, he performed an impressive 22 decapitations.

This unlikely achievement was made possible by Tomolandry, who kept

repairing his players and sending them back to be decapitated again!

At full time, an enraged Tomolandry accused Wulf of deliberately

undoing all his hard work-work. Wulf famously responded by advising

the Necromancer to use wire instead of twine-twine!

Page 76

GENERAL SKILLS

BLOCK

When a Both Down result is applied during a Block action, this player may choose to ignore it and not be Knocked Down, as described on page 67.

DAUNTLESS

When this player performs a Block action (on its own or as part of a Blitz action), if the nominated target has a higher Strength characteristic than this player before counting offensive or defensive assists but after applying any other modifiers, roll a D6 and add this player's Strength characteristic to the result. If the total is higher than the target's Strength characteristic, this player increases their Strength characteristic to be equal to that of the target of the Block action, before counting offensive or defensive assists, for the duration of this Block action.

If this player has another Skill that allows them to perform more than one Block action, such as Frenzy, they must make a Dauntless roll

before each separate Block action

is performed.

DIRTY PLAYER (+1)

When this player commits a Foul action, either the Armour roll or Injury roll made against the victim may be modified by the amount shown in brackets. This modifier may be applied after the roll has been made

FEND

If this player is pushed back as the result of any block dice result being applied against them, they may choose to prevent the player that pushed them back from following-up. However, the player that pushed them back may continue to move as part of a Blitz action if they have Movement Allowance remaining or by Rushing.

This Skill cannot be used when this player is chain-pushed, against a player with the Ball & Chain trait or against a player with the Juggernaut skill that performed the Block action as part of a Blitz.