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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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