Page 97

0-5 DESPERATE MEASURES

50,000 GOLD PIECES, AVAILABLE TO ANYTEAM

T entocent not only the dirty

Desperate Measures are a new type of Inducement unique to Blood Bowl Sevens. They represent not only

tricks amateur teams are capable of, but the lengths to which a coach, the players, the fans, and even friends and

family will go to in order to gain an advantage

For every Desperate Measure Inducement purchased, roll a D8 on the table below, re-rolling duplicate results,

and make a note of the result Each result can be used once per game as described below:

DESPERATE MEASURES TABLE

D8 RESULT

You Dope: One of your players has been experimenting with performance-enhancing potions. You mnay play

this Desperate Measure during Step 1 of the first Start of Drive sequence of the game. Choose one player on

your team. This player has either their Strength or their Agility improved by 1 for the duration of this game.

However, when a drive in which this player took part ends, even if this player was not on the pitch at the end

of the drive, roll a D6 for this player:

On a roll of 3+, the player feels amazing!

On a roll of 1 or 2, the player suffers a terrible allergic reaction and must miss the rest of the match.

Razzle-dazzle: One of your players has been practicing hard for the up-coming match. You may play

this Desperate Measure when you activate a player. This player may perform two actions rather than

the usual one

Hangover: One player on the opposing team has been out celebrating the night before the match and turns

up late. You may play this Desperate Measure before Step 1 of the first Start of Drive sequence of the game.

Randomly select an opposing player. That player must miss the first drive of the game.

Grudge Match: Your team has a long-standing and violent rivalry with the opposition. You may use this

Desperate Measure at the start of one of your team turns, before any player is activated. For the duration of

this team turn, your team may commit any number of Fouls, rather than just one.

Set Piece: In preparation for the game, your team has been practicing some set piece plays. You may play

this Desperate Measure when activating a player to perform a Pass action. The pass is automatically accurate

and (unless the pass is intercepted) the ball is automatically caught.

Sports Espionage: You have hired a spy to steal your opponent's playbook in order to give your team the edge.

You may play this Desperate Measure when your team sufers Q Turnover. Using this Desperate Measure grants

your team a free team re-roll.

Discarded Banana Skin: Someone has been snacking on an energy-boosting banana. You may play this

Desperate Measure when an opposing player enters the Tackle Zone of one of your players. The opposing

player immediately Falls Over.

Magic Scroll: A suspicious-looking man from a betting syndicate gives you a spell scroll prior to the game

You might be suspicious, but you'd be foolish not to read it aloud.. wouldn't you? Your team gains a single

Hireling Sports Wizard Inducement for free (see the Blood BowI rulebook)

HACKSPIT QUILLCHEWER'S FUN FACTS

Until recently, the record for Most Decapitations in a Single Match was

held for over a decade by Helmut Wulf. In a 2485 match against the

Champions of Death, he performed an impressive 22 decapitations.

This unlikely achievement was made possible by Tomolandry, who kept

repairing his players and sending them back to be decapitated again!

At full time, an enraged Tomolandry accused Wulf of deliberately

undoing all his hard work-work. Wulf famously responded by advising

the Necromancer to use wire instead of twine-twine!

37

Revision #1
Created 2023-02-24 08:26:27 UTC by Quildra
Updated 2023-02-24 15:44:59 UTC by Quildra