

★ DETAILS ★

- Saturday 27 April 2024; 11:30am - 5:45pm
- Dice and Slice, 181 High Street, Christchurch Central City, Christchurch 8011

★ FORMAT ★

- NAF sanctioned Blood Bowl 7s
- 600,000 cp team value plus tiered skill pack
- 1 day, 4 rounds
- Swiss pairings
- Resurrection Tournament
 - Team roster reset before each game
 - No SPP advancement
 - Exhibition tables used

★ REGISTRATION ★

Tournament Fee \$10

Payment due by midnight 13 April 2024 to
MR J CALLAGHAN-HOWARD
12-3148-0195266-00
Reference: BB7 CHCH
Particulars: Coach name e.g. Callaghan J

Cash on the day is also fine.

Plus \$10 NAF registration, if necessary. All attendees must be registered for the NAF, so that all games at the event can be recorded in the international Blood Bowl tournament tracking system. If you need help to get registered with the NAF, the organisers will help you out on the weekend.

★ ROSTERS ★

Rosters must be submitted no later than 1 week prior to the event to j.callaghannz@gmail.com

★ CONTACT ★

Jesse Callaghan (NAF: underthemountain)
j.callaghannz@gmail.com
021 101 6572

★ SCHEDULE ★

Saturday 27th April 2024

11:30 - 11:50am	Registration/briefing
11:50 - 1:00am	Round 1
1:00 - 2:20pm	Round 2
2:20 - 3:00pm	Lunch
3:00 - 4:10pm	Round 3
4:10 - 5:30pm	Round 4
5:30 - 5:45pm	Awards

- Matches last 70 minutes with a 15 minute bio-break & time to submit results
- Recommended to use a 2:30 turn timer

★ RULESET ★

The following rules unless otherwise stated:

- Blood Bowl 2020 Second Edition "The Official Rules"
 - DeathZone Blood Bowl Sevens (p90-97)
 - Spike! Journal #12-15
 - 2021 & 2022 Spike Almanac
 - Official "[Teams of Legend](#)" PDF (excluding Norse and Amazon)
 - The NAF "[Rules for Tournaments from 1st January 2023](#)" pdf (Slann)
 - Designer's Commentary and Errata May 2023
- House rules are in *italics*.

★ WHAT TO BRING ★

- Team with clearly identifiable positions and player numbers
- Teams are requested to be painted with a minimum 3 colours on the miniature. *Teams not painted to this standard grant their opponent a bonus reroll in each game.*
- Skill markers / bands for the players
- Printed team roster
- Pitch and dugouts
- Dice and tokens
- Food and drinks will be available for purchase at the venue



★ TEAM DRAFT ★

★ BUDGET ★

Coaches receive a Team Draft Budget of **600,000 copper pieces** (cp) to spend on players, team rerolls, sideline staff & inducements.

Sideline staff & inducements are limited to those listed.

★ PLAYERS ★

- 7-11 total players per team
- 2-11 lineman players (0-12 or 0-16 positions)
- 0-4 non-lineman players
- Star Players **NOT** permitted

★ TEAM REROLLS ★

Cost double regular amount as per Death Zone p92

★ SIDELINE STAFF ★

#	STAFF	CP	TEAM
0-1	Apothecary	80,000	Normal access
0-3	Assistant Coaches	20,000	Any
0-6	Cheerleaders	20,000	Any
0-5	Dedicated Fans	20,000	Any

★ INDUCEMENTS ★

#	INDUCEMENT	CP	TEAM
0-2	Bloodweiser Kegs	50,000	Any
0-3	Bribes	50,000	<i>Bribery & Corruption</i>
0-1	Mortuary Assistant	100,000	Sylvanian Spotlight
0-1	Plague Doctor	100,000	Favoured of Nurgle
0-1	Halfling Master Chef	100,000	<i>Halfling Thimble Cup</i>
0-1	<i>Riotous Rookies</i>	100,000	Low Cost Lineman
0-1	<i>Bottles of Heady Brew</i> (DZ p.39)	40,000	Tier 3

0-1	<i>Team Mascot</i> (DZ p.39)	40,000	Any
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★ TIERS ★

TIER 1	TIER 2	TIER 3
Amazon	Black Orc	Goblin
Chaos Dwarf*	Chaos Chosen	Halfling
Dark Elf	Chaos Renegade	Ogre
Dwarf	Human	Snotling
<i>Elven Union</i>	Imperial Nobility	<i>Stunty Black Orcs</i> (no Black Orc players)
High Elf*	Khorne	<i>Stunty Lizardmen</i> (no Saurus players)
Lizardmen	Necromantic Horror	<i>Stunty Underworld</i> (no Skaven players)
Norse	Nurgle	
Shambling Undead	Old World Alliance	
Skaven	Orc	
Underworld Denizens	Slann**	
Wood Elf	Tomb Kings*	
	Vampire	

* = [Team of Legend](#)

** = [NAF Rules for Tournaments](#)

★ SKILLS ★

Note that, due to the amateur nature of the game, and the somewhat hit-and-miss team training provided, the coach of a Blood Bowl Sevens team has to work with what they are given...

TIER SKILLS

- 1 2 primary skills
- 2 3 skills (up to 1 may be a secondary skill)
- 3 4 skills (up to 2 may be secondary skills)

★ RESTRICTIONS ★

- Max 1 additional skill per player (no stacking)
- Max 1 of any additional skill per team e.g. max 1x player may gain Block per team
- Leader skill **may not be selected**



★ HOUSE RULES ★

Prayers to Nuffle automatically result in #8

Blessed Statue of Nuffle; summary:

One random, non-loner, player gains the Pro skill until the end of the game.

Spring Weather Table is in effect; summary:

ROLL	OUTCOME
2	Morning Dew: -1 to rush & -1 to pick up the ball.
3	Blossoming Flowers: Players cannot be sent-off for committing a Foul.
4-10	Perfect Conditions
11	Misty Morning: Players only move up to 6 squares; may rush as normal. Only quick & short passes.
12	High Winds: Roll 2+ on a D6 to use team reroll.

★ PAIRING ★

- Round 1 will be randomly drawn.
- Round 2 - 4 will be determined through Swiss pairings.

★ SCORING ★

- Win 3 points
- Draw 1 point
- Loss 0 points

Tiebreakers: Strength of Schedule, TD differential, CAS differential, Head to Head, Lowest Tier, Nuffle (coin flip)

★ POST MATCH ★

One coach must submit a match record at the end of each round including:

- Coaches' names
- Touchdowns scored
- Casualties scored (all CAS caused against the opposing team regardless of the source e.g. include fouls, dodge falls, crowd surf etc.)

★ PRIZES ★

Highlander Rule applies: max one prize per coach

- 1st
- Runner Up
- Most Violent (Most Casualties)
- Wooden Spoon (Last place)

Additional awards contingent on numbers

- Top Sport
- Best Painted

★ NZ SEVENS SERIES



- Any player attending their first event in the NZ Sevens Series will receive a special gift.
- Any player attending 3 or more events in NZ Sevens Series 2023 – 2024 will receive an extra special gift.

★ THANKS ★

Official Game Day Sponsors:

- Venue Partner: Dice and Slice

New Zealand Sevens Series proudly developed in association with:

- Auckland Blood Bowl Federation (ABBF)
- Hawkes Bay Blood Bowl League (HawBBL)
- Tauranga Blood Bowl League of Independent Training Zealots (BLITZ)



★ 7s CHEAT SHEET ★

★ PLAY ★

6 turns per half

★ SETUP ★

- Teams setup with a “no mans land” gap in between two lines of scrimmage
- 0-1 player per team in each Wide Zone
- 3+ players adjacent to line of scrimmage in Centre Field

★ KICKOFF ★

- Choose a target square in the opponent's half; proceed as usual
- Event uses a 7s specific table

Note the following clarifications in the May 2023 Errata p8:

- The ball can be placed in the Centre Field during the kick-off without causing a touchback.
- If the ball would land in a square in the area between both Lines of Scrimmage, and a High Kick result is rolled on the Kick-off Event table, then a player on the receiving team can be placed in the square where the ball is going to land.
- A player with the On the Ball skill may use it to move into the area between both Lines of Scrimmage.

★ APOTHECARY ★

Single use per game which either:

- Transforms a KO to Stunned
- Transforms a Casualty to In Reserves **on a 4+**

