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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	<p>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:</p> <ul style="list-style-type: none">• 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	<p>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.</p>
3	<p>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.</p>

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)

Revision #2

Created 2023-02-24 10:25:36 UTC by Quildra

Updated 2023-02-24 15:04:50 UTC by Quildra