

# Blood Bowl Sevens Rulebook

version 0.3

## Team Creation:

- Each roster has a 600k starting balance from which to purchase
- Each roster must contain between 7 and 10 players inclusive (see rosters list for options)
- Cheer/Asst coaches cost 50k
- Each point of Fan Factor is valued at 10k. FF may be purchased at team creation at a cost of 20k
- No rerolls may be taken

## Inducements:

- Inducements of under 50k are not awarded
- Stars and Extra Training are removed from the Inducements list
- Wandering Apothecaries undergo a functional change (see In Game)
- Babes, Igor, Bribes, Mercs and Cards are all allowed as normal
- Unspent inducements may be carried over to the post match sequence and spent on Salary Topups

## In Game:

- A special BB7s pitch is used. Each half of BB7s is seven turns long, per team.
- A pass template for Short Passes, Long Passes and Long Bombs is marked on the pitch; Quick Passes do not exist in BB7s
- Players do not receive Star Player Points. See the post match sequence for player progression
- A generic +1 modifier applies to armour rolls during a foul action.
- Seven players are set up per team, all behind their own LoS. One player is allowed in each wide zone per team, while a minimum of three must set up on the LoS
- A normal kick and kick off table are used. A touchback occurs only if the ball would leave the field of play or pass over the **kicking** team's LoS.
- Injury rolls use the following table: 2-7 Stunned, 8-10 KO, 11-12 injury
- An Apoth can be used once per game to modify an injury roll by -1
- Players with Regen cannot use an Apoth

## Changes to skills:

- Leader is removed from skills list
- Nurgle's Rot is renamed "Infect" and is no longer limited to the Rotter team
- Regen works only on a result of 6
- "Relentless" is added as an extraordinary skill. A player with the Relentless skill who suffers a Badly Hurt injury result is placed in the KO box instead of Dead and Injured. Note that this player may roll to recover at the beginning of each drive exactly as if he were Knocked Out.
- A player with Sure Feet may reroll *either* a failed TTM land attempt *or* one failed GFI attempt per turn.
- Secret Weapon is renamed "Cheat!". A player with "Cheat!" is automatically sent off at the end of each drive, but need not be set up at the start of a drive even if this would mean his team starting with fewer than seven players.

## Post Match:

- Add Infected players to rosters, deduct deaths
- Calculate winnings
- Deduct spiralling expenses (850TV=10k SI then increases 10k every 150TV step)
- Salary Topups: Roll XD6 for each player on the roster, where X is the number of additional skillups this player has taken. For each "1" that is rolled, pay 10k immediately or the player resigns. This payment may be made from your treasury or from any unspent inducements carried over from the pre-match phase.
- Free Skillup: Each coach selects a player on their roster and immediately make a skill roll for these players, noting the result, skill choice and TV change on the roster pad.
- FF rolls as normal.

## Blood Bowl Sevens - v0.3

### CHAOS TEAMS

Chaos Pact teams are a mix of evil and chaotic races. These renegades, while enthusiastic, have to be coached to fill the different needs of the team while other races provide the muscle and fineness to support the Marauders. However due to the arrogance, stupidity, or animalistic nature of the team members, it is rare to see a well organized and effective Chaos Pact team. The Chaos All-Stars are the best example of how great this team can be with the right coach.

CHAOS TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Human Renegade	50,000	6	3	3	8	None	GPM	AS
0-1	Goblin Renegade	40,000	6	2	3	7	Dodge, RS, Stunty, Animosity	AM	SP
0-1	Elf Renegade	60,000	6	3	4	7	Animosity	GAM	SP
0-1	Ogre Renegade	140,000	5	5	2	9	Loner, Bone-head, Mighty Blow, Thick Skull, TTM	S	GAPM
0-1	Minotaur Renegade	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	S	GAPM



### DARK ELF TEAMS

Dark Elf teams can use similar tactics to their more reasonably behaved cousins, since they are most suited to a throwing game. But sheer spite makes the Dark Elves enjoy the running game, particularly when a side throws up a remarkable running player like Jeremiah Kool.



DARK ELF TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Elf Lineman	60,000	6	3	4	7	None	GA	SP
0-1	Elf Runner	80,000	7	3	4	7	Dump-Off	GAP	S
0-1	Elf Assassin	90,000	6	3	4	7	Shadow, Stab	GA	SP
0-1	Elf Blitzzer	100,000	7	3	4	8	Block	GA	SP
0-1	Elf Witch	110,000	7	3	4	7	Frenzy, Dodge, Jump Up	GA	SP

### DWARF TEAMS

In complete contrast, Dwarfs know they are never going to work out a successful passing game against teams who can intercept their passes while they are lying down. Most successful dwarf teams work to the principle that if their Trollslayers can take out all of the other team's potential scorers and then wear down the rest, there ought to be no-one left to stop them scoring the winning touchdown.

DWARF TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Dwarf Lineman	60,000	5	3	2	9	Shorty, Thick Skull, Tackle	GS	AP
0-2	Dwarf Runner	70,000	6	3	2	8	Shorty, Thick Skull, Sure Hands, Break Tackle	GP	AS
0-2	Dwarf Trollslayer	90,000	5	3	2	8	Shorty, Thick Skull, Dauntless, Juggernaut	GS	AP



### ELF TEAMS

Most Elf teams reckon that senseless violence has its place, but the quickest way to get out of the cold air and back to somewhere they can recite lyric poetry is to score quick Touchdowns. More than any other team, Elves rely on the accuracy of their throwers and the icy calm of their catchers. The unglamorous Linemen simply hold off the other side's more homicidal players until the pass is thrown. And being so lightly armoured, they don't appreciate it if this takes too long...



ELF TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Elf Lineman	60,000	6	3	4	7	None	GA	SP
0-1	Elf Thrower	80,000	6	3	4	7	Pass, Safe Throw	GAP	S
0-2	Elf Catcher	80,000	8	2	4	7	Catch, Nerves of Steel	GA	SP
0-1	Elf Wardancer	100,000	7	3	4	8	Leap, Sidestep	GA	SP

## Blood Bowl Sevens - v0.3

### GOBLIN TEAMS

The game plan of any Goblin team - such as the *Lowdown Rats* - seems to owe more cheating than any real skill. Many Goblins theoretically make superb catchers, since they are able to dart into clear spaces where their lack of height isn't a problem. However, the art of throwing seems to be almost entirely lost on them, and many Goblin Catchers have spent the entire game waiting for one of their comrades to send something over the top... only to find that when that something arrives, it promptly blows up in their face.

GOBLIN TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Goblin Lineman	40,000	6	2	3	7	Right Stuff, Dodge, Stunty	A	GSP
0-1	Goblin Bombardier	40,000	6	2	3	7	Bombardier, Dodge, Stunty, <b>Cheat!</b>	A	GSP
0-1	Goblin Looney	40,000	6	2	3	7	Chainsaw, Stunty, <b>Cheat!</b>	A	GSP
0-1	Goblin Fanatic	70,000	3	7	3	7	Ball&Chain, No Hands, Stunty, <b>Cheat!</b>	S	GAP
0-1	Goblin Pogoer	70,000	7	2	3	7	Dodge, Leap, Stunty, Very Long Legs	A	GSP
0-1	Troll Blocker	110,000	4	5	1	9	Always Hungry, Mighty Blow, Regen, Really Stupid, Throw Team Mate	S	GAP



### HUMAN TEAMS

Although Human teams do not have the individual strengths or outstanding abilities available to other races, they do not suffer from any outstanding weakness either. This makes Human teams extremely flexible, equally at home running the ball, passing it, or ignoring it and pounding the opposition into the turf instead!

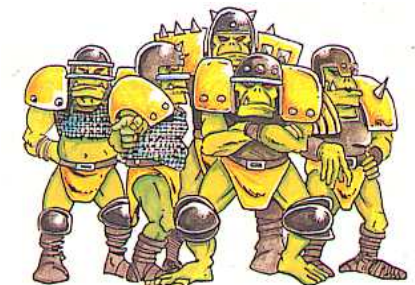


HUMAN TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Human Lineman	50,000	6	3	3	8	None	G	ASP
0-1	Human Thrower	70,000	6	3	3	8	Pass, Sure Hands	GP	AS
0-1	Human Catcher	80,000	7	3	3	7	Catch, <b>Sure Feet</b>	GA	SP
0-2	Human Blitzter	90,000	7	3	3	8	Block	GS	AP
0-1	Ogre Blocker	140,000	5	5	2	9	Loner, Bone-head, Mighty Blow, Thick Skull, Throw Team-Mate	S	GAP

### ORC TEAMS

Orcs have been playing Blood Bowl since the game was invented, and Orc teams such as the *GougedEye* and *Severed Heads* are amongst the best in the league. Orc teams are tough and hard-hitting, grinding down the opposition's line to create gaps for their excellent Orc Blitzters to exploit.

ORC TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Orc Lineman	50,000	5	3	3	9	None	G	ASP
0-1	Orc Thrower	70,000	6	3	3	8	Pass, Sure Hands	GP	AS
0-2	Orc Blocker	80,000	4	4	3	9	None	GS	AP
0-1	Orc Blitzter	90,000	6	3	3	9	Block	GS	AP



### ROTTER TEAMS

Rotter teams are a diseased bunch who invariably worship the god the Chaos god of corruption, and he rewards his players by granting them a rather unpleasant ailment known as Nurgle's Rot. The fact that Rotter teams smell awful is assumed rather than proven. True, they are all made up of semi decomposed flesh surrounded by swarms of flies, but by the time anyone gets close enough to get a really accurate whiff, he has inevitably caught one of Nurgle's nasty diseases, and he usually dies before he can suggest a new personal hygiene regime.



ROTTER TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Rotter Lineman	40,000	4	3	3	8	<b>Foul Appearance</b>	GM	ASP
0-2	Rotter Plaguebearer	90,000	6	3	3	7	<b>Foul Appearance</b> , Horns, Regen, Infect	GM	ASP
0-2	Rotter Blocker	110,000	4	4	2	9	Disturbing Presence, Regeneration, Foul Appearance	GSM	AP
0-1	Rotter Beast	140,000	4	5	1	9	Loner, Disturbing Presence, Regen, Foul Appearance, Mighty Blow, Really Stupid, Tentacles	S	GAPM

## Blood Bowl Sevens - v0.3

### SKAVEN TEAMS

It would be a mistake to believe that the recent lack of success enjoyed by Skaven teams in Blood Bowl means they aren't potentially hugely useful players. Their sheer natural speed, when combined with mutations resulting from a close (some might say too close) association with Warpstone, means that even the most basic Skaven player has a lot going for him.

#### SKAVEN TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Skaven Lineman	50,000	7	3	3	7	None	G	ASPM
0-1	Skaven Thrower	70,000	7	3	3	7	Pass, Sure Hands	GP	ASM
0-2	Skaven Gutter Runner	90,000	9	2	4	7	Dodge	GA	SPM
0-1	Skaven Blitzzer	90,000	7	3	3	8	Block	GS	APM



### SKELETON TEAMS

Even Tomolandry, famous coach of the Champions of Death, admits that you can't expect a lot from individual skeletons. They aren't particularly fast, they throw poorly, and they are habitually carried (or sent) off the pitch in threes or fours. But, with just a small dab of the magic sponge, the Skeleton Coach can have his whole squad back and fighting in no time. And the longer the game goes on, the more likely it is that the opposition will be *bone tired*.



#### SKELETON TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Skeleton Lineman	40,000	5	3	2	7	Relentless*, Nerves of Steel	G	ASP
0-1	Skeleton Runner	70,000	6	3	2	7	Relentless*, Nerves of Steel, Dump Off, Sure Hands	GP	AS
0-1	Skeleton Blitzzer	90,000	6	3	2	8	Relentless*, Nerves of Steel, Block	GS	AP
0-2	Mummy Blocker	100,000	4	5	1	9	Relentless*, Nerves of Steel	S	GAP

\* If a player with the *Relentless* skill would suffer a badly hurt result, place that player in the KO box instead of the dead and injured box. They may roll to return to the field for the future drives exactly as if they had suffered a KO result.

### UNDERWORLD TEAMS

On occasion the Skaven and Goblins living below all the hated races walking above in the sun team together to form Blood Bowl teams. The Underworld Creepers are the best known and most successful of these Underworld teams to date. However these teams often have very poor records as they spend most of their time infighting and blaming each other for the errors for each play. The one feature of this team that makes many fans attend is that the players sleep and bathe in Warpstone (and some eat it). While this kills off most of the potential players before they ever join a team, the ones that do survive often develop fascinating mutations.

#### UNDERWORLD TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Goblin Lineman	40,000	6	2	3	7	Right Stuff, Dodge, Stunty	AM	GSP
0-1	Skaven Lineman	50,000	7	3	3	7	Animosity	GM	ASP
0-1	Skaven Thrower	70,000	7	3	3	7	Animosity, Pass, Sure Hands	GPM	AS
0-1	Skaven Blitzzer	90,000	7	3	3	8	Animosity, Block	GSM	AP
0-1	Skaven Rat Ogre	150,000	6	5	2	8	Loner, Frenzy, Mighty Blow, Wild Animal, Prehensile Tail	SM	GAP



### UNION TEAMS

Following the commercial reformation of the NAF in 2489, and tired of being trampled in the annual rush for silverware (literally, in some cases), representatives of the largest Halfling and Ogre teams resolved to form a combined team franchise, resulting in one of the more ludicrous sights in Bloodbowl history. Not always an easy alliance, and with no small amount of grudges borne, Union teams are among the most unpredictable sides to ever take the field.



#### UNION TEAMS

Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Halfling Lineman	40,000	5	2	3	6	Dodge, Right Stuff, Stunty, Sure Feet	A	GSP
0-2	Ogre Thrower	140,000	5	5	2	9	Bone-head, Throw Team-Mate, Mighty Blow, Thick Skull	SP	GA

\* A player with *Sure Feet* may re-roll one failed GFI or one failed TTM landing roll per turn.

## Blood Bowl Sevens - v0.3

### AMAZON TEAMS

Long ago, driven by a desire for adventure, the Valkyries of the Norse settlement in South America sailed away from their men-folk and founded a colony deep within the estuary of the river Amaxon. Now these ferocious warriors have taken to the Blood Bowl pitch - and Nuffle save those who dare play against them!

AMAZON TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Human Linewoman	60,000	6	3	3	7	Dodge	GA	SP
0-1	Human Thrower	70,000	6	3	3	7	Dodge, Pass	GAP	S
0-2	Human Catcher	70,000	8	2	3	7	Dodge, Catch	GA	SP
0-2	Human Blitzzer	90,000	7	3	3	8	Dodge	GAS	P

### APE TEAMS

Straight from the depths of the Amaxon jungle, these angry simian 'bowlers have bags of natural ability but little by way of professional preparation. On their day they can compete with any team, but when the Gorillas don't feel like playing, nothing can change their minds.

APE TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Ape Lineman	50,000	6	3	3	7	Extra Hands	G	ASP
0-1	Ape Thrower	70,000	5	3	3	8	Extra Hands, Big Hand, Strong Arm	GP	AS
0-1	Ape Runner	80,000	7	3	3	7	Extra Hands, Wrestle	GA	SP
0-2	Ape Blocker	80,000	5	4	2	8	Extra Hands, Grab, Wild Animal	GS	AP
0-1	Ape Silverback	130,000	5	5	1	9	Loner, Extra Hands, Wild Animal, Mighty Blow, Grab	S	GAP

### CHAOS DWARF TEAMS

Chaos Dwarfs are the twisted descendants of Dwarf explorers who have been terribly affected by the forces of Chaos, turning them into evil, self-centred creatures. In one way, however, they haven't changed at all - they still love playing Blood Bowl! Chaos Dwarfs are not very numerous and make great use of sneaky Hobgoblin slaves to perform all kinds of tasks, including playing on their Blood Bowl teams.

CHAOS DWARF TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Hobgoblin Lineman	40,000	6	3	3	7	None	G	ASP
0-2	Dwarf Blocker	70,000	4	3	2	9	Block, Tackle, Thick Skull	GS	APM
0-1	Dwarf Bull Centaur	130,000	6	4	2	9	Sprint, Sure Feet, Thick Skull	GS	AP
0-1	Minotaur Blitzzer	150,000	5	5	2	8	Loner, Frenzy, Horns, Mighty Blow, Thick Skull, Wild Animal	S	GAPM

### LIZARD TEAMS

The Mage-Priests foretold the game of Blood Bowl thousands of years before it was discovered by the Dwarf Roze-El. So it is no surprise that the Lizardmen play Blood Bowl. Providing an odd blend of dexterity and strength, this South American team can almost last the distance against a power team such as Orcs, while remaining able to pull off the running plays of the Skaven.

LIZARD TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Skink Runner	60,000	8	2	3	7	Dodge, Stunty	A	GSP
0-3	Saurus Blocker	80,000	6	4	1	9	None	GS	AP
0-1	Kroxigor Blocker	140,000	6	5	1	9	Loner, Bone-Head, Mighty Blow, Prehensile Tail, Thick Skull	S	GAP

## Blood Bowl Sevens - v0.3

### NORSICAN TEAMS

Norsican teams have a well deserved reputation for ferocity both on and off the playing pitch. The Norse that takes up Blood Bowl is a truly unedifying specimen, interested only in beer, women and song off the playing pitch, and beer, women and bloody carnage while on it!

NORSICAN TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Human Renegade	60,000	6	3	3	8	Frenzy	GP	AS
0-2	Wilding Runner	80,000	6	3	3	7	Regeneration, Horns, Juggernaut	GAS	P
0-1	Half-Wilding Blitzzer	90,000	6	3	3	8	Horns, Juggernaut, Frenzy	GS	AP
0-1	Yheteer Blitzzer	180,000	6	5	1	8	Loner, Wild Animal, Claw, Frenzy, Horns, Juggernaut, Regeneration	S	GAP

### SLANN TEAMS

The Slann team is an ancient race of space travellers stranded on our planets many ages ago. After realizing that rescue was never coming they settled down and began ordering the Kroks around as their leaders. While most Slann prefer to become fat and lazy lording over the Kroks, a few of younger and more energetic members enjoy travelling the realm and playing Blood Bowl. While the Slann have no passing game to speak of, their ability to leap, dive, and intercept are second to none.

SLANN TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Slann Lineman	60,000	6	3	3	8	Leap, Very Long Legs	G	ASP
0-2	Slann Catcher	80,000	7	2	4	7	Diving Catch, Leap, VLL	GA	SP
0-2	Slann Blitzzer	100,000	7	3	3	8	Diving Tackle, Jump Up, Leap, VLL	GAS	P

### ZOMBIE TEAMS

In the Old World the dead do not rest easy. Vampires lurk in haunted castles, Necromancers seek to escape death by searching for forbidden knowledge, the Liche-lords rule over legions of corpses, and on the Blood Bowl field players who died long ago return to the scenes of their former glory and play Blood Bowl once again...

ZOMBIE TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Zombie Lineman	40,000	4	3	2	8	Regeneration, Infect	G	SAP
0-2	Zombie Runner	70,000	7	2	3	7	Regeneration, Infect, Dodge	GA	SP
0-1	Zombie Blitzzer	90,000	6	3	2	8	Regeneration, Infect, Block	GA	SP
0-1	Zombie Brute	120,000	3	5	1	9	Regeneration, Infect, Mighty Blow	S	GAP

### VAMPIRE TEAMS

Although Vampire teams include a number of extremely capable players, they are let down by the unreliability of the Vampires. While they should be concentrating on the game, their attention often wanders to their hunger and before you know it they are off for a quick bite!

VAMPIRE TEAMS									
Qty	Title	Cost	MA	ST	AG	AV	Skills	Normal	Double
0-8	Human Renegade	40,000	6	3	3	7	Thrall	G	SAP
0-4	Vampire Runner	110,000	6	4	4	8	Blood Lust, Hypnotic Gaze, Regen	GAS	P