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THE INJURYTABLE

APOTHECARIES

Rather than the standard Injury table, Blood Bowl Sevens

Uses the following Injury table. This is a simplified version

uring a Blood Bowl Sevens game, a team may

of the standard table that is both quick and easy to user

use an apothecary to patch-up" any player

(including Journeymen and Mercenaries) that has

BLOOD BOWL SEVENS INJURY TABLE

been remnoved trom play after being Knocked Out or after

suffering a Badly Hurt, Seriousty Hurt Of DEAD result on

2D6 RESULT

the Injury table,

2-7 Stunned: The player immediately becomes

Stunned, and is laid face-down on the pitch.

8-9

Ko': The player is immediately removed from

play and placed in the Knocked-out box of their

team dugout. At the end of each drive, there is a

chance any Knocked-out players will recover.

10

adly Hurt: The player misses the rest of this

game, but suffers no long term effect.

Seriously Hurt: The player misses the rest of

this game, but will need more time to recuperate.

In league play, the player is not available to play

in the team's next game

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EAD: This player is far too dead to play Blood

Bowl! Dead players are dismissed from the team

during Step 1 of the post-game sequence

PATCHING-UP KNOCKED-OUT PLAYERS

An apothecary can be used immediately when a player

becomes Knocked-out:

If the player was on the pitch when they were

Knocked-out, they are not removed from play. instead,

they remain on the pitch and become Stunned.

If the player was Knocked-out as a result of being

pushed back into the crowd or landing in the crowd,

place them directly into the Reserves box rather than

the Knocked-out box.

PATCHING-UP CASUALTIES

An apothecary can be used when a player suffers a Badly

Hurt, Seriously Hurt or DEAD result on the Injury table.

Roll a D6:

STUNTY PLAYERS

Players with the Stunty trait are more prone to breaking when hit! If an Injury roll is ever made against a player with the Stunty trait during a Blood Bowl Sevens game, roll on this table instead:

On a roll of 4t, the apothecary has been able to patch the player up and pump them full of painkillers. The player is removed from the Casualty box and placed in the Reserves box.

On a roll of 1-3, the apothecary's vigorous efforts prove largely futile. The apothecary is unable to patch the player up - the original Injury table result stands.

BLOOD BOWL SEVENS STUNTY INJURY TABLE

2D6 RESULT	
2-6	Stunned: The player immediately becomes Stunned, and is laid face-down on the pitch.
7-8	KO'd: The player is immediately removed from play and placed in the Knocked-out box of their team dugout. At the end of each drive, there is a chance any Knocked-out players will recover.

9-10 Badly Hurt: The player misses the rest of this game, but suffers no long term effect

11 Seriously Hurt: The player misses the rest of this game, but will need more time to recuperate. In league play, the player is not available to play in the team's next game.

DEAD: This player is far too dead to play

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Blood Bowl! Dead players are dismissed from the team during Step 1 of the post-game sequence

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