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Blood Bowl Sevens Combined

BLOOD BOWL SEVENS

Welcome to Blood Bowl 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.

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.

THE BLOOD BOWL SEVENS PITCH

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

1. Two End Zones, one at each short end of the pitch.
2. Two Wide Zones, one at each side of the pitch, running from End Zone to End Zone.
3. Two Sidelines, running the length of the pitch, from one End Zone to the other.
4. The Centre Field, the area between each Wide Zone, running, the length of the of pitch from End Zone to End Zone.
5. 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!

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.

BB7Pitch.webp

DUGOUTS

As with normal Blood Bowl, each team in a Blood Bowl Sevens game has 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.

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.

BB7Dugout.webp

DRAFTING A BLOOD BOWL SEVENS TEAM

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

TEAM DRAFT BUDGET

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

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.

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:

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

DESIGNER'S NOTE: CURRENCY CONVERSION

One 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 Bowl 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!

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 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.

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:

- 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.

Death Zone - Blood Bowl Sevens

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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 tum them around, The cost reflects the time and effort different teams must invest to achieve the same broad level of training:

- 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!

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!

0-3 ASSISTANT COACHES

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

- 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.

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.

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.

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.

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!

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.

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PLAYING BLOOD BOWL SEVENS

Setting up and playing a game Blood Bowl Sevens is just like setting up and playing regular Blood Bowl game. Coaches should follow the normal sequences tor the the pre-game, the start of drive, the end of a drive and the post-game, as well as following all of the regular game rules, but with the following exceptions:

INDUCEMENTS

Blood Bowl Sevens teams can purchase Inducements during Step 4 of the pre-game sequence just like a regular Blood Bowl team, and are awarded Petty Cash in the same way However, due to the amateur nature the competition, the list of Inducements available is somewhat shorter and some costs are slightly different:

- 0-2 Agency Cheerleaders — 30,000 gold pieces
- 0-1 Part-Time Assistant Coaches — 30,000 gold pieces
- 0-2 Bloodweiser Kegs — 50,000 gold pieces each
- 0-5 Desperate Measures Inducements — 50,000 gold pieces each
- 0-5 Special Play Inducements — 100,000 gold pieces each
- 0-8 Extra Team Team Training — 150,000 gold pieces each
- 0-3 Bribes —100,000 gold pieces each (50,000 gold pieces for teams with the 'Bribery and Corruption' special rule)
- 0-2 Wandering Apothecaries — 100,000 gold pieces (not available to teams that cannot hire an apothecary)
- 0-1 Mortuary Assistant — 100,000 gold pieces (only available to teams with the 'Sylvanian Spotlight' special rule)
- 0-1 Plague Doctor — 100,000 gold pieces (only available to teams with the 'Favoured of Nurgle ' special rule)
- 0-1 Halfling Master Chef — 300,000 gold pieces (100,000 gold pieces for teams with the 'Halfling Thimble Cup' special rule)
- Unlimited Mercenary Players — price varies (as described in the Blood Bowl rulebook)
  Or:
  0-3 Mercenary Players — price varies (see page 41)

THE PRAYERS TO NUFFLE TABLE

In Blood Bowl Sevens, players do not gain SPPS, meaning some the Bowl results on the Prayers to Nuffle table that give benefits In this regard are not suitable. Therefore, for Blood Bowl Sevens, coaches should use the following,

shortened version of the Prayers to Nuffle table:

BLOOD BOWLSEVENS PRAYERS TO NUFFLE TABLE

D8 RESULT

D8	Result
1	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.
2	Friends with the Ref: Until the end of the next drive, you may treat a roll of 5 or 6 on the Argue the Call table as a "Well, When You Put It Like That..." result and roll of 2-4 as an "I Don't Care!" result.
3	Stiletto: Randomly select 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 the next drive, that player gains the Stab trait.
4	Iron Man: 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 improves their AV by 1, to a maximum of 11+.
5	Knuckle Dusters: 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 the next drive, that player gains the Mighty Blow (+ 1) skill.
6	Bad Habits: Randomly select D3 opposition players that are available to play during the next drive and that do not have the Loner (X+) trait. Until the end of the next drive, those players gain the Loner (2+) trait.
7	Greasy Cleats: Randomly select one opposition 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.
8	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.

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SET-UP

As with regular games of Blood Bowl, both coaches place all of their available players on the pitch. If there are more than seven players available those not chosen to play the drive are placed in the Reserves box until the start of the next drive. A team may not set up more than seven players at the start of a drive.

The kicking team sets up first, followed by the receiving team, as follows:

- Both teams set up up fully within the area between their own End Zone and their own Line of Scrimmage. Neither team may set up any players in the area between the two Lines of Scrimmage.
- Each team can set up a maximum of one player in each Wide Zone. In other words, each team can set up two players in Wide Zones, providing they are split equally with one player per Wide Zone.
- A team must set up a minimum of three players in. squares within the Centre Field, directly adjacent to their Line of Scrimmage.

Note that should a team find itself reduced to only three players or fewer, it may concede without penalty before setting up, as described in the Blood Bowl rulebook. Should you wish to play on, the available player should be set up on the Line of Scrimmage, as described above.

THE KICK-OFF EVENT

As with the Prayers to Nuffle table, the Kick-off Event table used for for Blood Bowl Sevens differs slightly from the standard Kick-off Event table:

BOWL SEVENS KICK-OFF EVENT TABLE

2D6	Result
2	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.
3	Time-out: If the kicking team's turn marker is on turn 4, 5 or 6 for the half, both coaches move their turn marker back one space. Otherwise, both coaches move their turn marker forward one space.

4	Solid Defence: D3+1 Open players on the kicking team may be removed and set up again in different locations, following all of the usual set-up rules.
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 same square the ball will land in.
6	Cheering Fans: Both coaches roll a D6 and add the number of cheerleaders on their Team Draft list. The coach with the highest total may immediately roll once on the Prayers to Nuffle table. In the case of a tie, neither coach rolls on the Prayers to Nuffle table. Note that if you roll a result that is currently in effect, you must re-roll it. However, if you roll a result that has been rolled previously but has since expired, there is no need to re-roll it.
7	Brilliant Coaching: Both coaches roll a D6 and add the number of assistant coaches on their Team Draft list. The coach with the highest total gains one extra team re-roll for the drive ahead. If this team re-roll is not used before the end of this drive, it is lost. In the case of a tie, neither coach gains an extra team re-roll.
8	Changing Weather: Make a new roll on the Weather table and apply that result. If the weather conditions are Perfect Conditions' as a result of this roll, the ball will scatter before landing.
9	Quick Snap: D3+1 Open players on the receiving team may immediately move one square in any direction.
10	Blitz: D3+1 Open players on the kicking team may immediately activate to perform a Move action. One may perform a Blitz action and one may perform a Throw Team-mate action. If a player Falls Over or is Knocked Down, no further players can be activated and the Blitz ends immediately.
11	Officious 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, 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

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THE INJURYTABLE

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:

BLOOD BOWL SEVENS INJURY TABLE

2D6	Result
2-7	Stunned: The player immediately becomes Stunned, and is laid face-down on the pitch.
8-9	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.
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.
12	DEAD: 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.

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:

BLOOD BOWL SEVENS STUNTY

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.

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12	DEAD: 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.

APOTHECARIES

During a Blood Bowl Sevens game, a team may use an apothecary to 'patch-up' any player (including Journeymen and Mercenaries) that has been removed from play after being Knocked Out or after suffering a Badly Hurt, Seriously Hurt or DEAD result on the Injury table.

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:

- 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.

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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 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 hit-and-miss team training provided, any additional Skills gained by Blood 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

New Skill	First New Skill Gained	Each New Skill Gained After the First
Randomly selected Primary skill	+10,000 gp	+20,000 gp
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.

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0-5 DESPERATE MEASURES

50,000 GOLD PIECES, AVAILABLE TO ANYTEAM

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

D8	Result
1	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.
2	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.
3	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.

4	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.
5	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.
6	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 a Turnover. Using this Desperate Measure grants your team a free team re-roll.
7	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.
8	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)

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BALL& CHAIN

When this player is activated, the only action they may

cerform is a 'Ball & & Chain Move' Special action. There Is

ne limit to how many players with this Trait may perform

this Special action each team turn.

would move from into either a team, square they that is must peror

this player

by Standing player

against that player, following the normal

a rules, Block but action with the

following exceptions:

A Ball & Chain player ignores the Foul Appearance skill

A Ball Chain player must follow-up if they push- back

another player.

When this player performs this Special action:

Place the Throw-in template over the player, facing

towards either End Zone or either sideline as

you wish.

Roll a D6 and move the player one square in the

direction indicated.

A player with a Ball & Chain automatically passes any

Agility tests they may be required to make in order to Dodge, regardless of any modifiers.

If this movement takes the player off the pitch, they risk Injury by the Crowd

If this movement takes the player into a square in which the ball is placed, the player is considered to have moved involuntarily. Therefore, they may not attempt to pick the ball up and the ball will bounce.

If this player moves into a square that is ocupied by a Prone or Stunned player from either team, for any reason, that player is immediately pushed back and an Armour roll is made against them.

This player may Rush. Declare that the player will Rush before placing the Throw-in template and rolling the D6 to determine direction:

If this player Rushes into an unoccupied square, move them as normal and roll a D6:

On a roll of 2+, this player moves without mishap.

On a roll of 1 (before or after modification), the player Falls Over.

If this player Rushes into a square that is occupied by a standing player from either team, roll a D6:

On a roll of 2+, this player moves without mishap and will perform a Block action against the player

occupying the square as described previously.

On a roll of 1 (before or after modification), the player occupying the square is pushed back and this player will Fall Over after moving into the vacated square

Repeat this process for each square the player moves.

If this player ever Falls Over, is Knocked Down or s Placed Prone, an Injury roll is immediately made against them (no Armour rollis required), treating a Stunned result as a KO'd result.

A player with this Trait cannot also have the Diving Tackle, Frenzy, Grab, Leap, Multiple Block, On the Ball or Shadowing skils.

Page 83

BOMBARDIER

if they are Standing, this player can pertorm # 'Throw

When activated and

Team-mate action, sO does not action is neither Pass action nor. Throw

Bomb Special action. This Special

prevent another player pertorming one of

those actions during the same team turn, Mowevet, only a single player with

this Trait may-perform this Special action each team turn.

A Bomb can be thrown and caught, and the throw interfered with. just like

ball, using ine rules for Pass actions as described on page 48, with the

following eNee ons:

A plaver may not stand up or move before performing a Throw

Bomb action.

Bombs do not bounce and can come to rest on the ground in an occupied

square. Should a player fail1 to catch Bomb, it will come to rest on the

ground in the square that player occupies.

a Bomb is fumbled , it will explode immediately in the square occupied

by the player attempting to throw it.

If a Bomb comes to rest on the ground in an empty square or is caught by

an opposition player, no Turnover is caused

A player that is in possession of the ball can still catch a Bomb,

Any Skills that can be used when performing a Pass action can also be used when performing a Throw Bomb Special action, with the exception of On the Ball.

If a Bomb is caught by a player on either team, roll a D6:

On roll of. 4+, the Bomb explodes immediately as described below.

On a roll of 1-3, that player must throw the Bomb again immediately.

This throw takes place out of the normal sequence of play.

Should a Bomb ever leave the pitch, it explodes in the crowd with no effect (on the game) before the crowd can throw it back.

When a Bomb comes to rest on the ground, in either an unoccupied square, in a square occupied by a player that failed to catch the Bomb or in a square occupied by a Prone or Stunned player, it will explode immediately:

If the Bomb explodes in an occupied square, that player is automaticaly hit by the explosion.

Roll a D6 for each player (from either team) that occupies a square adjacent to the one in which the Bomb exploded:

On a roll of 4+, the player has been hit by the explosion.

On a roll of 1-3, the player manages to avoid the explosion.

Any Standing players hit by the explosion are Knocked Down.

An Armour roll (fand possibly an Injury roll as wellis made against any

You may any uie explosion, even if they were wveu is made against

player hit by the explosion even they were already Prone or Stunned.

may apply 9 +1 modifier to either the Armour roll or Injury roll.

This modifier may be applied after the roll has been made.

Page 84

BONE HEAD*

When this player is activated, even if they are Prone ot have lost their Tackle Zone, immediately after declaring the action they will perform but before pertorming the action, roll a D6;

CHAINSAW*

Instead of performing a Block action (on its own or as part of a Blitz action), this player may perform a Chainsaw Attack Special action, Exactly as described for a Block action, nominate a single Standing player to be the target of the Chainsaw Attack Special action. There is no limit to how many players with this Trait may perform this Special action each teamn turn.

On a roll of of 1, this player forgets what they are doing and theit activation ends immediately. Additionally, this player loses theit Tackle Zone until they are next activated

On a roll of 2+, this player continues their activation as normal and completes their declared action.

To perform a Chainsaw Attack Special action, roll a D6.

On a roll of 2-+, the nominated target is hit by

a Chainsaw!

On a roll of 1, the Chainsaw will violently 'kick-back

and hit the player wielding it.

In either case, an Armour roll is made against the

player hit by the Chainsaw, adding +3 to the result.

If the armour of the player hit is broken, they become

Prone and an Injury roll is made agal inst them. This

Injury roll cannot be modified in any way.

If the armour of the player hit is not broken, this Trait

has no effect.

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 team turn.

This player can only use the Chainsaw once per

turn (i.e., a Chainsaw cannot be used with Frenzy or

Multiple Block) and if used as part of a Blitz action, this

player cannot continue moving after using it.

If this player Falls Over or is Knocked Down, the

opposing coach may add 4+3 to the Armour roll made

against the player.

If an opposition player performs a Block action targeting

this player and a Player Down! or a POW! result applied, +3 is added to the Armour roll. If a Both Down result is applied, +3 is added to both Armour rolls

O

Finally, this player may use their Chainsaw when they perform a Foul action. Roll a D6 for kick-back as described above. Once again, an Armour rollis made against the player hit by the Chainsaw, adding +3 to the score.

DECAY*

If this player suffers a Casualty result on the Injury table, there is a +1 modifier applied to all rolls made against this player on the Casualty table

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REGENERATION

After a Casualty roll has been made against this player, roll D6. on a roll of 4+, the Casualty roll is discarded without effect and the player 6 placed the Reserves in

box rather than the Casualty box of their team dugout. On a roll of 1-3, however, the result of the Casualty rollis applied as normal.

PROJECTILE VOMIT

Instead of performing a Block action (on its own of as part ot a Blitz action), this player may perlorm a 'Projectite Vomit' Special action, Exactly as described for a Block action, nominate a single Standing player to be the target of the Projectile Vomit Special action. There is no limit to how many players with this Trait may perform this Special action each team turn.

RIGHT STUFF

If this player also has a Strength characteristic of 3 or less, they can be thrown by a team-mate with the Throw Team-mate skill, as described on page 52.

To pertorm a Projectile Vomit Special action, roll a D6:

On a roll of 2+, this player regurgitates acidic bile

onto the nominated target.

In On ar covering either O itself case, i in this acidic Armour bile. rolli is made against

player belches and snorts, before

roll

1,

the

r

an

player hit by the Projectile Vomit. This Armour roll

cannot be modified in any way.

If the armour of the player hit is broken, they become

Prone and an Injury roll is made against them. This

Injury roll cannot be modified in any way.

in

If the armour of the player hit is not broken, this Trait

has no effect.

SECRET WEAPON*

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.

this player will be Sent-off for committing a Foul, as

described on page 63.

STAB

Instead of performing a Block action (on its own or as

part of a Blitz action), this player may perform a 'Stab'

Special action. Exactly as described for a Block action,

nominate a single Standing player to be the target of

A player can only perform this Special action once

the Stab Special action. There is no limit to how many

per turn (i.€., Projectile Vomit cannot be used with Frenzy

players with this Trait may perform this Special action

or Multiple Block).

each team turn.

REALLY STUPID*

When this player is activated, even if they are Prone or

have lost their Tackle Zone, immediately after declaring

the action they will perform but before performing the

this action, player rolla a is D6, currently applying adjacent 0 +2 O one modifier C orf t to more the dice Standing roll if

team-mates that do not have this Trait:

To perform a Stab Special action, make an unmodified

Armour roll against the target:

If the Armour of the player hit is broken, they become

Prone and an Injury roll is made against them. This

Injury roll cannot be modified in any way.

If the Armour of the player hit is not broken, this Trait

has no effect.

If Stab is used as part Or a Blitz action, the player

cannot continue moving after using it.

On a roll of 1-3, this player forgets what they

are doing and their activation ends immediately.

Additionally, this player loses their Tackle Zone until

they are next activated

On a roll of 4+, this player continues their activation

as normal and completes their declared action.

STUNTY*

When this player makes an Agility test in order to Dodge,

in

they ignore any -1 modifiers for being Marked in the

square they have moved into, unless they also have

either the Bombardier trait, the Chainsaw trait or the

Swoop trait.

Note that 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 team turn.

However, when an opposition player attempts to

interfere with a Pass action performed by this player, that

player may apply a +1 modifier to their Agility test.

Finally, players with this Trait are more prone to

injury. Therefore, when an Injury roll is made against this

player, roll 2D6 and consult the Stunty Injury table, on

In Progress

Page 87

SWARMING

THROW TEAM- MATE

During each Start of Drive sequence aftet Step 2 but

ths player also has a Strength characteristi of. 5or

before Step 3, you may remove D3 players with this Tralt

ore, thay may perform a Throw Tearn-mate action, as

from the Reserves box of your dugout and sel them up

described on page 52, allowing themn to throw a team-

on the pitch, allowing you to set up more than the usual

mate with the Right Stuff trait,

11 players. These extra players may not be placed on the

Line of Scrimmage or in a Wide Zone.

TIMMM-BERI

If this player has a Movement Allowance of 2 or less,

apply a +1 modifier to the dice roll when they atternigt

to stand up (as described on page 44) for each Open,

Standing team-mate they are currently adjacent to.

A natural 1 is always a failure, no matter how many

team-mates are helping.

SWOOP

H this player is thrown by a team-mate, as described

page 52, they do not scatter before landing as they normally would. Instead, you may place the Throw in template over the player, facing towards either End Zone or either sideline as you wish. The player then moves from the target square D3 squares in a direction determined by rolling a D6 and referring to the Throw-in template

UNCHANNELLED FURY*

When this player is activated, even if they are Prone or if

have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6, applying a +2 modifier to 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):

TAKE ROOT

When this player is activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6:

On a roll of 1, this player becomes 'Rooted:

A Rooted player cannot move from the square they currently occupy for any reason, voluntarily or

otherwise, until the end of this drive, or until they are Knocked Down or Placed Prone

A Rooted player may perform any action available to them provided they can do so without moving. For example, a Rooted player may perform a Pass action but may not move before making the pass, and so on.

On a roll of 2+, this player continues their activation as normal.

On a roll of 1-3, this player rages incoherently at others but achieves little else. Their activation ends immediately.

On a roll of 4+, this player continues their activation as normal and completes their declared action.

If you declared that this player would perform an action which can only be performed once per team tumn 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 team turn.

If you declared that this player would perform any action that includes movement (Pass, Hand-off, Blitz or Foul) prior to them becoming Rooted, they may complete the action if possible. If they cannot, the action

's considered to have been performed and no other

player on your team may perform the same action this

team turn.

TITCHY'

This player may apply a +1 modifier to any Agility tests

they make in. order to Dodge. However, if an opposition

player dodges into a square within count the Tackle Marking Zone of

the

this player, this player does not count as

moving player for the purposes of calculating Agility

test modifiers.

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Raw

Raw

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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 o 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 Linesdf
Scrimmage each marking the point at which one of the teams wil line upfor
the kick-off!
elcome 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.

Raw

Page 74 - Skills

SKILL USE
layers that are Slanding and have not lost their
Tackle Zone can use
theit Skills or Traits at any time, not just during their own activation.
P Players that are Prone of Stunned, or that have lost their
for any reason, cannot use any Skills of Traits unless otherwise stated Tackle Zone
olated in the
Skill or Trait description:
SKILLS
he following pages
T
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
modifies a dice roll after the dice
You can choose to use a Skill or or Trait that
a
roll has been made
All bonuses and/or modifiers from Skills or Traits can be combined.
Unless the description states other wise, a Skill or Trait can be used
e bsed by
more than one player per team tumn.
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 net
wish to). However, the use of a Skill or Trait marked with an asteris.
is compulsory.

SKILL CATEGORIES
Random Selection
lstD6 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
Fumblerooskie
Hail Mary Pass
Leader
Nerves of Steel
On the Ball
Pass
Running Pass
Safe Pass
Grab
Guard
Juggemaut
Mighty Blow (+1)
Multiple Block
Pile Driver
Stand Fimm
Strong Am
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*
Timmm-ber
Throw Team-mate
Unchannelled FI

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DRAFTING A BLOOD BOWL

SEVENS TEAM

lood Bowl Sevens feams are drafted just like

B team rosters. Howevet, 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 protessionals, and the sums of money

thrown around aren't lkely to be all that high!

With that in mind, we would suggest that,

wherever possible, coaches use the term 'copper

pleces' instead of 'gold pieces'. This has litle to no

bearing upon the game; a Human Lineman costs

50,000 'points', and how those points are named

matters litle, 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 ot 600,000 gold pieces to spend on players, Sideline Staf, 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:

Allteams 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 Bowi 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 normaly 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.

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STRENGTH SKILLS

ARM BAR

If an opposition player Falls Over as the result of failing their Agility test when attempting to Dodge, Jump of 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 moditier may be applied after the roll has been made and may be applied even it this player is now Prone

GUARD

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

STAND FIRM

This player may choose not to pushed back, either asi the result of

oF by Block a chain- push, Using

action made against them

this Skill

does not prevent an opposition player

with the Frenzy skil 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 modifer

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

Bitz 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 Skil 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.

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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 tum 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 tearn may hire cheerleaders when it is first drafted, for the cost df 20,000 gold pieces each, paid for fromn the Teamn 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

Biood 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.

Raw

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AGILITY SKILLS

DEFENSIVE

SAFE PAIR OF HANDS

CATCH

During your opponent's team turn

f this player is Knocked Down or

This player may

re-rolla attempting a failed to catch turn), any

(but not during your own team

Placed Prone (but not t they Fall

Agility test when

opposition players being

Over) whilst i in possession of the

the ball.

Marked by this player cannot use tha 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

noccupied 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 be used.

occupy the target square.

If this test is passed, they stand up

and may perform a Block action.

lf 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 faled 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!

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TRAITS
ANIMAL SAVAG
When this player IS activated, even if they are Prone oF
have last their Tackie Zone, immediately after declaring
will perform but before performing the
the action they
action, roll a D6, applying a +2 modifier the dice roll
ifyou 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 namne 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 rol I t do so. Roll a D6. On a rollof 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 A nimosity 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,
lf 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.

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PLAYING BLOOD BOWL SEVENS
THE PRAYERS TO NUFFLE TABLE
etting up and playing a game Blood Bowl Sevens
S is just like setting up and playing rogular Blood some the Bowl resuits 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 tor the the pre-game, the start ot drive, the end o
gIve benefits In this rogard are not suitable. Therefore, for
a drive and the post-game, as well as tollowing all ot the
Blood Bowl Sevens, coaches should use the following,
shortened version of the Prayers to Nufle table:
regular game rules, but with the following exceptions:
INDUCEMENTS
BLOOD BOWLSEVENS
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
in the same way However, due to the amateur nature
half, every time any player enters a Trapdoor
square, rolla D6. Ona roll of 1, the trapdoor
the competition, the list of Inducements available IS
falls open. The player is immediately removed
somewhat shorter and some costs are slightly different:
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!"" resuit.
0-5 Special Play Inducements- 100,000 gold
Stlletto: 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 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.

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

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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 partof 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 poot, but BItz action), choosing to apply a a

action fon itse oWn ofa as part ofa

player

cannot1 be a dice that was rolled. as

Push Back result wille cause that

player

Block action the same against

after being was must able then to perform follow- a 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 i IS pushed back into, as #f thes

On a rolld of 1 of 2, the dice

had been Knocked Down.

cannot be re-rolled.

t this player is performing a

Blitz action, performing a second

Block action will also cost them one

square of their Movement Allowance.

H 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 annot 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

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 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 stil 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 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 QUIllCHEWER'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!

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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 ot thei

available players on the pitch. If there

100D BOWL SEVENS KICK-OFF EVENT TABLE

are more than seven players avallble,

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 Inducernent,

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

start of the next drive. A team may

Time-out: lf 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 ot a drive.

a

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

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

The Aicking team sets up first,

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

followved 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 curently in effect, you must

of one player in each Wide Zone.

re-rollit. 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

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. Rol 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

tch 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 ftrom among those

on the pitch. All of the randomly selected players are Placed Prone

and become Stunned

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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 playet, their coach must first roll a D6, even if this player has lost if 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 an opposition player they are when Marking, voluntarily moves out of a square within this player's Tackie 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 firnlyin

place and their movement comes to

an end. If, however, the resuitis 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 ot for

Pouring Rain weather conditions

when they attempt to pick up

the ball.

CLAWS

When you make an Armour roll

against an oppasition player that

was Anaeked Down as the result

of a Block action performed by this

playet, a roll of 8+ before applying

any modifiers will break their

arout, regardiess 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 Skils 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 Skil 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 skil 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 l, 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

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THE INJURYTABLE

APOTHECARIES

Rather than the standard Injury table, Blood Bowl Sevens

Uses the following Injury table. This is a simplified version

uring a Blood Bowl Sevens game, a team may

of the standard table that is both quick and easy to user

use an apothecary to patch-up" any player

(including Journeymen and Mercenaries) that has

BLOOD BOWL SEVENS INJURY TABLE

been remnoved trom play after being Knocked Out or after

suffering a Badly Hurt, Seriousty Hurt Of 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

adly 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

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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 4t, 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

Raw

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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

This player may move up to three

action (or a Throw Bomb action), the squares (regardless Or their MA),

target square can be anywhere on

following all of the the normal movement

the pitch and the range tuler does

rules, when the opposing coach

not need to be used, A Hail Mary

declares that one of their players i5

pass is never accurate, regardless of

oing, 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 Skillon 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.

pponent'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 moverent 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.

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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 player of of your choice

that played duting 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 Bow

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 GAINED	NEW SKILL 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

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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 mnay 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 sufers 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 BowI 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!

Raw

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GENERAL SKILLS

BLOCK

When a Both Down result is applied during a Block action, this player may choose to ignore it and nol be Knocked Down, as described on page 67.

DAUNTLESS

When this player performs a Block action (on its own or as part ot a Blitz action), if the nominated target has a higher Strength characteristic than this player before counting oftensive or defensive assists but ater 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.

Blood Bowl Second Season

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SKILLS

The following pages 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.

SKILL USE

Players that are standing 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 of Stunned, or that have lost their Tackle Zone for any reason, cannot use any Skills of Traits unless otherwise stated in the Skill or Trait description:

- You can choose to use a Skill or or Trait that modifies a dice roll after the dice roll has been made.
- All bonuses and/or modifiers from Skills or Traits can be combined.
- Unless the description states other wise, 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 asterixis is compulsory.

SKILL CATEGORIES

Random Selection

1st D6	2nd D6	Agility	General	Mutations	Passing	Strength
1-3	1	Catch	Block	Big Hand	Accurate	Arm Bar
	2	Diving Catch	Dauntless	Claws	Cannoneer	Brawler
	3	Diving Tackle	Dirty Player (+1)	Disturbing Presence*	Cloud Burster	Break Tackle
	4	Dodge	Fend	Extra Arms	Dump-off	Grab

5	Defensive	Frenzy*	Foul Appearance*	Fumblerooskie	Guard	
6	Jump Up	Kick	Horns	Hail Mary Pass	Juggemaut	
4-6	1	Leap	Pro	Iron Hard Skin	Leader	Mighty Blow (+1)
	2	Safe Pair of Hands	Shadowing	Monstrous Mouth	Nerves of Steel	Multiple Block
	3	Sidestep	Strip Ball	Prehensile Tail	On the Ball	Pile Driver
	4	Sneaky Git	Sure Hands	Tentacles	Pass	Stand Firm
	5	Sprint	Tackle	Two Heads	Running Pass	Strong Am
	6	Sure Feet	Wrestle	Very Long Legs	Safe Pass	Thick Skull

TRAITS			
Animal Savagery*	Decay*	Projectile Vomit	Swarming
Animosity"	Hypnotic Gaze	Really Stupid*	Swoop
Always Hungry*	Kick Team-mate	Regeneration	Take Root*
Ball & Chain*	Loner (X+)*	Right Stuff*	Titchy*
Bombardier	No Hands*	Secret Weapon*	Timmm-ber!
Bone Head*	Plague Ridden	Stab	Throw Team-mate
Chainsaw*	Pogo Stick	Stunty*	Unchannelled Fury*

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STRENGTH SKILLS

ARM BAR

If an opposition player Falls Over as the result of failing their Agility test when attempting to Dodge, Jump of 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 it this player is now Prone.

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

GUARD

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

STAND FIRM

This player may choose not to pushed back, either as the result of a Block action made against them or by a chain-push. Using 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 treat a Both Down result as a Push Back result. In addition, when this player performs a Block action as part of a Blitz action, the target of the Block action may not use the Fend, Stand Firm or Wrestle skills.

STRONG ARM

This player may apply a +1 modifier to any Passing Ability test rolls they make when performing a Throw Team-mate action.

A player that does not have the Throw Team-mate trait cannot have this Skill.

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.

This Skill cannot be used with the Stab or Chainsaw traits.

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.

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.

Note that choosing to use this Skill means this player will be unable to use the Frenzy skill during the same activation.

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 (but not as part of a Blitz action), if the target is pushed back, this player may choose any unoccupied square adjacent to the target to push that player into. If there are no unoccupied squares, this Skill cannot be used.

A player with this Skill cannot also have the Frenzy skill.

PILE DRIVER

When an opposition player is Knocked Down by this player as the result of a Block action (on its own or as part of a Blitz action), this player may immediately commit a free Foul action against the Knocked Down player. 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 Knocked Down player. After using this Skill, this player is Placed Prone and their activation ends immediately.

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AGILITY SKILLS

CATCH

This player may re-roll a failed Agility test when attempting to catch the ball.

DEFENSIVE

During your opponent's team turn (but not during your own team turn), any opposition players being Marked by this player cannot use the Guard skill.

SAFE PAIR OF HANDS

If this player is Knocked Down or Placed Prone (but not if they Fall Over) whilst in possession of the ball, the ball does not bounce. Instead, you may place the ball in an unoccupied square adjacent to the one this player occupies when they become Prone.

DIVING CATCH

This player may attempt to catch the ball if a pass, throw-in or kick-off causes it to land in a square within their Tackle Zone after scattering or deviating. This Skill does not allow this player to attempt to catch the ball if it bounces into a square within their Tackle Zone.

Additionally, this player may apply a +1 modifier to any attempt to catch an accurate pass if they occupy the target square.

JUMP UP

If this player is Prone they may stand up for free (i.e. standing up does not cost this player three (3) squares of their Movement Allowance, as it normally would).

Additionally, if this player is Prone when activated, they may attempt to Jump Up and perform a Block action. This player makes an Agility test, applying a +1 modifier. If this test is passed, they stand up and may perform a Block action. lf the test is failed, they remain Prone and their activation ends.

SIDESTEP

If this player is pushed back for any reason, they are not moved into a square chosen by the opposing coach. Instead you may choose any unoccupied square adjacent to this player. This player is pushed back into that square instead. If there are no unoccupied squares adjacent to this player, this Skill cannot be be used.

SNEAKY GIT

When this player performs a Foul action, they are not Sent-off for committing a Foul should they roll a natural double on the Armour roll.

Additionally, the activation of this player does not have to end 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.

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 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.

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

LEAP

During their movement, instead of 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, 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.

A player with this Skill cannot also have the Pogo Stick trait.

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.

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 them, as described on page 57.

SURE FEET

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

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HYPNOTIC GAZE

During their activation, this player may perform a 'Hypnotic Gaze' Special action, There is no limil to how many players with this Trait may perform this Special action each team tumn.

NO HANDS"

This player is unable to take possession of the ball. They may not attempt to pick it up, to catch it, or attempt to interfere with a pass. Any attemnpt to do so will automatically fail, causing, the ball to bounce, Should this player voluntarily move into a square in which the ball is placed, they cannot attempt to pick it up, The ball will bounce and a Turnover is caused as if this player had failed an attempt to pick up the ball.,

To perform a Hypnotic Gaze Special action, nominate a single Standing opposition player that has not lost theit Tackle Zone and that this player is Marking. Then make an Agility test for this player, applying a -1 modifier for every player (other than the nominated Dlayer) that is Marking this player. If the test is passed, the nominated player loses their Tackle Zone until they

are next activated.

PLAGUE RIDDEN

Once per game, if an opposition player with a Strength characteristic of 4 or less that does not have the Decay, Regeneration or Stunty traits suffers a Casualty result of 15-16, DEAD as the result of a Block action performed or a Foul action committed by a player with this Trait that belongs to your team, and if that player cannot be saved by an apothecary, you may choose to use this Trait. If you do, that player does not die; they have instead been infected with a virulent plague!

This player may move before performing this Special action, following all of the normal movement rules. However, once this Special action has been performed, this player may not move further and their activation comes to an end.

KICK TEAM-MATE

If your team has the 'Favoured of Nurgle' special Once per team turn, in addition to another player rule, a new 'Rotter Lineman' player, drawn from the performing either a Pass or a Throw Team-mate action, urgle roster, can be placed immediately in the Reserves a single player with this Trait on the active team can box of your team's dugout (this may cause a team to

perform a 'Kick Team-mate' Special action and attempt to

ave more than 16 players for the remainder of this

kick a Standing team-mate with the Right Stuff trait tha

game). During step 4 of the post-game sequence, this

is in a square adjacent to them.

player may be permanently hired, exactly as you would

a Journeyman player that had played for your team (see

To perform a Kick Team-mate Special action, follow

age 72).

POGO STICK

During their movement, instead of jumping over a

ingle square that is occupied by a Prone or Stunned

However, if the Kick Team-mate Special action is

player, as described on page 45, a player with this Trait

fumbled, the kicked player is automatically removed from

may choose to Leap over any single adjacent square,

play and an Injury roll is made against them, treating a

including unoccupied squares and squares occupied by

Stunned result as a KO'd result (note that, if the player

that performed this action also has the Mighty Blow (+X) S tanding players.

skill, the coach of the opposing team may use that Skill

Additionally, when this player makes an

on this Injury roll). If the kicked player was in possession

of the ball when removed from play, the ball will bounce to Jump over a

from the square they occupied

the rules for Throw Team-mate actions as described on

page 52.

Agility test

Prone or Stunned player, or to Leap over

an empty square or a square occupied by a Standing

player, they may ignore any negative modifiers that would

normally be applied for being Marked in the square they

jumped or leaped from and/or for being Marked in the

square they have jumped or leaped into.

LONER (X+)*

If this player wishes to use a team re-roll, roll a D6

If you roll equal to or higher than the target number

shown in brackets, this player may use the team re-roll

as normal, Otherwise, the original result stands without

being re-rolled but the teamn re-roll is lost just as if it had

been used

A player with this Trait cannot also have the

Leap skill.

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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.

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FRENZY*

Every time this player performs a Block action (on its own or as part of a Blitz action), they must follow-up if the target is pushed back and if they are able. If the target is still Standing after being pushed back, and if this player was able to follow-up, this player must then perform a second Block action against the same target, again following-up if the target is pushed back.

It 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.

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.

PRO

During their activation, this player may attempt re-roll on dice. This dice may have been rolled either as a dice roll or as part of a dice pool, but cannot be a dice that was rolled as part of an Armour, Injury or Casualty roll. Roll a D6:

- On a roll of 3+, the dice can be re-rolled.
- On a roll of 1 or 2, the dice cannot be re-rolled.

Once this player has attempted to sue this Skill, they may not use a re-roll from any other source to re-roll this one dice.

STRIP BALL

When this player targets an opposition player that is in possession of the ball with a Block action (on its own or as part of a Blitz action), choosing to apply a Push Back result will cause that player to drop the ball in the square they are pushed back into. The ball will bounce from the square the player is pushed back into, as if they had been Knocked Down.

SURE HANDS

This player may re-roll any failed attempt to pick up the ball. In addition, the Strip Ball skill cannot be used against a player with this Skill.

SHADOWING

This player can use this Skill when an opposition player they are Marking voluntarily moves out of a square within this player's Tackle Zone. Roll a D6, adding the MA of this player to the roll and then subtracting the MA of the opposition player. If the result is 6 or higher, or if the roll is a a natural 6, this player may immediately move into the square vacated by the opposition player (this player does not need to Dodge to make this move). If, however, the result is 5 or lower, or if the roll is a natural 1, this Skill has no further effect.

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.

TACKLE

When an active opposition player attempts to Dodge from a square in which they were being Marked by one or more players on your team with this Skill, that player cannot use the Dodge skill.

Additionally, when an opposition player is targeted by a Block action performed by a player with this Skill, that player cannot use the Dodge skill if a Stumble result is applied against them.

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 squares that the ball deviates, rounding any fractions down.

WRESTLE

This player may use this Skill when a 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.

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TRAITS

ANIMAL SAVAGERY*

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

- On a roll of 1-3, this player lashes out at their team-mates:
  - One Standing team-mate of your choice that is currently adjacent to this player is immediately Knocked Down by this player. This does not cause a Turnover unless the Knocked Down player was in possession of the ball. After making an Armour roll (and possible Injury roll) against the Knocked Down player, this player may continue their activation and complete their declared action if able. Note that, if this player has any applicable Skills, the coach of the opposing team may use them when making an Armour roll (and possible Injury roll) against the Knocked Down player.
  - lf this player is not currently adjacent to any Standing team-mates, this player's activation ends immediately. Additionally, this player loses their Tackle Zone until they are next activated.
- On a roll 4+, this player continues their activation as normal and completes their declared action.

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 team turn.

ANIMOSITY (X)*

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.

When this player wishes to perform a Hand-off action to a team-mate of the type listed, or attempts to perform a Pass action and the target square is occupied by a team-mate of the type

listed, this player may refuse to do so. Roll a D6. On a roll of 1, this player refuses to perform the action and their activation comes to an end. Animosity does not extend to Mercenaries or Star Players.

ALWAYS HUNGRY*

If this player wishes to perform a Throw Team-mate action, roll a D6 after they have finished moving, but before they throw their team-mate. On a roll of 2+ continue with the throw as normal. On a roll of 1, this player will attempt to eat their team-mate. Roll another D6:

- On a roll of 1, the team-mate has been eaten and is immediately removed from the Team Draft list. 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.

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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.

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 when an opposition player they are 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.

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.

CLAWS

When you make an Armour roll against an opposition player that was Knocked 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.

DISTURBING PRESENCE*

When an opposition player performs either a Pass action, a Throw Team-mate action or a Throw Bomb Special action, or attempts to either interfere with a pass or to catch the ball, they must apply a -1 modifier to the test for each player on your team with this Skill that is within three squares of them, even if the player with this Skill is Prone, Stunned or has lost their Tackle Zone.

IRON HARD SKIN

The Claws skill cannot be used when making an Armour roll against this player.

MONSTROUS MOUTH

This player may re-roll any failed attempt to catch the ball. In addition, 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 l, to a minimum of -1.

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

Finally, this player ignores the Cloud Burster skill.

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.

If the opposition player is being Marked by more than one player with this Mutation, only one player may use it.

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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 MARY PASS

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 ruler does not need to be used, A Hail Mary pass is never accurate, regardless of the result of the Passing Ability test it will always be inaccurate at best. A Passing Ability test is made and can be re-rolled as normal in order to determine if the Hail Mary pass is wildly inaccurate or is fumbled. A Hail Mary pass cannot be interfered with. This Skill may not be used in a Blizzard.

This player may move up to three squares (regardless Or their MA), following all of the the normal movement rules, when the opposing coach declares that one of their players is going, to perform a Pass action. This move made after the range has been measured and the target square declared, but before the active player makes a Passing Ability test. Making this move interrupts the activation of the opposition player performing the Pass action. A player may use this Skill when an opposition player uses the Dump-off skill, but should this player Fall Over whilst moving, a Turnover is caused.

LEADER

A team which has one or more players with this Skill gains a single extra team re-roll, called Leader re-roll. However, the Leader re-roll can only be used if there is at least one player with this Skill on the the pitch (even if the player with this Skill is Prone, Stunned or has lost their Tackle Zone). If all players with this Skill are removed from play before the Leader re-roll is used, it is lost. The Leader

re-roll can be carried over into extra time if it is not used, but the team does not receive a new one at the start of extra time. Unlike standard Team Re-rolls, the Leader Re-roll cannot be lost due to a Halfling Master Chef, Otherwise, the Leader re-roll is treated just like a normal team re-roll.

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.

Additionally, during each Start of Drive sequence, after Step 2 but before Step 3, one Open player with this Skill on the receiving team may move up to three squares (regardless of their MA). This Skill may not be used if a touchback is caused when the kick deviates and does not allow the player to cross into their opponent's half of the pitch.

PASS

This player may re-roll a failed Passing Ability test when performing a Pass action.

RUNNING PASS

If this player performs a Quick Pass action, their activation does not have to end once the pass is resolved. If you wish and if this player has not used their full Movement Allowance, they may continue to move after resolving the pass.

DUMP-OFF

If this player is nominated as the target of a Block action (or a Special action granted by a Skill or 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.

FUMBLEROOSKIE

When this player performs a Move or Blitz action whilst in possession of the ball, 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.

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BALL& CHAIN*

When this player is activated, the only action they may perform is a 'Ball & & Chain Move' Special action. There Is no limit to how many players with this Trait may perform this Special action each team turn.

When this player performs this Special action:

- Place the Throw-in template over the player, facing towards either End Zone or either sideline as you wish.
- Roll a D6 and move the player one square in the direction indicated.
- A player with a Ball & Chain automatically passes any Agility tests they may be required to make in order to Dodge, regardless of any modifiers.
- If this movement takes the player off the pitch, they risk Injury by the Crowd.
- If this movement takes the player into a square in which the ball is placed, the player is considered to have moved involuntarily. Therefore, they may not attempt to pick the ball up and the ball will bounce.

Repeat this process for each square the player moves.

If this player would move from into a square that is occupied by a Standing player from either a team, they must perform a Block action against that player, following the normal rules, but with the following exceptions:

- A Ball & Chain player ignores the Foul Appearance skill
- A Ball Chain player must follow-up if they push-back another player.

If this player moves into a square that is occupied by a Prone or Stunned player from either team, for any reason, that player is immediately pushed back and an Armour roll is made against them.

This player may Rush. Declare that the player will Rush before placing the Throw-in template and rolling the D6 to determine direction:

- If this player Rushes into an unoccupied square, move them as normal and roll a D6:
  - On a roll of 2+, this player moves without mishap.
  - On a roll of 1 (before or after modification), the player Falls Over.
- If this player Rushes into a square that is occupied by a standing player from either team, roll a D6:
  - On a roll of 2+, this player moves without mishap and will perform a Block action against the player occupying the square as described previously.

- On a roll of 1 (before or after modification), the player occupying the square is pushed back and this player will Fall Over after moving into the vacated square.

If this player ever Falls Over, is Knocked Down or is Placed Prone, an Injury roll is immediately made against them (no Armour roll is required), treating a Stunned result as a KO'd result. A player with this Trait cannot also have the Diving Tackle, Frenzy, Grab, Leap, Multiple Block, On the Ball or Shadowing skills.

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BOMBARDIER

When activated and if they are Standing, this player can perform a 'Throw Bomb' Special action, This Special action is neither a Pass action nor a a Throw Team-mate action, so does not prevent another player performing one of those actions during the same team turn. However, only a single player with this Trait may perform this Special action each team turn.

A Bomb can be thrown and caught, and the throw interfered with, just like a ball, using the rules for Pass actions as described on Page 48, with the following exceptions:

- A player may not stand up or move before performing a Throw Bomb action.
- Bombs do not bounce and can come to rest on the ground in an occupied square Should a player fail to catch a Bomb, it will come to rest on the ground in the square that player occupies.
- If a Bomb is fumbled, it will explode immediately in the square occupied by the player attempting to throw it.
- If a Bomb comes to rest on the ground in an empty square or is caught by an opposition player, no Turnover is caused.
- A player that is in possession of the ball can still catch a Bomb
- Any Skills that can be used when performing a Pass action can also be used when performing a Throw Bomb Special action, with the exception of On the Ball.

If a Bomb is caught by a player on either team, roll a D6:

- On a roll of 4+, the Bomb explodes immediately, as described below.
- On a roll of 1-3, that player must throw the Bomb again immediately. This throw takes place out of the normal sequence of play.

Should a Bomb ever leave the pitch, it explodes in the crowd with no effect (on the game) before the crowd can throw it back.

When a Bomb comes to rest on the ground, in either an unoccupied square, in a square occupied by a player that failed to catch the Bomb or in a square occupied by a Prone or Stunned player, it will explode immediately:

- If the Bomb explodes in an occupied square, that player is automatically hit by the explosion.
- Roll a D6 for each player (from either team) that occupies a square adjacent to the one in which the Bomb exploded:

  - On a roll of 4t, the player has been hit by the explosion.
  - On a roll of 1-3, the player manages to avoid the explosion.
- Any Standing players hit by the explosion are Knocked Down.
- An Armour roll (and possibly an Injury roll as well) is made against any player hit by the explosion, even if they were already Prone or Stunned.
- 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

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BONE HEAD*

When this player is activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6:

- On a roll of of 1, this player forgets what they are doing and their activation ends immediately. Additionally, this player loses their Tackle Zone until they are next activated.
- On a roll of 2+, this player continues their activation as normal and completes their declared action.

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 team turn.

CHAINSAW*

Instead of performing a Block action (on its own or as part of a Blitz action), this player may perform a Chainsaw Attack Special action, Exactly as described for a Block action, nominate a single Standing player to be the target of the Chainsaw Attack Special action. There is no limit to how many players with this Trait may perform this Special action each team turn.

To perform a Chainsaw Attack Special action, roll a D6:

- On a roll of 2+, the nominated target is hit by a Chainsaw!
- On a roll of 1, the Chainsaw will violently 'kick-back and hit the player wielding it.
- In either case, an Armour roll is made against the player hit by the Chainsaw, adding +3 to the result.
- If the armour of the player hit is broken, they become Prone and an Injury roll is made against them. This Injury roll cannot be modified in any way.
- If the armour of the player hit is not broken, this Trait has no effect.

This player can only use the Chainsaw once per turn (i.e., a Chainsaw cannot be used with Frenzy or Multiple Block) and if used as part of a Blitz action, this player cannot continue moving after using it.

If this player Falls Over or is Knocked Down, the opposing coach may add +3 to the Armour roll made against the player.

If an opposition player performs a Block action targeting this player and a Player Down! or a POW! result applied, +3 is added to the Armour roll. If a Both Down result is applied, +3 is added to both Armour rolls.

Finally, this player may use their Chainsaw when they perform a Foul action. Roll a D6 for kick-back as described above. Once again, an Armour roll is made against the player hit by the Chainsaw, adding +3 to the score.

DECAY*

If this player suffers a Casualty result on the Injury table, there is a +1 modifier applied to all rolls made against this player on the Casualty table