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PLAYING BLOOD BOWL SEVENS

THE PRAYERS TO NUFFLE TABLE

Setting up and playing a game Blood Bowl Sevens

is just like setting up and playing regular Blood Bowl Sevens, players do not gain SPPS, meaning

of

In Blood

Bowl game. Coaches should follow the normal

a

of

on the Prayers to Nuffle table that

sequences for the pre-game, the start of drive, the end of

drive benefits. In this regard are not suitable. Therefore, for

a drive and the post-game, as well as following all of the

Blood Bowl Sevens, coaches should use the following,

shortened version of the Prayers to Nuffle table:

regular game rules, but with the following exceptions:

INDUCEMENTS

BLOOD BOWL SEVENS

PRAYERS TO NUFFLE TABLE

Blood Bowl Sevens teams can purchase Inducements

during Step 4 of the pre-game sequence just like

D8 RESULT

regular Blood Bowl team, and are awarded Petty Cash

Treacherous Trapdoor: Until the end of this

in the same way. However, due to the amateur nature

half, every time any player enters a Trapdoor

square, roll a D6. On a roll of 1, the trapdoor

for the competition, the list of Inducements available is

falls open. The player is immediately removed

from play. Treat them exactly as if they had been

pushed into the crowd.

0-2 Agency Cheerleaders 30,000 gold pieces

0-1 Part-Time Assistant Coaches - 2/ 30,000 gold pieces

Friends with the Ref: Until the end of the

next drive, you may treat a roll of 5 or 6 on the

0-2 Bloodweiser Kegs - 50,000 gold pieces each

Argue the Call table as a "Well, When You Put

0-5 Desperate Measures Inducements 50,000 gold

It Like That. result and roll of 2-4 as an

pieces each

"I

Don't Care!"" result.

0-5 Special Play Inducements- 100,000 gold

Stiletto: Randomly select one player on your

pieces each

0-8 Extra Team Team Training Trainine _ - 1 50 150,000 0nn gold pieces each

team that is available to play during the next

io

drive and that does not have the Loner (X+) trait.

0-3 Bribes- 100,000 gold pieces each (50, ,000 gold

Until the end of the next drive, that player gains

pieces for teams with the Bribery and Corruption'

the Stab trait.

special rule)

Iron Man: Choose one player on your team that

0-2 Wandering Apothecaries - 100,000 gold pieces

is available to play during the next drive and that

(not available to teams that cannot hire an apothecary)

does not have the Loner (X+) trait. Until the end

0-1 Mortuary Assistant - 100,000 gold pieces

of this game, that player improves their AV by 1,

(only available to teams with the 'Sylvanian Spotlight'

to a maximum of 11+.

special rule)

5 Knuckle Dusters: Choose one player on your

0-1 Plague Doctor - 100,000 gold pieces

team that is available to play during the next

(only available to teams with the 'Favoured of Nurgle '

drive and that does not have the Loner (X+) trait.

special rule)

Until the end of the next drive, that player gains

the Mighty Blow (+ 1) skill.

0-1 Halfling Master Chef - 300,000 gold pieces

(100,000 gold pieces for teams with the 'Halfling

Bad Habits: Randomly select select D3 D3 opposition

players that are available to play during the next

Thimble Cup' special rule)

drive and that do not have the Loner (X-) trait.

Unlimited Mercenary Players - price varie

(as described in the Bfood Bowl rulebook)

Until the end of the next drive, those players

gain the Loner (2+) trait.

Or:

Greasy Cleats:: Randomly select one opposition

0-3 Mercenary Players - price varies (see page 41)

player that is available to play during the

next drive. That player has had their boots tampered with. Until the end of the next drive. their MA is reduced by 1.

Blessed Statue of Nuffle: Choose one player on your team that is available to play during the next drive and that does not have the Loner (X+) trait. Until the end of this game, that player gains the Pro skill.

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