



BLOOD BOWL ★ SEVENS ★

Rules for a shorter, more manic version of Blood Bowl - designed to be played in a lunch hour, and named "Sevens" after the rugby World Sevens series - were originally developed for an earlier BB version by some of the GW staff, and were a fast and fun addition to the blood bowl universe. The game is centred around a series of tournaments featuring amateur versions of the full teams and includes a number of innovations beyond the full CRP rules including a modified pitch, no rerolls and a simplified system of awarding skills.

In producing this ruleset the authors have sought to reinterpret the original version of the Sevens rules for the current Blood Bowl ruleset (*CRP/LRB6.x*) while trying to retain (*and build on*) that same sense of reckless speed, fun and amateurism so recognisable to the format.

The remainder of this document contains a summary of the differences between the current Blood Bowl CRP and the Sevens format; as well as details of both how to use CRP rosters in the sevens game. Hopefully you'll have as much fun playing these rules as we had pulling them together. If you have any feedback on the rules or rosters from your own playtesting, please do get in touch and share your thoughts!

This version of these rules is recommended for resurrection tournament play only.

No attempt has been made to address skill allocation principles or balance the rosters for a league setting in this version of these rules.

★ BLOOD BOWL RULES ★

Outside of those modifications specifically described below, games will be played using the most current rules for Blood Bowl.

★ TEAM CREATION ★

- Teams may be purchased using 600,000 GC.
- Star Players and Extra Training are removed from the Inducements list
- Wandering Apothecaries, Babes, Igor, Bribes, Mercenaries, Chefs and Special Play Cards are all allowed as normal
- Teams may be selected from any of the 24 races in Blood Bowl Living Rulebook 6.
- In Sevens, a team may not have more than 11 players on the roster. A team will only field 7 players at a time.
- In addition, only 4 "specialist" players (*meaning any player whose availability is less than 0-12*) may be selected.
- Sevens teams are not very well-trained or reliable. Team rerolls cost double their listed cost. For example, a reroll for a human team would cost 100,000 GC.
- Did we mention Sevens players are poorly trained? It's recommended that tournaments severely limit added skills and ban Leader.



★ SEVENS RULES ★

GAME LENGTH

BB Sevens matches are made up of two 6-turn halves, rather than the normal 8-turn halves used in Blood Bowl.

THE PITCH

A special BB7s pitch is used. The pitch is divided into three six-square zones plus two one-square endzones lengthwise, for a total pitch size of 20 squares long by 11 squares wide.

THE SET-UP

Seven players are set up per team, all behind their own Line of Scrimmage (LoS). One player is allowed in each wide zone per team, while a minimum of three players on each team must set up on their team's LoS.

KICK-OFF

In Sevens, when the ball is kicked off 2d6 are rolled to determine scatter and the lower result is used.



★ SEVENS KICK-OFF TABLE ★

2D6	Result	2D6	Result
2	GET THE REF: The fans exact gruesome revenge on the referee for some of the dubious decisions he has made either during this match or in the past. His replacement is so intimidated that he can be more easily persuaded to look the other way. Each team receives 1 additional Bribe to use during the game. A bribe allows you to attempt to ignore one call by the referee for a player who has committed a foul to be sent off or a player armed with a secret weapon. Roll a D6, on a 2-6 the bribe is effective (preventing a Turnover if the player was ejected for fouling) but on a roll of a 1 the bribe is wasted and the call still stands. Each Bribe may be used once per match.	7	CHANGING WEATHER: Make a new roll on the Weather table. Apply the new Weather roll. If the new Weather roll was a 'Nice' result then a gentle gust of wind makes the ball scatter one extra square in a random direction before landing.
3	RIOT: The trash talk between two opposing players explodes and rapidly degenerates involving the rest of the players. If the receiving team's turn marker is on turn 7 for the half, both teams move their turn marker back one space as the referee resets the clock back to before the fight started. If the receiving team has not yet taken a turn this half the referee lets the clock run on during the fight and both teams' turn markers are moved forward one space. Otherwise roll a D6. On a 1-3, both teams' turn markers are moved forward one space. On a 4-6, both team's turn markers are moved back one space.	8	BRILLIANT COACHING: Each team rolls a D6 and adds their FAME modifier and number of Assistant Coaches. The team with a higher score gains a Team Re-roll. In the case of a tie, neither side gets a re-roll.
4	DEFENSIVE SHIFT: All players on the kicking team are allowed to move one square. This is a free move and may be used to cross the Line of Scrimmage.	9	QUICK SNAP: The offence start their drive a fraction before the defense is ready, catching the kicking team flat footed. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into an adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.
5	OFFENSIVE MOTION: The receiving team's coach may reorganize his players (the new setup must still be a legal setup).	10	CHARGE: The kicking team's coach chooses a number between zero and three. All players on the kicking team are moved directly forward this number of squares. This is a free move, ignores player movement and does not require activation or GFIs.
6	CHEERING FANS: Each team rolls a d6 and adds their FAME modifier and number of Cheerleaders. The team with a higher score gains a Team Reroll. In the case of a tie, neither side gets a reroll.	11	THROW A ROCK: An enraged fan hurls a large rock at one of the players on the opposing team. Each coach rolls a D6 and adds their FAME to the roll. The fans of the team with the higher total are the ones who threw the rock. In case of a tie a rock is thrown at each team! Decide randomly which player on the opposing team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No armour roll is required.
		12	PITCH INVASION: Both coaches rolls a D6 for each opposing player on the pitch and adds their FAME to the roll. If the roll is a 6 or more after modification then the player is Stunned (players with the Ball & Chain are KO'd). A roll of 1 before adding FAME will always have no effect.

★ SEVENS CREDITS ★

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