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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.

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.
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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