

# BLOOD BOWL 7's

By Tom Merrigan,

with invaluable assistance from Andy Hall and Jervis Johnson

*House Rules for an alternative version of the game*

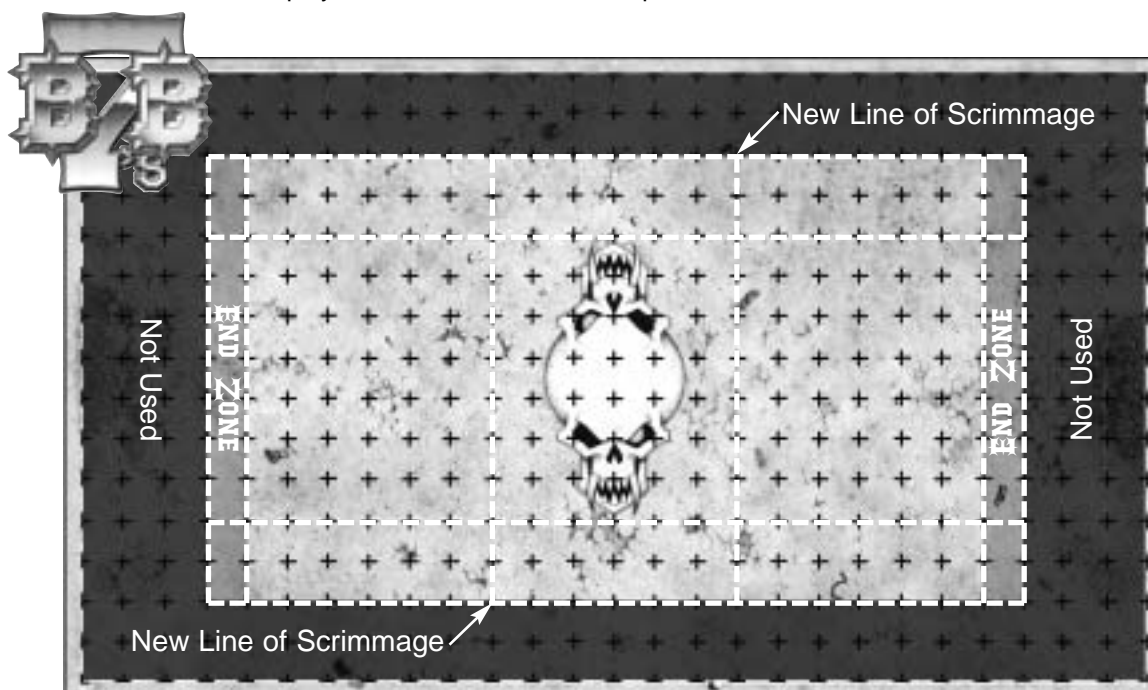
*BB7's has been hard to categorise, it cannot really be tagged as Experimental as it will not directly affect the main game. However, we have put a few rules in there that might find their way into a future rules review as a tidying up exercise. The BB7's concept is also a sound one, so although it is a variant house rules article (like Dungeonbowl), we might do something with it at a future date.*

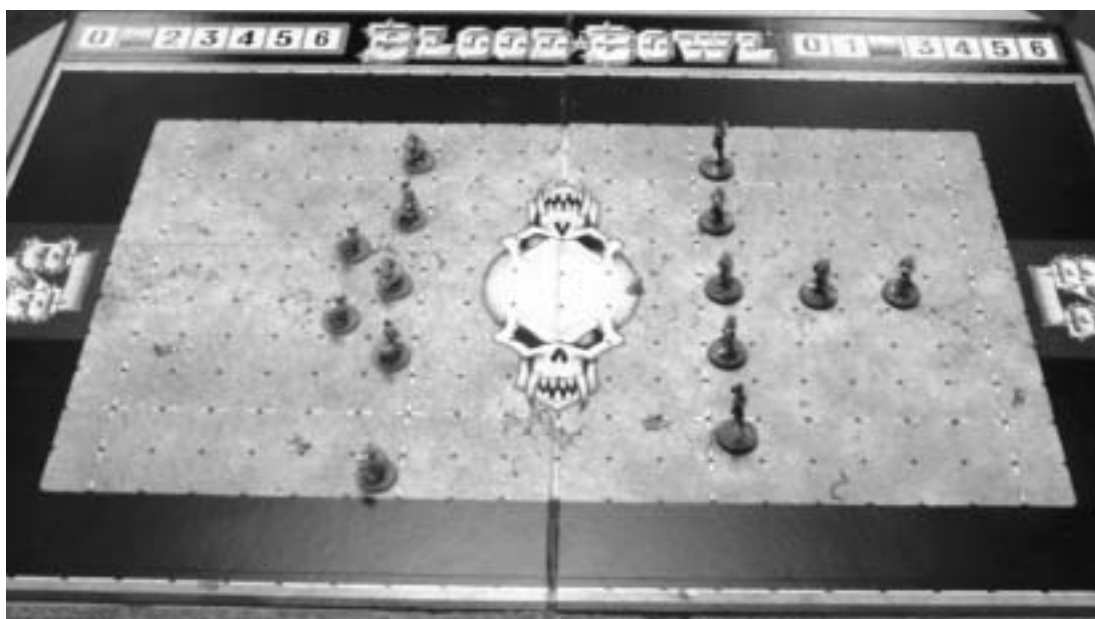
Welcome to Blood Bowl Sevens, the game of Fantasy Football in your lunchtime. Inspired by the popular 40K in 40 minutes, Blood Bowl Sevens was created so staff at Games Workshop head office could enjoy a game of Blood Bowl in their hour lunch break. For many staff, family and other social commitments means that the only time they get to play games is during their lunch break. Traditionally, this has meant playing one half of Blood Bowl in one lunch break and the other in another. However, what usually happens is you run out of time and end up rushing the last couple of turns or you get busy the following day and the second half could take up to a week to be played. Not very suitable for league commissioners trying to run an office league!

So, the idea was to create a version of Blood Bowl that could be played within an hour and

that would allow league commissioners to quite simply put together a Blood Bowl league. The easiest way I could envisage making this possible was to do two things – to reduce the number of players taking part in a match and to also reduce the size of the pitch. Here I was inspired again, by 'Hong Kong' Sevens – a seven aside rugby tournament.

With fewer players and a smaller pitch early play testing proved successful. However, the game still didn't feel quite right. It needed something to tie everything together. What I hit on next was to make all the difference. I decided to make Blood Bowl Sevens an amateur form of Blood Bowl. This would give me greater ability to make the changes I needed to make the game flow appropriately and, all importantly, be able to be played in a single lunchtime. So without further ado I present... Blood Bowl Sevens.





*Dwarf and Elf teams line up for the kick off.*

### MAKING THE BOARD

The Blood Bowl Sevens board that was used throughout playtesting is very easy to make. Once I had decided on how big the board actually needed to be (by no means an easy task and one that took more than a couple of attempts) I marked out the area that would be used on a standard Blood Bowl board. The diagram opposite shows the exact dimensions of the board.

I then set about covering the playing area and any other areas on the board (ie the score trackers) that would be used with newspaper. I also used duct tape to keep the newspaper from moving and to provide an airtight seal. With the useful areas covered, what remained were all the parts of the original board that would not be used.

The next step was to spray the remainder of the Blood Bowl board with Citadel Chaos Black spray paint. I used two coats of spray, and when the second of these was dry I also added a coating of Citadel Matt varnish spray to add extra durability. When the varnish was dry I carefully removed the newspaper and duck tape to reveal my brand new Blood Bowl Sevens gaming board.

The final step was to paint two new lines of scrimmage (see the diagram below) and the two end zones onto the pitch. This was done by carefully painting a white dotted line in the four appropriate places. Once this was completed the board was finished. However, as an additional touch to finish the board off I

have also added two Blood Bowl Sevens logos, one to each end of the board.

### 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 Blood Bowl Handbook and latest addition of the Blood Bowl Annual.

#### 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 in a similar fashion to Rugby (there I go again, stealing ideas). This means that there are two lines of scrimmage (one for each team), rather than just one in the middle of the pitch. The following other restrictions also apply:

1. The kicking team always sets up first.
2. At least three players must be set-up on the line of scrimmage.

#### 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 KICK OFF TABLE

The following changes should be made to the Kick Off table.

1. A roll of a 2 (Riot) will result in the game being stopped for D3 turns, rather than D6.
2. A roll of 12 (Pitch Invasion) will result in D3 rather than D6 players being injured.

### 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** – Leave the player on the field but turn him face down. All he may do for his next action is turn face up. Once face up, he may stand up on any subsequent turn using the normal rules.
- 8-9 KO'D** – Take the player off the field and place this in the dugout in the KO'd Players box. At the next Kick-Off, before you set up any players, roll for each of your players that have been KO'd. On a roll of 1-3 they must remain in the KO'd box and may not be used, although you may roll again for them at the next kick-off. On a roll of 4-6, you may return the player to the Reserves box and can use them as normal from then on.
- 10 BADLY HURT** – Take the player off the field and place him in the Dead & Injured Players box. The player must miss the rest of the game.
- 11 SERIOUS INJURY** – Take the player off the field and place him in the Dugout in the Dead & Injured Players box. The Player must miss the rest of the game. If you are playing a League match, then the player must miss the next game as well.
- 12 DEAD!** – Take the player off the field and place him in the Dead & Injured box. The player won't be playing Blood Bowl anymore unless he joins an Undead team!

### SKILLS

In order to keep the game balanced using the new Injury table, the following skills should be amended as follows:

**Dirty Player:** The player with this skill may add +2 to the Armour roll when fouling.

**Mighty Blow:** A player with this skill may add +1 to any Armour roll caused by a block or foul.

**Piling On:** A player with Piling On may re-roll a failed Armour roll against a victim caused by a block. If he does use the re-roll then he must be placed prone in his own square (although you do not have to make an armour roll for him). If the victim has been pushed back then the player must follow up to use this skill. Piling on does not cause a turnover unless the player was also carrying the ball.

**Razor Sharp Claws or Fangs:** A player with this skill may add +2 to any Armour rolls that he makes.

**Stunty:** The +1 to the Injury roll is no longer used. Instead there is a +1 to the Armour roll whenever a Stunty player is blocked. All other Stunty rules remain the same.

### FOULING

One player per team turn is allowed to make a Foul action. This allows the player to move a number of squares equal to his MA and then make a foul against an opposing player who is both prone and in an adjacent square. The coach nominates the victim and then makes an Armour roll for him.

Other players that are adjacent to the victim may assist the player making the foul; each extra player joining in adds +1 to the Armour roll. Defending players may also give assists to a player that is being fouled. Each defensive assist modifies the Armour roll by -1 per assist. No player may assist a foul if they are in the tackle zone of an opposing

#### ★ ★ ★ *Did you know...*

*That the current Blood Bowl 7's champions of the World Amateur championship is a team that hails from a small island called Fridgi somewhere in the southern seas.*

*The Fridgians are a plucky bunch who excell at the seven-man game. Their lead scorer, Qommie Bazzard is a national hero after not only scoring a hat trick but also beating up rival team captain, the Skink, Howzes Zat.*

*Qommie is now trying to start up a full eleven-man team!*



*"Think Andy, think... don't let them see that you're crap..."*

player and no player may assist a foul if he is not standing. If the score beats the victim's Armour value then he is injured and a roll is made on the Injury table to see what has happened to him.

If the coach rolls a double for the Armour roll then, no matter what happens to the victim, the referee spots the foul and sends off the player who committed it for the rest of the match. Assisting players are let off with a severe caution! If the ref spots a foul then the team suffers a turnover and their turn ends immediately. A coach may not replace a player who has been sent off until after a touchdown has been scored or a half has ended.

#### **THROWING THE BALL**

As an unprofessional league, Blood Bowl Sevens players are not as athletic as their professional counter parts. 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.

#### **PICKING A BLOOD BOWL SEVENS TEAM**

A Coach has 600gp with which to pick their Blood Bowl Sevens team. He may choose his team from any of those in the Blood Bowl Handbook or the latest edition of the Blood Bowl Annual. Use the standard rules for

choosing your Blood Bowl Sevens team, but with the following changes:

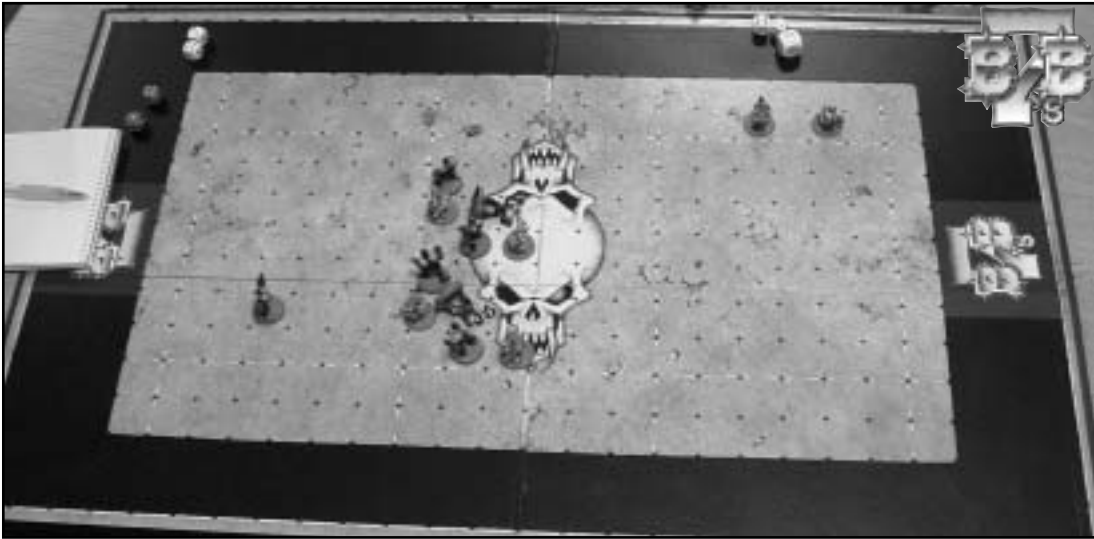
1. All team costs are divided by 1,000. So if a player usually costs 80,000gp in Blood Bowl, they will cost a total of 80gp to sign to your Blood Bowl Sevens team. Similarly, an Apothecary will cost 50gp (50,000gp / 1000). This is done primarily to reflect the unprofessional nature (low sponsorship and low pay) of the Blood Bowl Sevens leagues.
2. You must have between three, but no more than 10 players on your team roster.
3. Each point of Fan Factor bought costs 20gp each (instead of 10gp).
4. Team re-rolls may not be purchased.
5. Assistant Coaches and Cheerleaders cost 50gp each (instead of 10gp).
6. Star Players may not be purchased, not even as freebooters. Blood Bowl Sevens is an unprofessional league and a Star Player wouldn't be seen dead in such a place, let alone playing for a Blood Bowl Sevens team.

#### **CAMPAIGN RULES**

Use the following campaign rules instead of those printed in the Blood Bowl Handbook.

#### **THE GATE**

The Gate for a match of Blood Bowl Sevens is worked out in the following way. Each coach rolls a D6 per point of Fan Factor (FF) their team has. The score for each team is then added together and multiplied by 5 to give the total number of people who turn up for a match.



*It's all gone pear-shaped...*

For example, the Worlds Edge Slayers have a FF of 1 and the Hellpit Hell Spawns a FF of 2. That means that between them the two coaches roll a total of 3D6. In this case the total score comes to 11, which is then multiplied by 5 to give a total score of 55. This means that a total of 55 fans have turned up to see the game between the Worlds Edge Slayers and the Hellpit Hell Spawns.

#### **MATCH WINNINGS**

After a match, each coach must calculate their team's match winnings. The coach that won the match receives  $(D6 + 1) \times 10gp$ . The coach that lost the match receives  $D6 \times 10gp$ .

#### **STAR PLAYER POINTS**

Players do not gain Star Player points in Blood Bowl Sevens. Instead, after every game, choose one player on your team roster that took part in the match and roll a D6 and consult the Star Player Roll table as normal. This roll is made automatically and is the only manner in which a player can gain new skills.

You must pick a player on your roster after each match you play and make a roll for them on the Star Player Roll table. You are not allowed to decline choosing a player and making the roll. You may pick a player that has already received a Star Player Roll (SPR) but the more skills a player receives, the greater the chance of them being noticed by a professional team and drafted into the professional Blood Bowl league (see The Draft below).

#### **THE DRAFT**

As players become more experienced there is

a chance they will be noticed by a professional major league team. When this happens there is little a coach can do as their best player is poached on the promise of a huge salary, all the beer they can drink and a bevy of beautiful women. It is little wonder that not many players refuse such an offer.

Every time you make a roll on the Star Player table you must make an additional roll to see if a professional Blood Bowl team has drafted the player in question. Roll 1D6 and consult the table below.

SP Rolls	Title	Draft
None	Rookie	None
1	Experienced	2+
2	Veteran	3+
3	Emerging Star	4+
4	Star Player	5+
5	Super Star	6+
6	Mega Star	Automatic

If the score equals or beats the score shown on the Draft column then the player has not yet drawn the attention of a professional team and will continue playing for his Blood Bowl Sevens team. If the roll is less than the score required then the player is drafted into the professional Blood Bowl league and never seen by his Blood Bowl Sevens team again. You should remove the player from your Roster and adjust your Team Rating accordingly.

#### **TEAM RATING**

A Blood Bowl Sevens Team Rating is calculated in the following manner. Add up the



entire cost of the team in gold pieces, including any money that is in the team treasury. This number is then divided by 10 to give the team's base Team Rating score, which for starting teams will always be 60.

In addition, an extra 10 points is added to the Team Rating for every SPR a player on the team roster has received. So if you had a team where three players had received 1 SPR each and one player had received 2 SPR, then you would add an additional 50 (5 SPR x 10) to your Team Rating. If a player is drafted out of your team you will need to make sure you amend your team rating appropriately, subtracting the cost of the player and any SPR they may have had from your Team Rating.

### 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. Because of this an apothecary will only work on the D6 roll of a 4+, rather than the standard roll of 2+ when trying to negate the effects of an injury or niggling injury.

### WIZARDS

The standard Blood Bowl rules for adding wizards to your team are not used. Instead, a coach may hire a Wizard for a single match at a cost of 90gp. Although Wizards like the unprofessional leagues as it gives them the opportunity to try out a new spell or two, or practice turning someone into a toad, they

have very expensive fees and so can rarely be afforded for more than a single match. After a match, the Wizard will leave the team to find new services unless you are willing to fork out an additional 90gp.

### TEAM REROLLS

A coach may not purchase any team re-rolls when creating their team, nor may they purchase any once the league has started. 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.

### DESPERATE MEASURES

If the opposing team has a team rating that is more than 50 points higher than your own, you may use a Desperate Measure to try to even the odds in the match.

It's important that you are able to keep the Desperate Measure selected secret until you use it, and because of this you will need to use one of the random number counters supplied with the game to pick it. Take the counters numbered from 1-12, and randomly select one. Keep the counter you have chosen secret from your opponent until you use it. Note that this will mean that your set of random number counters will no longer be complete, so you will need to either use your opponent's counters or use a different method of selecting random players during the match until the counter has been used.



**Desperate Measures (2D6)****Counter Result****1 Banana Skin**

Action: One of your players has been snacking on an energy-boosting banana.

Declare: When an opposing player enters a tackle zone next to one of your players.

Effect: The opposing player falls over and must make an Injury roll.

**2 Razzle-Dazzle**

Action: One of your players has been practicing hard for the up-coming match because he has heard a scout from a big professional team will be watching.

Declare: After a player has completed an action.

Effect: The player may take a second action.

**3 Hangover!**

Action: One player on the opposing team has been out celebrating the night before the match and turns up late.

Declare: Before the match.

Effect: One player on the other teams misses the first drive of the match.

**4 Spy**

Action: You have hired a spy to steal your opponent's playbook in order to give you the edge in the match.

Declare: When you suffer a turnover.

Effect: Counts as using a team re-roll.

**5 Biased Referee**

Action: The referee has been bribed to turn a blind eye.

Declare: Before an opponent rolls the dice to make a block or a foul.

Effect: Opponent is called for illegal procedure and immediately suffers a turnover unless they can successfully argue the call.

**6 Is It A Touchdown?**

Action: The referee's view is momentarily obscured.

Declare: When an opposing player scores a touchdown.

Effect: The opposing team suffers a turnover and will only score a touchdown if the player with the ball is still standing in the End Zone at the end of their next turn.

**7 Assassin**

Action: You have hired an assassin before the match to take one opposing player out of the match.

Declare: At the start of one of your turns.

Effect: The assassin hits an opposing player with a poison dart. Pick one player on the opposing team and place them in the Knocked-Out box in their dugout.

**8 Illegal Drugs**

Action: One of your players has been taking some performance enhancing drugs prior to the match.

Declare: At the start of the game.

Effect: Choose one player on your team. That player has either their strength or their agility increased by 1 for the duration of the match. After a touchdown is scored or at the end of a half, roll a D6 for the player. On a 1 the player suffers an allergic reaction to the drugs. The player must miss the rest of the match

**9 Grudge Match**

Action: Both teams have an ugly history of playing against each other...

Declare: At the start of the game.

Effect: Your team may take any number of foul actions per team turn, rather than just one.

**10 Knuckle-Dusters**

Action: One of your players has smuggled some knuckle-dusters onto the pitch.

Declare: When one of your players makes a block.

Effect: The victim of the block is automatically knocked down and fails their Armour roll – no dice are rolled for the block or Armour roll.

**11 Set Piece**

Action: In preparation for the big match your team has been practicing some set piece plays.

Declare: When you pass the ball.

Effect: The pass is automatically accurate and is automatically caught, no dice roll is required for either. Opposing players may still try to intercept the ball, and the player the ball is thrown to must be in range of the thrower.

**12 Magic Scroll**

Action: A suspicious looking man from a betting syndicate gives you a spell scroll prior to the match.

Declare: At any point during the match.

Effect: Counts as having a Wizard on your team, allowing you to cast one spell.

