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PURCHASING TEAM RE-ROLLS

Any team can purchase team re-rolls. These represent the time spent training and the team's ability to react in a split second to mistakes and tum them around, The cost reflects the time and effort different teams must invest to achieve the same broad level of training:

0-6 CHEERLEADERS

All Blood Bowl Sevens teams can hire a number of cheerleaders:

Every Blood Bowl Sevens tearn may hire cheerleaders when it is first drafted, for the cost df 20,000 gold pieces each, paid for fromn the Teamn Draft budget, Additional cheerleaders may be purchased at a later date for the cost of 20,000 gold pieces each,

Every team may purchase 0-6 team re-rolls when it is first drafted

Biood Bowl Sevens teams represent amateur sides. As such the time spent training and the quality of training leaves much to be desired . A Blood Bowl Sevens team must pay double for each team re-roll it wishes to purchase. For example, if a regular team is

able to purchase team re-rolls for 60,000 gold pieces, a Blood Bowl Sevens team of the same type must pay 120, 000 gold pieces

Unlike ordinary Blood Bowl teams, a Blood Bowl Sevens team cannot purchase additional team re-rolls at a later date. Ongoing team training isn't a strength of such amateur teams!

0-1 APOTHECARY

Apothecaries work hard on the sidelines, patching up minor injuries and giving urgent care to more serious injuries before they can end a player's career:

Not every Blood Bowl Sevens team can hire an apothecary. Whether a team can or cannot include an apothecary will be noted on the team roster.

If a team can hire an apothecary, it may only ever have one on the roster.

Teams that can hire an apothecary can do so when they are first drafted, or during the Hire and Fire step of the post-game sequence of any game for a cost of 80,000 gold pieces.

HIRING SIDELINE STAFF

Sideline Staff can be of as much if not more assistance to a Blood Bowl Sevens team as they can be to a regular Blood Bowl team. However, finding professional and

competent staff can be a challenge for an amateur team!

Teams able to hire an apothecary may Induce a number of additional Wandering Apothecaries for a single game during a league in the Hire Inducements step of the pre-game sequence

0-3 ASSISTANT COACHES

Any Blood Bowl Sevens team can hire a number of assistant coaches:

DEDICATED FANS

Just like a regular Blood Bowl team, every Blood Bowl Sevens team is supported by a strong following of Dedicated Fans. In truth, this probably represents the players' ever-loving mums, or perhaps unwilling partners and spouses dragged along to show support!

Every Blood Bowl Sevens team may hire assistant coaches when it is first drafted, for the cost of 20,000 gold pieces each, paid for from the Team Draft budget.

Additional assistant coaches may be purchased at a later date for the cost of 20,000 gold pieces each.

When a team is drafted, it will have a Dedicated Fans characteristic of 1 recorded on the Team Draft list. Over the course of a league season, this characteristic will increase and decrease, though it will never fall below 1.

Additionally, when a team is drafted it can improve its Dedicated Fans characteristic by 1, up to a maximum of 6, at a cost of 20,000 gold pieces per improvement. For example, a team may improve its Dedicated Fans characteristic from 1 to 3 at a cost of 40,000 gold pieces from its Team Draft budget.

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