

BLOOD BOWL 7's



BACKGROUND

Blood Bowl Sevens is an amateur form of the main game. Some of today's stars started out playing Sevens.

GAME RULES

These are the core rules you will need in addition to those in the Blood Bowl rulebook in order to play Blood Bowl Sevens. Except where noted below, players should use the rules in the LRB5.

THE PITCH

The pitch, like the game, is smaller than the main version. It is 20 squares long and 11 wide. It still has 1 square deep endzone's. The wide zones are only 2 squares wide and instead of one line of scrimmage in the middle, it has 2. Each line is 6 squares from the endzone. This basically splits the pitch into thirds.

SETTING UP THE GAME

Each coach may set up 7 players between their End Zone and their line of scrimmage. In Blood Bowl Sevens the teams set up apart from each other. This means that there are two lines of scrimmage (one for each team), rather than just one in the middle of the pitch. Normal restrictions apply, ie; 3 players on the line and only 2 in each wide zone.

THE KICK OFF

After both players have set up, the coach of the kicking team places the football anywhere on the field in front of the kicking team's Line of Scrimmage. The kick then proceeds as usual but a 'touchback' only occurs if the ball goes off the field (as normal) or crosses back over the kicking team's Line of Scrimmage (not over the halfway line). Note: this may result in the ball finishing in front of the receiving team.



THE INJURY TABLE

Blood Bowl Sevens uses the following Injury table, rather than the one in the Blood Bowl Handbook. This is a simpler version of the table that is both quick and easy to use.

2D6 Result

2-7 STUNNED

8-9 KO'D

10 BADLY HURT

11 SERIOUS INJURY

12 DEAD

THROWING THE BALL

As an unprofessional league, Blood Bowl Sevens players are not as athletic as their professional counterparts. To represent this, all Blood Bowl Sevens players must increase the range by one category when they make a pass. This means a Quick Pass counts as a Short Pass, a Short Pass as a Long Pass, and a Long Pass as a Long Bomb. Players may not attempt a Long Bomb at all as the distance is just too great. If the player has the Stunty skill then they must increase the range by two categories instead of just one. Big guys with the Throw Team Mate skill, must subtract -2 from the roll instead of the usual -1. They can still only throw the player to quick or short range.



PICKING A BLOOD BOWL SEVENS TEAM

A Coach has 600gc with which to pick their Blood Bowl Sevens team. They may choose their team from any of those in the LRB5. Use the standard rules for choosing your Blood Bowl Sevens team, but with the following changes:

1. All team costs are divided by 1,000. So if a player usually costs 80,000gc in Blood Bowl, they will cost a total of 80gc to sign to your Blood Bowl Sevens team. Similarly, an Apothecary will cost 50gc.

This is done primarily to reflect the unprofessional nature (low sponsorship and low pay) of the Blood Bowl Sevens leagues.

2. You must have between three, but no more than 10 players on your team roster. Due to the lack of players with actual talent, selection rules are halved rounding up. So if you can normally have 0-2 of a player, you can now only select 0-1. The only exception to this is any position that is listed as 0-16, which now becomes 0-10. You can always have a full team of core players.

3. Each point of Fan Factor bought costs 20gc each (instead of 10gc).

4. Team re-rolls may **not** be purchased. Being an unprofessional league, good coaching staff are hard to find and players very rarely turn up for training anyway. This means that the chances of a Blood Bowl Sevens team being able to effectively train and execute any form of set play is exceptionally rare. Re-rolls gained as a result of the Kick-Off table may be used as normal.

5. Assistant Coaches and Cheerleaders cost 50gc each (instead of 10gc).

6. Inducements may not be purchased.

APOTHECARIES

A coach may still buy an Apothecary for their team, but due to the fact Blood Bowl Sevens is an unprofessional league, an apothecary usually amounts to little more than a fan on the side of the pitch with a big bucket of water and the 'lucky' team sponge. After a player has been injured, roll a D6. On the roll of a 6 the sponge has done its stuff and the player may be placed in the reserves box. There is enough water in the bucket to use this 3 times a game.

REGENERATION

As most undead teams are assembled by apprentice necromancers, their magic is not as strong as the pros. Regeneration will now only work on a D6 roll of a 6, rather than the normal 4+.



SPIKED BALLS

Blood Bowl Sevens will also be using spiked balls, mainly for the fans amusement. Rules for using spiked balls are:

1. Failing to catch a spiked ball is very dangerous, and must be treated as if the ball has thrown a block at the receiving player with the following strength.

Quick Pass = Strength 2

Short Pass = Strength 3

Long Pass = Strength 4

Whether the block results in the player falling over or not, the ball then scatters from the player in the usual way. Balls may be thrown at opposing players, who may attempt to catch it.

2. The spiked ball may also be used as a hand to hand weapon. Any player holding the spiked ball adds +1 to their strength when blocking or being blocked.

