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DRAFTING A BLOOD BOWL

SEVENS TEAM

lood Bowl Sevens feams are drafted just like

B team rosters. Howevet, there are a few key

other Blood Bowl teams, using the same

differences to be aware of:

TEAM DRAFT BUDGET

he Team Draft Budget is the amount of gold

pieces you have to spend on your rookie team:

DESIGNER'S NOTE:

CURRENCY CONVERSION

ne important thing to remember about

Blood Bowl Sevens is that it represents an

amateur game, Neither the staff nor the

players are protessionals, and the sums of money

thrown around aren't lkely to be all that high!

With that in mind, we would suggest that,

wherever possible, coaches use the term 'copper

pleces' instead of 'gold pieces'. This has litle to no

bearing upon the game; a Human Lineman costs

50,000 'points', and how those points are named

matters litle, But for the purposes of Blood Bow Sevens, referring to those points as 'copper pieces rather than 'gold pieces' is far more characterful and, we have found, adds greatly to the fun!

Or

When drafting a Blood Bowl Sevens team for league play, you have a budget ot 600,000 gold pieces to spend on players, Sideline Staf, team re-rolls and so forth.

HIRING PLAYERS

Players are the only compulsory element on any Blood Bowl Sevens team. Each team roster details all of the players available to a team of that type and their Hiring Fee. When drafting a team for Blood Bowl,Sevens, you should select the players you want to permanently hire for your team, pay their hiring cost from your Team Draft Budget and make a record of the player on the Team Draft list.

PLAYER POSITIONS

There are distinctions to be made between the players within a team, separating them by their role within the game, from the humble Lineman to the more specialised roles performed by the 'positional' players.

LINEMEN: The backbone of any team:

Allteams will have a player type that they are

a

permitted to take 0-12 or 0-16 of. Regardless of name

(for many races call their Linemen by another name),

this Player type is the team's 'Lineman' positional.

NUMBER OF PLAYERS

The first and most important thing to be aware of when

drafting a Blood Bowi team is the minimum and maximum

number of players permitted:

OTHER POSITIONS AND BIG GUYS: Unlike a normal

team, a team drafted for Blood Bowl Sevens cannot

simply recruit as many players of other types as the

coach wishes. Blood Bowl Sevens teams represent

amateur sides, so specialist players, such as Blitzers,

Throwers and so forth, are quite uncommon:

Every Blood Bowl Sevens team must contain a

minimum of seven (7) permanently hired players

when it is first drafted.

No Blood Bowl Sevens team can ever contain more

than eleven (11) permanently hired players.

JOURNEYMEN: As with any Blood Bowl team, during the

course of a league season, the number of players a team

can field may fall below seven due to injury and death.

This is permitted and Blood Bowl Sevens teams may

'Recruit Journeymen' just like any other team. However, the quality of Journeymen available is likely to be lower than usual (such reserves are normaly found in the local pub, after all):

A Blood Bowl Sevens team may include a maximum of four (4) players that are not Linemen.

A Blood Bowl Sevens team may not include more players of a certain type than are allowed by the team roster, For example, an Elven Union team is allowed 0-2 Blitzers, meaning a Blood Bowls Sevens Elven Union team may include zero, one or two Blitzers, but may not include three.

A Journeyman on a Blood Bowl Sevens team replaces the Loner (4-+) trait with the Loner (5+) trait.

Revision #1
Created 2023-02-24 08:19:51 UTC by Quildra
Updated 2023-02-24 15:44:59 UTC by Quildra