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THE KICK-OFF EVENT

SET-UP

Kick-off Event table used for for Blood

As with the Prayers to Nufle table, the

As with regular games of Blood

Bowl Sevens differs slightly from the standard Kick-off Event table:

Bowl, both coaches place all ot thei

available players on the pitch. If there

100D BOWL SEVENS KICK-OFF EVENT TABLE

are more than seven players avallble,

those not chosen to play the drive are 2D6 RESULT

placed in the Reserves box until the

Get the Ref: Each team gains a free Bribe Inducernent,

This Inducement must be used before the end of the garne or it is lost,

start of the next drive. A team may

Time-out: lf the kicking team's turn marker is on turn 4, 5 or 6

If

not set up more than seven players

for the half, both coaches move their turn marker back one space.

at the start ot a drive.

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Otherwise, both coaches move their turn marker forward one space.

Solid Defence: D3-+ 1 Open players on the kicking teamn may be

The Aicking team sets up first,

removed and set up again in different locations, following all of the

followved by the receiving team ,

usual set-up rules.

as follows:

5 High Kick: One Open player on the receiving team may be moved

any number of squares, regardless of their MA, and placed in the

of

Both teams set up up fully within the

same square the ball will land in.

area between their own End Zone

Cheering Fans: Both coaches roll a D6 and add the number of

and their own Line of Scrimmage

cheerleaders on their Team Draft list. The coach with the highest

Neither team may set up any

total may immediately roll once on the Prayers to Nuffle table.

players in the area between the

In the case of a tie, neither coach rolls on the Prayers to Nuffle table.

two Lines of Scrimmage.

Each team can set up a maximum

Note that if you roll a result that is curently in effect, you must

of one player in each Wide Zone.

re-rollit. However, if you roll a result that has been rolled previously

In other words, each team can

but has since expired, there is no need to re-roll it.

set up two players in Wide Zones,

Brilliant Coaching: Both coaches roll a D6 and add the number

providing they are split equally

of assistant coaches on their Team Draft list. The coach with the

with one player per Wide Zone.

highest total gains one extra team re-roll for the drive ahead.

A team must set up a minimum

If this team re-roll is not used before the end of this drive, it is lost.

of three players in. squares within

In the case of a tie, neither coach gains an extra team re-roll.

the Centre Field, directly adjacent

Changing Weather: Make a new roll on the Weather table and

apply that result. If the weather conditions are Perfect Conditions'

to their Line of Scrimmage.

as a result of this roll, the ball will scatter before landing.

Note that should a team find

Quick Snap: D3+1 Open players on the receiving team may

itself reduced to only three players or

immediately move one square in any direction.

fewer, it may concede without penalty 1

Blitz: D3+1 Open players on the kicking team may immediately

activate to perform a Move action. One may perform a Blitz action and

before setting up, as described in the

Blood Bowl rulebook. Should you

one may perform a Throw Team-mate action. If a player Falls Over or

wish to play on, the available player

is Knocked Down, no further players can be activated and the Blitz

should be set up on the Line of

ends immediately.

Scrimmage, as described above.

ficious Ref: Both coaches roll a D6 and add their Fan Factor

to the result. The coach that rolls the lowest randomly selects

one of their players from among those on the pitch. In the case

of a tie, both coaches randomly select a player. Rol a D6 for the

selected player(s). On a roll of 2+, the player and the referee argue

and come to blows. The player is Placed Prone and becomes Stunned.

On a roll of 1 however, the player is immediately Sent-off.

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tch Invasion: Both coaches roll a D6 and add their Fan Factor

to the result. The coach that rolls the lowest randomly selects D3

of their players from among those on the pitch. In the case of a tie,

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both coaches randomly select D3 of their players ftrom among those

on the pitch. All of the randomly selected players are Placed Prone

and become Stunned

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