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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 turn 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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