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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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