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PLAYER ADVANCEMENT

in Blood Bowl Sevens league play, players do not earn Star Player Points

for their achievements. Instead, after every game, one player on your team

will automatically gain new randomly selected Primary or Secondary skill.

There are two ways In which to determine the player and the type of Skill:

1. During Step 3 of the post-game sequence, a single player player of of your choice

that played duting this game and that did not suffer an Injury table result

of 12, DEAD gains a randomly selected Primary skill.

Or

2. During Step 3 of the post-game sequence, a single randomly selected

player that played during this game and that did not suffer an Injury table

result of 12, DEAD gains a randomly selected Secondary skill.

Note that, due to the amateur nature of the game, and the somewhat

miss team training provided, any additional Skills gained by Blood

hit- and-

Bowl Sevens player are always randomly selected. The coach of a Blood Bow

Sevens team has to work with what they are given and, all too often, their

players will waste everyone's time perfecting a truly mind-boggling and often

completely futile set of skills and specialisms.

VALUE INCREASE

As players gain advancements, their value increases. To reflect this, whenever

a player gains a new Skill, their Current Value must be increased on the Team Draft list by the amount shown on the table below:

CURRENT VALUE INCREASE TABLE

FIRST NEW SKIll A CH GAINED	NEW SKILL GAINED AFTER THE FIRST NEW SKILLS
+10,000 gp	+20,000 gp
Randomly selected Primary skill	Randomly selected Secondary skill
+20,000 gp	+30,000 gp

THE DRAFT

As players become more experienced, there is a chance they will be noticed by a professional team and be offered a chance to break into the big leagues. When this happens, there is little a coach can do as their best player is poached on the vague promise of a huge salary, all the beer they can drink and fame undreamed of. It is little wonder that not many players refuse such an offer.

During Step 1 of the post-game sequence, whilst deleting any DEAD players from your Team Draft list, roll a D6 for every player on your team that has

gained one or more additional Skills:

If the roll is higher than the number of additional Skills the player has gained, you have been lucky; no one else is interested in hiring them and they remain with your team.

If the roll is equal to or lower than the number of additional Skills the player has gained, they have been lucky: the player receives an offer from a professional team and immediately quits to pursue their dreams

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