BLOOD BOWL SEVENS
2020 SECOND SEASON (2024-02-09)

Prayers to Nuffle - D8

1 until end of half, if player enters trapdoor, roll D6: if 1, same as if pushed in crowd

2 until end of next drive, when rolling for Argue the Call: 5 becomes 6

3 until end of next drive, select 1 random non-Loner player: gets Stab trait

4 until end of game, choose 1 non-Loner player: gets AV+1 (max 11+)

5 until end of next drive, choose 1 non--Loner player: gets Mighty Blow (+1) skill

6 until end of next drive, select D3 random non-Loner opponents: get Loner(+2) trait

7 until end of next drive, select 1 random opponent: gets MA-1

8 until end of game, choose 1 non-Loner player: gets Pro skill

Random Skills - D2+D6   * mandatory use

		General	Agility	Passing	Strength	Mutation
1	1	Block	Catch	Accurate	Arm Bar	Big Hand
	2	Dauntless	Defensive	Cannoneer	Brawler	Claws
	3	Dirty Player +1	Diving Catch	Cloud Burster	Break Tackle	Disturbing Presence*
	4	Fend	Diving Tackle	Dump-off	Grab	Extra Arms
	5	Frenzy*	Dodge	Fumblerooskie	Guard	Foul Appearance*
	6	Kick	Jump up	Hail Mary Pass	Juggernaut	Horns
2	1	Pro	Leap	Leader	Mighty Blow +1	Iron Hard Skin
	2	Shadowing	Safe Pair of Hands	Nerves of Steel	Multiple Block	Monstrous Mouth
	3	Strip Ball	Sidestep	On the Ball	Pile Driver	Prehensile Tail
	4	Sure Hands	Sneaky Git	Pass	Stand Firm	Tentacles
	5	Tackle	Sprint	Running Pass	Strong Arm	Two Heads
	6	Wrestle	Sure Feet	Safe Pass	Thick Skull	Very Long Legs

Star Player Points - SPP Tracking and Player Advancement

Earning SPP - *recorded during the game*

+1 SPP: accurate Pass caught by team-mate

+1 SPP: superb Throw team-mate lands safely

+1 SPP: Pass deflection (but no interception)

+2 SPP: Pass interception (upgrade deflection)

+2 SPP: Block causing opponent Injury

+3 SPP: score Touchdown

+4 SPP: randomly selected team MVP

Spending SPP on Skills - *NB: each successive advancement gets more expensive*

Successive Advancements	Random Primary	Choose Primary Random Secondary	Choose Secondary	Random Characteristic
1st adv. - Experienced	3 SPP	6 SPP	12 SPP	18 SPP
2nd adv. - Veteran	4 SPP	8 SPP	14 SPP	20 SPP
3rd adv. - Emerging	6 SPP	12 SPP	18 SPP	24 SPP
4th adv. - Star	8 SPP	16 SPP	22 SPP	28 SPP
5th adv. - Super Star	10 SPP	20 SPP	26 SPP	32 SPP
6th adv. - Legend	15 SPP	30 SPP	40 SPP	50 SPP

Selecting Skills
- must be from category available to player
- NB: primary/secondary availability may differ
- may not select skill already owned by player
  (including upgrade to a more powerful "+X")

Choose Skill
- simply pick from any available category

Random Skill
- choose an available category, roll D2+D6:
- see above table (re-roll if not selectable)
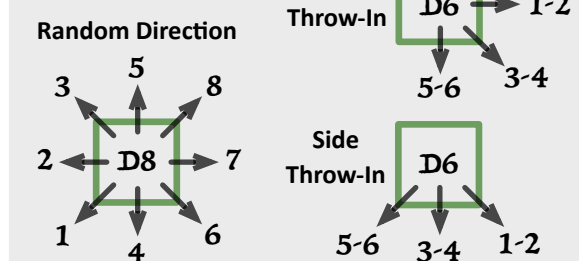
Selecting Characteristic Improvements - D16

1-7	MA+1 / AV+1 / choose secondary
8-13	MA+1 / AV+1 / PA-1 / choose secondary
14	PA-1 / AG-1 / choose secondary
15	AG-1 / ST+1 / choose secondary
16	choose characteristic to improve (+1/-1)

- a characteristic can be improved max. twice
- if cannot be improved choose secondary skill
- also cannot be improved beyond rules max.
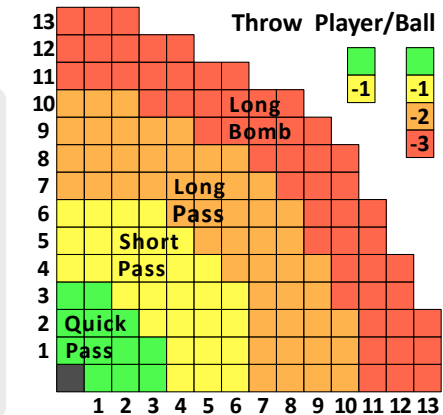 (see Characteristics table)

Desperate Measures - D8
Inducement - use once per game

1 - start of 1st drive: choose a player
 - gets +1 on ST or AG until end of game
 - at end of drives, roll **D6**, if **2-**: player out

2 - 1 player can use 2 actions (instead of 1)

3 - start of 1st drive: select random opponent
 - opponent misses first drive

4 - start of a team turn (before activations)
 - any number of Fouls allowed this turn

5 - Pass action: pass is automatically accurate and caught (unless intercepted)

6 - after Turnover, team gets 1 free re-roll

7 - when opponent enters a Tackle zone
 - opponent Falls Over   see **Risk of Injury**

8 - free Inducement: **Hireling Sports Wizard**:
 - **Fireball**: before/after opponent's turn: target square, D6 for each player on or adjacent:
 if 4+ = Knocked Down (+1 on AV or Injury roll)
 - **Zap**: before/after opponent's turn: D6 on opponent: **if 6 or ≥ ST**, is **frog** for this drive
 MA=5, ST=1, AG=2+, PA=-, AV=5+, Injury:10
 Dodge, Leap, No Hands, Stunty, Titchy, V.Legs

Expensive Mistakes - D6
- if Treasury ≥ 100K: roll D6, check incident

	100K+	200K+	300K+	400K+	500K+	600K+
1	minor	minor	major	major	catast.	catast.
2	—	minor	minor	major	major	catast.
3	—	—	minor	minor	major	major
4	—	—	—	minor	minor	major
5	—	—	—	—	minor	minor
6	—	—	—	—	—	minor

Impact on Treasury:
- minor: lose 10K x D3
- major: lose half (rounded down to 5K)
- catast.: only 10K x 2D6 remain

Player Value Increase

Skills		Characteristics	
random primary	+10K	AV+1	+10K
chosen primary	+20K	MA+1 / PA-1	+20K
random secondary	+20K	AG-1	+40K
chosen secondary	+40K	ST+1	+80K

Ball Directions

Random Direction

Random Direction
```
    3   5   8
  2   D8   7
    1   4   6
```

Corner Throw-In
```
   D6  →  1-2
       ↘
      5-6   3-4
```

Side Throw-In
```
   D6  →  1-2
       ↘
    5-6   3-4
```

Player Characteristics

	MA	ST	AG	PA	AV
Max.	9	8	1+	1+	11+
Min.	1	1	6+	6+	3+

Throw Player/Ball

	-1
	-1
	-2
	-3

Long Bomb

Long Pass

Short Pass

Quick Pass

Drafting a Team
Draft Budget 600K

7-11 Players - cost depends on position
- max 4 non-Linemen, each with 0-N limits
- can purchase during Draft or later

0-6 Team Re-Rolls - double normal cost
- can only purchase during Draft

0-3 Assistant Coaches - cost 20K each
- can purchase during Draft or later

0-6 Cheerleaders - cost 20K each
- can purchase during Draft or later

0-1 Apothecary - cost 80K
- can purchase during Draft or later
- allows Inducing Wandering Apothecaries

Team Value (TV)
- sum of all hirings above

Current Team Value (CTV)
- TV minus MNG players, plus Journeymen

1-6 Dedicated Fans - cost 20K each
- min 1 (1st Dedicated Fan is free)
- can only purchase during Draft
- will increase/decrease later, always min 1

Treasury
- initial: rest of Draft Budget after hirings
- will evolve with winnings, later purchases

Inducements - Pre-Game
- Inducements bought increase Team CTV

Petty Cash - before buying Inducements
- if CTV(A) > CTV(B), team B gets Petty Cash
- Petty Cash = CTV(A) - CTV(B)
- each Team may use Treasury or Petty Cash
- unused Petty Cash is lost after Game

Underdog - after buying Inducements
- if CTV(A) > CTV(B), team B is Underdog
- if CTV(A) - CTV(B) ≥ N x 50K
  => team B rolls **Prayer to Nuffle** N times

0-2 Agency Cheerleaders 30K
0-1 Assistant Coaches 30K
0-2 Bloodweiser Kegs 50K
0-5 Desperate Measures 50K (see table)
0-5 Special Play 50K
0-8 Extra Team Training 150K
0-3 Bribes 100K (50K if Bribery/Corruption)
0-2 Wandering Apothecaries 100K (if Apot.)
0-1 Mortuary 100K (if Sylvanian Spotlight)
0-1 Plague Doctor 100K (if Favour of Nurgle)
0-1 Halfling Master Chef 300K
  (100K if Halfling Thimble Cup)
— Mercenaries (price may vary)

Pre-Game Sequence

The Fans
- each team rolls D3
- team Fan Factor = Dedicated Fans + D3

The Weather
- both teams roll D6, add results
- effects: see **Weather**

Take on Journeymen *(if any)*
- if valid players < 7, Journeymen mandatory
  (no cost, same as Lineman, *Loner 5+*)

Purchase Inducements *(optional)*
- paid from Petty Cash (if any) or Treasury
- see **Inducements** for cost/details

Prayers to Nuffle - Underdog *(if any)*
- Underdog team (if any) may Pray to Nuffle
- see **Inducements** for costs/details

Select Kicking Team *(swap at 2nd half start)*
- use coin toss, or dice rolls, or…
- winner chooses to be Kicking or Receiving

Game: 2 Halves

Half: series of Drives, 6 turns per team

Drive sequence
- Set Up - Kick-Off - Kick-Off Event
- alternating turns (Receiving team first)

Turn: may activate non-Stunned players
- Turn ends immediately if Turnover
- Drive end: Touchdown / no more turns
- Secret Weapons - Recover KO players

Post-Game Sequence

Record Outcome and Team Winnings (W)
- record result, touchdowns (TD), KO/Injuries, Passes/Throws, Pass Interferences, MVPs
- Fan Attendance (FA) = sum of Fan Factors
- each team W = 10K x (FA / 2 + team TD)

Update Dedicated Fans
- winning team: if D6 ≥ Dedicated Fans: +1
- losing team: if D6 < Dedicated Fans: -1

Player Advancement* - *Get either:*
- 1 chosen player: random Primary skill
  => Value increase: +10K (1st) then +20K
- 1 random player: random Secondary skill
  => Value increase: +20K (1st) then +30K
* see **SPP Tracking** for alternative

Hiring, Firing and Temporary Retiring
- may hire/fire players/staff, buy re-rolls
- Journeymen lose/hire (pay cost, loses Loner)
- may retire players (remove value from CTV)

Expensive Mistakes *(if any)*
- if Treasury ≥ 100K see **Expensive Mistakes**

Prepare for Next Game - Update TV/CTV
- TV: include new skills, hirings and firings
- CTV: add recovered, remove MNG players

Weather - 2D6

2 both Teams place D3 random players in Reserve for next drive

3 all PA rolls: -1 modifier

4-10 Perfect Conditions

11 AG rolls to Catch / Pick Up ball or Interfere Pass: -1 modifier

12 all Rush rolls: -1 modifier; Quick / Short Passes only

Start of Drive
(only time to bring player from Reserves)

Set-Up - *Kicking team first - players are:*
- all behind their Line of Scrimmage (LoS)
- 3+ in Centre, directly next to the LoS
- 0-1 in each Wide Zone

Kick-Off - *Kicking team*
- choose Kicker, in Center, not next to LoS
- place ball anywhere in front of own LoS
- kick **Deviates**, see **Ball Moves** but no Catch

Kick-Off Event
- roll 2D6 and see **Kick-Off Event**
- then check for possible **Catch** after **Deviate**
- Touchback: ball ends off-pitch / behind LoS
  => Receiving team gives ball to any player

Kick-Off Event - 2D6
KT/RT/ BTs: Kicking/Receiving/Both Team(s)

2 BTs gain 1 free Bribe for this game

3 if KT turn is 4/5/6: BTs -1 turn, else: +1 turn

4 D3+1 KT Open players may re-position

5 1 RT Open player may move to ball landing

6 BTs D6+Cheerleaders: **if >**: may roll to **Pray Nuffle** (if result already in effect, roll again)

7 BTs D6+Coaches: **if >**: +1 re-roll this drive

8 re-roll **Weather**, apply, if Perfect Conditions ball will **Scatter** before landing

9 D3+1 RT Open players may move 1 square

10 D3+1 KT players may activate now; 1 **Blitz**, 1 **Pass**/**Throw** allowed; **Turnovers** apply

11 BTs D6+Fan Factor: **if ≤**: roll D6 for random player: 2+ = Prone + Stunned; 1 = sent off

12 BTs D6+Fan Factor: **if ≤**: select D3 random players: selected players **Prone** + Stunned

End of Drive

Deal with Secret Weapons
- any player with Secret Weapon is Sent-off
- may Argue the Call / use Bribe Inducement

Recover KO Players - D6 *(if any)*
- roll **D6** for each player if KO box
- **if 4+**: move to Reserves box

Team Turn

- do not forget to move the turn marker
- may use 1 action per non-Stunned player

Actions - *each only once per turn unless ***
- *must declare action before using it*
- *even if can't be performed: considered used*
  % mutually exclusive: 1 Pass or 1 Throw
- **Move****: *max distance = MA (plus Rush)*
- **Pass%**: *send ball to other square, needs AG*
- **Hand-off**: *Pass to adjacent player*
- **Throw team-mate%**: *needs special Traits*
- **Block****: *hit Marked opponent, needs ST*
- **Blitz**: *Move then Block, may keep Moving*
- **Foul**: *hurt downed player, can get sent off*
- **Special**: *as per Skill / Trait*

End of Turn
- after all declared activations, or Turnover
- all Stunned players become Prone

Players Positioning - *etiquette advice*
- **non-activated**: facing opponent End Zone
- **activated**: facing team End Zone
- **Prone**: lying face up
- **Stunned**: lying face down
- **lost Tackle Zone**: facing one side

Action: Move (MA)

- player MA = max squares moved
- can only move into unoccupied squares
- if voluntarily move to ball, must try Pick Up

Standing Up - *if Prone player*
- Prone player only stands up at activation
- costs 3 movement points
- **if MA ≤ 2, roll D6: if 4+: can stand up**

Rushing - *D6 - at end of Move*
- use 1 movement point *, then roll D6 **
  - **if 2+**: player may use 1 more point
  - **if 1**: player Falls Over, becomes Prone
- if still standing up, may try a 2nd time

  * move / Block (if Blitzing) / Jump ...
  ** before any other roll: Dodge / Pick-up ...

Dodging - *D6 + modifiers (AG)*
(natural 1 = failure / natural 6 = success)
- test each square moved if player Marked
- 1 roll no matter how many Marking players
- first: move 1 square
- modifier -1 per Marking player after move
- **if < AG: player Falls Over, becomes Prone**

Jumping - *D6 + modifiers (AG)*
- can jump over Prone/Stunned player
- valid landing squares = same as Push Back
- use MA points as normal, then roll **D6**
- modifier: -1 per Marking player before or
  after jump (whichever is largest)
  - **if < AG**: player Falls Over at landing square
  - **if natural 1**: Falls Over at jumping square
  see **Risk of Injury** for possible consequence

Action: Block - Block dice (ST)

(AP / DP: Attacking / Defending Player)
- may not Move before/after Block
  (so Prone player cannot stand up and Block)

How Many Block Dice + modifiers (ST)
- compare ST for AP and DP:
  +1 for AP if Open team-mate Marks DP
  +1 for DP if Open opponent Marks AP
- if X = Y: AP rolls 1 die
- if X > Y: AP rolls 2 dice, X chooses 1 die
- if X > 2*Y: AP rolls 3 dice, X chooses 1 die

↗	**Push Back**: DP is retreats 1 square AP may follow-up
💥	**Stumble**: if DP has Dodge, **Push Back** if not, **POW!**
💥	**POW!**: DP Pushed, AP may follow-up DP Knocked Down see **Risk of Injury**
💥	**AP + DP Knocked Down**; each may ignore if Block skill see **Risk of Injury**
💀	**AP Knocked Down** see **Risk of Injury**

Action: Foul - 2D6 (AV)

- may **Move** before Fouling (next to target)
- may not Move after Fouling
- first designate target Prone/Stunned player

Fouling: 2D6 + modifiers (AV)
AP / DP: Attacking / Defending Player
+1 modifier per Open team-mate Marking DP
-1 modifier if Open opponent Marking AP
  see **Risk of Injury** for resolution

Being Sent-off - *if a double is rolled*
- applies to Armour roll, or Injury roll (if any)
- player is immediately sent-off, Turnover

Arguing the Call: D6

1	Coach also sent-off: no more Arguing, -1 for Brilliant Coaching rolls
2-5	no effect
6	sending off cancelled, still Turnover

Risk of Injury - 2D6 (AV)

Armour Roll: 2D6 (AV)
- opponent rolls against player **AV**
- **if ≥ AV**: armour broken, Injury Roll

Injury Roll: 2D6

Regular		Stunty
2-7	**Stunned**: lay face down	**2-6**
8-9	**KO**: move to KO box	**7-8**
10	**Badly Hurt**: out of game	**9-10**
11	**Seriously Hurt**: out of game, misses next game (MNG)	**11**
12	**DEAD**	**12**

Action: Throw team-mate (PA)

(natural 1 = failure / natural 6 = success)
- may **Move** before Throw (next to team-mate)
- may not Move after Throw
- throwing player needs Throw Team-mate
- thrown player needs Right Stuff
- Throw does not activate thrown player

- only Quick/Short ranges allowed
- no interception allowed
- first designate target square

Passer Accuracy: D6 + modifiers (PA)
- range modifier: 0 to -1 (see Throw graph)
- add -1 modifier per Marking player
- **if ≥ PA**: superb, team-mate Scatters at target
- **if < PA**: successful, mate Scatters at target
- **if 1**: terrible, Deviates at throwing square
- **natural 1**: Fumble, team-mate Bounces at
  throwing square, attempts **Landing**

Landing: D6 + modifiers (AG)
- if thrown player valid*: try land safely
  - superb Throw: 0 modifier
  - successful/fumbled Throw: -1 modifier
  - terrible Throw: -2 modifier
- add -1 modifier per Marking player
- **if < AG**: thrown player Falls Over,
  and if in ball possession: Turnover
  see **Risk of Injury** for possible consequence

* valid: Standing, Tackle Zone not lost

Crash Landing
- if thrown player invalid*: cannot land safely
- thrown player Bounces, Falls Over
  see **Risk of Injury** for possible consequence

* invalid: Prone / Stunned / lost Tackle Zone

Landing in Occupied Square
- occupied square player is Knocked Down
  see **Risk of Injury** for possible consequence
- thrown player Bounces, Falls Over
  see **Risk of Injury** for possible consequence

Landing in the Crowd
- if thrown player ends outside the pitch
  see **Injury by the Crowd**
- if thrown player in ball possession, Turnover,
  and ball is **Thrown-in** by the crowd

Injury by the Crowd - 2D6

- see **Risk of Injury**, but skip Armour roll
  - directly go for Injury roll
  - if Stunned, player goes to Reserves box

Apothecaries - D6

- once per game (per Apothecary)

Patching Up KO Players: *no roll needed*
- player stays on pitch, becomes Stunned
- if KO due to crowd, player to Reserves box

Patching Up Injured/Dead Players: D6
- **if 4+**: player to Reserves box

Action: Pass - D6 (PA)

(natural 1 = failure / natural 6 = success)
- may **Move** before Pass, but not after
- first designate target square

Passer Accuracy: D6 + modifiers (PA)
- range modifier: 0 to -3 (see Throw graph)
- add -1 modifier per Marking player
- **if ≥ PA**: accurate, ball lands on target
- **if < PA**: inaccurate, ball Scatters at target
- **if 1**: wild, ball Deviates at throwing square
- **natural 1**: Fumble, ball Bounces at
  throwing square, Turnover

Opponent Interference: D6 + modifiers (AG)
- if opponent between Thrower and target
  - accurate Pass: -3 modifier
  - inaccurate Pass: -2 modifier
  - wild Pass: -1 modifier
- add -1 modifier per Marking player
- **if ≥ AG**: Interference/Deflected, try Catch
  - **if Catch**: Interception, Turnover
  - **if not**: ball Scatters at interfering player

Resolution - *if no Fumble/Interception*
- if ball ends on any player, try Catch
- Turnover unless Active Team player
  Catches the Scattering/Bouncing ball
- if balls ends off-pitch, see **Throw-In**

Catch - D6 (AG)

(natural 1 = failure / natural 6 = success)

- ball landing on valid* player: must try Catch
* valid: Standing, Tackle Zone not lost

Catching player: D6 + modifier (AG)
- no modifier: Hand-off / accurate Pass
- add -1 modifier if Catching ball after:
  - Deflection (to make Interception)
  - Bounce / Throw-in / Scatter / Deviate
- add -1 modifier per Marking player
- **if ≥ AG**: ball Caught
- **if < AG**: ball Bounces from Catching player

Pick Up - D6 (AG)

(natural 1 = failure / natural 6 = success)

- if voluntarily move to ball, must try Pick Up
- if involuntarily move to ball, ball Bounces

Picking Up ball: D6 + modifier (AG)
- add -1 modifier per Marking player
- **if < AG**: ball Bounces , Turnover, even if
  team-mate catches ball
- **if ≥ AG**: ball Picked Up

Action: Hand-Off

- may **Move** before Hand-off, but not after
- give ball to adjacent team-mate, ends move
- automatic, but team-mate must try Catch

Action: Blitz (MA,ST)

- is a **Move** combined with a **Block**
  (so Prone player can Blitz if 4+ movement)
- Block target must be designated first
- Block can be before / during / after Move
- Block costs 1 movement point
- player can Follow Up as per normal Block
  (thus regaining the used movement point)
- Rushing can be used to pay for the Block

Ball Moves - D8 [D6]

Bounce
- roll D8 for direction, move 1 square

Deviate
- roll D8 for direction, move D6 squares

Scatter
- roll D8 for direction, move 1 square
- repeat twice (total 3 scatter moves)

Throw-In - *if ball leaves the pitch:*
- use Side or Corner template
- roll D6 for direction, move 2D6 squares
- repeat if ball ends off-pitch again

After either movement above: - if:
- lands on invalid* player: ball Bounces
- lands on valid player: must try Catch
- Catch fails: ball Bounces
- lands on unoccupied square: ball Bounces
  (except if previous move was Bounce: **stops**)

* invalid: Prone / Stunned / lost Tackle Zone

Push Back

- pushing player chooses where to push
  (see legal squares in diagrams above)
- square pushed into must be unoccupied
- if the ball is in that square, it Bounces
  (pushed player cannot pick-up the ball)

Chain-Push
- if no square available
- pushing player also
  chooses chained push
- Prone/Stunned player
  can be chain-pushed

Pushed into the Crowd
- if pushed player ends outside the pitch
  see **Injury by the Crowd**
- if pushed player in ball possession, Turnover,
  and ball is **Thrown-in** by the crowd

Turnover - *if Active Team player...*

- Falls Over during activation
- is Knocked Down
- has ball and is Placed Prone
- has ball and is forced off pitch
- fails Picking Up ball *
- Fumbles Pass *
- no player Catches ball after Pass/Hand-off
  (also after Deflection/Interception/Bounce)
- has ball and is thrown, but fails to land,
  lands in crowd, or is eaten *
- is sent off by Referee
- scores Touchdown

* even if team-mate Catches ball

Dice Re-Rolls

- re-roll result must be used (even if worse)
- a given die can never be re-rolled twice

Skills Re-Rolls
- use precisely as per Skill's description
- thus might be used during any team's turn

Team Re-Rolls
- only used during team activation
- if dice pool rolled, re-roll all (not just 1 die)
- cannot use for Deviation/Scatter/Bounce
- cannot use for Armour/Injury/Casualty
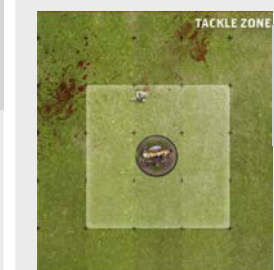- get replenished at half-time

Player Prone

Can Become Prone if:
- voluntarily Placed Prone (no Risk of Injury)
- Falls Over: fails Dodge, Rush action, etc...
- Knocked Down: as result of Block action

When Prone
- lay on ground face up
- if ball possession: Turnover, ball bounces
- if Falls Over / Knocked Down: Turnover,
  see **Risk of Injury** for possible consequence

Tackle Zone

Tackle Zone is lost if:
Prone, Stunned or
Skill/rule effect

If lost Tackle Zone:
cannot Mark, Catch
ball, Intercept Pass

MARKED PLAYERS   OPEN PLAYERS