

## General Skills

**Block** - on Block action (in attack or defense)  
- if Both Down may ignore Knocked Down

**Dauntless** - when Blocking, if ST < target ST  
- roll D6, if D6+ST > target ST: get equal ST  
- then apply offensive/defensive assists

**Dirty Player (+1)** - when Fouling  
- may apply +1 after Armour or Injury roll

**Fend** - if Pushed Back (not Chain-Pushed)  
- prevent Blocking player from following-up  
- cannot use against Juggernaut/Ball&Chain

**Frenzy\*** (incomp. with Grab) - when Blocking  
- must follow-up if target Pushed Back  
- must re-Block same target (follow-up again)

**Kick** - if nominated kicker  
- deviate roll: use D6/2 (rounding down)

**Pro** - after rolling 1+ dice (not Armour/Injury)  
- roll D6, if 3+: may re-roll only 1 die  
- if fails, no other re-roll source allowed

**Shadowing** - use any time (natural 1/6 apply)  
- if Marking opponent who exits Tackle Zone  
- roll D6+MA-opponent.MA: if 6+, follow-up

**Strip Ball** - when Blocking, after Pushing Back  
- opponent drops ball, ball bounces

**Sure Hands**  
- may re-roll any ball pick-up attempt  
- player is immune to opponent Strip Ball

**Tackle**  
- cancels opponent Dodge skill (block, dodge)

**Wrestle** - on Block action (attack or defense)  
- if both down, both Placed Prone instead

## Agility Skills

**Catch**  
- may re-roll failed Catch AG test

**Defensive** - during opponent turn  
- if Marking an opponent, he cannot Guard

**Diving Catch** - on Scatter/Deviate not Bounce  
- may try Catch ball landing in Tackle Zone  
- add +1 to Catch accurate pass

**Diving Tackle** - only 1 tackler at a time  
- if Marking an opponent, -2 to his Dodge roll  
- player follows and is placed Prone

**Dodge**  
- may re-roll Dodge roll (once per turn)  
- when Blocked: if Stumble, get Pushed Back

**Jump Up** - when Prone  
- may stand up for free (instead of 3 MA pts)  
- may try stand+block on AG test: D6+1

**Leap** (incompatible with Pogo Stick trait)  
- may jump over any player or empty square  
- add -1 to jump negative modifier (max -1)

**Safe Pair of Hands** if Knocked Down/Pl. Prone  
- place ball in adjacent square (no bounce)

**Sidestep** - when Pushed Back  
- choose any adjacent square (not just back)

**Sneaky Git** - when Fouling  
- is not sent-off on natural double AV roll  
- does not have to stop moving after Fouling

**Sprint**  
- may Rush 3 times (instead of 2)

**Sure Feet**  
- once per turn, may re-roll Rush attempt

## Passing Skills

**Accurate** - if Quick Pass / Short Pass  
- add +1 modifier to PA roll

**Cannoneer** - if Long Pass / Long Bomb  
- add +1 modifier to PA roll

**Cloud Burster** - if Long Pass / Long Bomb  
- may force opponent to re-roll interference

**Dump-off** - if target of opponent Block  
- may Quick Pass before opponent Block roll

**Fumblerooskie** - in Move, at exiting square  
- drop ball then exit, no bounce, no Turnover

**Hail Mary Pass** - if Passing (not in Blizzard)  
- choose any square, cannot be interfered  
- pass never accurate (inaccurate at best)

**Leader** - if on the pitch  
- team gets 1 extra re-roll (per half), can use even if Prone / Stunned / lost Tackle Zone  
- cannot be lost to Halfling Master Chef

**Nerves of Steel** - on Pass/Catch/Interference  
- ignore Marking players (no -1 modifiers)

**On the Ball** - opponent pass or kick-off  
- pass target declared: move 3 (ignore MA)  
- kick done: same, only if Open; NB: cannot enter opponent half / no move if Touchback

**Pass** - if passing  
- may re-roll PA roll

**Running Pass** - if Quick Pass  
- does not have to stop moving after Passing

**Safe Pass** - if Fumbling a pass  
- ignore Fumble: keep ball, action ends

- each adjacent player is hit on D6=4+
- hit players are Knocked Down
- may add +1 to either Armour or Injury roll

**Bone Head\*** - after declaring action  
- before action: roll D6  
- if 1: cancel action, lose Tackle Zone

**Chainsaw\*** - special Block action  
- roll D6, if 2+: hit Block target - if 1: hit self  
- Armour roll +3; Injury roll never modified  
- once per Turn (no Frenzy/Multiple Block)  
- if Falls Over/Knocked Down: Armour roll +3  
- if Block target: +3 to Armour roll on anyone  
- may use for Fouling: same rules as above

**Decay\*** - when rolling for Injury  
- add +1 modifier to Injury rolls

**Drunkard\*** - when Rushing  
- add -1 modifier to Rushing rolls

**Hit and Run** - after Blocking, if still Standing  
- may move 1 square to any Open square  
- no need to Dodge, ignore opponent Tackle

**Hypnotic Gaze** - when Marking opponent  
- roll D6 -1 per team-mate Marking opponent  
- if < opponent AG: loses Tackle Zone  
- cannot continue moving after Gaze

## Traits

**Animal Savagery\*** - after declaring action  
- before action: roll D6, add +2 if Block/Blitz  
- if ≤ 3: Knock Down any chosen adjacent team-mate, no Turnover, perform action  
- if none: cancel action, lose Tackle Zone

**Animosity (X)\*** - on Pass / Hand-Off  
- if team-mate of type X, roll D6  
- if 1: cancel action, activation ends

**Always Hungry\*** - on Throw team-mate  
- just before Throw, roll D6, if 1: roll D6 again  
• if 1: team-mate vanishes (no apothecary), if team-mate had possession, ball bounces  
• if 2+: team-mate safe, Throw is fumbled

**Ball & Chain\*** (see XXX) - move = only action  
- for each square moved:  
• orient throw-in to any direction, roll D6  
• move 1 square as determined (no Dodge)  
• if reaches ball, ball bounces (no pick-up)  
• if reaches any Standing player: Block (ignore Foul Appearance, must follow-up)  
• if reaches any Prone/Stunned: Push-back, see Risk of Injury

- if goes off-pitch, see Injury by the Crowd
- if Rushing and reaches any player, roll D6, if 1: push player back, follow, Fall Over
- if Falls Over: direct Injury roll (no Armour), treat Stunned as KO

**Bloodlust (X+)\*** - after declaring action  
- before action: roll D6, add +1 if Block/Blitz  
- if < X (or natural 1): may change to Move, may bite adjacent Thrall (Injury roll, max.11)  
• Thrall loses ball if possession, no Turnover  
• if no bite, Turnover, lose Tackle zone / ball  
NB: must bite before Pass/Hand-off/score

**Bombardier** - special action: Throw Bomb only 1 Throw Bomb per turn  
- same rules as Pass action, except:  
• cannot use On the Ball  
• cannot stand up or move before  
• bomb never bounces or cause Turnover  
• if fumble, bomb explodes at throw square  
- if bomb caught, roll D6:  
• 4+: bomb explodes; 3-: throw bomb again  
- if bomb off-pitch, explodes in the crowd  
- when bomb explodes:  
• player on ball automatically hit

## Strength Skills

### Arm Bar - *only 1 tackler at a time*

- if Marking opponent who exits Tackle Zone
- may apply +1 after Armour or Injury roll
- may be used even when Prone

### Brawler - *when Blocking (not Blitzing)*

- may re-roll 1 die with Both Down

### Break Tackle - *when Dodging*

- AG roll: if  $ST \leq 4$ : add +1; if  $ST \geq 5$ : add +2

### Grab (*incomp. with Frenzy*) - *when Blocking*

- cancels opponent Sidestep skill
- (*not if Blitz*) on Push Back, move opponent to any adjacent square (not just back)

### Guard - *when assisting (offense or defense)*

- ignore Marking opponents (always +1)

### Juggernaut - *when Blitzing*

- ignore Both Down, Push Back instead
- target cannot use Fend/Stand Firm/Wrestle

### Mighty Blow (+1) - *if Blocking, Knock Down*

- may apply +1 after Armour or Injury roll
- cannot use with Stab / Chainsaw traits

### Multiple Block - *when Blocking (not Blitzing)*

- may simultaneously Block 2 different targets
- but ST reduced (-2), cannot follow-up
- cannot use Frenzy in same activation

### Pile Driver - *if Blocking, Knock Down*

- if Standing and adjacent: may also Foul
- then player is Placed Prone

### Stand Firm - *when being Pushed Back*

- ignore the push, stay in same square

### Strong Arm - *when Throwing team-mate*

- add +1 modifier to PA roll

### Thick Skull - *after rolling for Injury*

- Regular: 8 = Stunned / Stunty: 7 = Stunned

### Kick Team-Mate - *only 1 Kick per turn*

- same as Throw Team-mate action, except:
  - if fumble: Injury roll to kicked player, treat Stunned as KO, if possession ball bounces

### Loner (X+)\* - *if using Team re-roll*

- roll D6, if  $< X$ : no effect, lose team re-roll

### No Hands - *cannot Catch/Interfere/Pick-up*

- if moving to ball: ball bounces, Turnover

### Pick-Me-Up - *at end of opponent turn*

- for each Prone (not Stunned) team-mate within 3 squares: roll D6, if 5+: stand up

### Plague Ridden - *not used*

- see rulebook

### Pogo Stick (*incomp. with Leap*) - *special Jump*

- may jump over any player or empty square
- ignore Marking opponents at jump/land sq.

### Projectile Vomit - *special Block action*

- roll D6, if 2+: hit Vomit target - if 1: hit self
- Armour and Injury rolls: no modifier
- once per Turn (no Frenzy/Multiple Block)

## Mutation Skills

### Big Hand - *when Picking Up ball*

- ignore Marking players or Pouring Rain

### Claws - *when rolling against Armour*

- if 8+ (no modifiers), Armour Broken

### Disturbing Presence\* - *on opponent Pass / Catch / Interference / Pick-up ball*

- opponent: -1 per disturber within 3 squares (even if Prone / Stunned / lost Tackle Zone)

### Extra Arms - *on Catch / Interference / Pick Up*

- apply +1 to AG roll

### Foul Appearance\* - *if target of Block/Special*

- opponent rolls D6: if 1, opp. action wasted
- applies even if player lost Tackle Zone

### Horns - *when Blitzing*

- use ST+1 (then apply other modifiers)

### Iron Hard Skin - *when target of Armour roll*

- cancels Claws skill

### Monstrous Mouth

- may re-roll any Catch test
- cancels Strip Ball

### Prehensile Tail - *only 1 tail at a time*

- if Marking opponent who exits Tackle Zone
- opponent applies -1 to AG roll

### Tentacles- *use any time (natural 1/6 apply)*

- if Marking opponent who exits Tackle Zone
- roll  $D6+ST-ST$ : if 6+, opponent cannot exit
- only 1 Tentacles player at a time

### Two Heads - *when Dodging*

- apply +1 modifier to AG roll

### Very Long Legs

- add -1 to jump negative modifier (max -1)
- apply +2 modifier to interference test
- ignore Cloud Burster skill

### Really Stupid\* - *after declaring action*

- roll D6, +2 if adjacent non-Stupid team-mate
- if  $\leq 3$ : cancel action, lose Tackle Zone

### Regeneration - *after rolling for Injury*

- roll D6, if 4+: cancel Injury, go to Reserves

### Right Stuff\*

- if also  $ST \leq 3$ : can be thrown by team-mate

### Secret Weapon\* - *at end of Drive*

- if not on pitch: get sent-off (as for Fouling)

### Stab - *special Block action*

- directly roll against Armour
- Armour and Injury rolls: no modifier
- if Blitz: cannot continue moving after Stab

### Stunty\*

- Dodge: no modifier for Marking opponents (unless Bombardier / Chainsaw / Swoop)
- Pass: +1 for opponent interference roll

### Swarming - *at start of Drive, after kick*

- D3 Swarming players from Reserves to pitch (not in Wide Zone or LoS); team may be  $> 7$

# BLOOD BOWL SEVENS

2020 SECOND SEASON (2024-01-26)

\* mandatory use - published after 2020

## Inducements

### Agency Cheerleaders

- increase Cheerleaders total for one game

### Part-Time Assistant Coaches

- increase Coaches total for one game

### Bloodweiser Kegs

- KO recovery rolls: +1 per Keg

### Desperate Measures

- see table below

### Special Play - *not used*

- see rulebook

### Extra Team Training

- 1 extra team re-roll per training (per half)

### Bribes - *when sent off (Foul, Secret Weapon)*

- if  $D6 = 2+$ : cancel sending off and Turnover
- may roll to Argue the Call first, but if 1 then no Bribe allowed

### Wandering Apothecaries

- increase Apothecaries total for one game

### Mortuary Assistant

- re-roll 1 failed Regeneration roll

### Plague Doctor

- re-roll 1 failed Regeneration roll
- or: use as an Apothecary

### Halving Master Chef

- use at start of each half, after kick: roll 3D6
- for each 4+: get 1 extra re-roll for this half and: opponent loses 1 re-roll for this half

### Mercenaries - *not used*

- see rulebook

### Swoop - *when Thrown by team-mate*

- no Scatter, orient throw-in to any direction
- roll D6 for direction, move D3 squares

### Take Root\* - *after declaring action*

- before action: roll D6, if 1: become rooted
  - cannot move until Prone or end of Drive
  - can only perform actions without move

### Titchy\* - *on Dodge (offense or defense)*

- own Dodge rolls: +1; opponent Dodge to adjacent square: no Marking (no -1 modifier)

### Throw Team-Mate

- if also  $ST \geq 5$ : can throw team-mate

### Timm-ber! - *on Stand-up (natural 1 applies)*

- if  $MA \leq 2$ : +1 per Open adjacent team-mate

### Unchanneled Fury\* - *after declaring action*

- roll D6, add +2 if Block/Blitz
- if  $\leq 3$ : cancel action, activation ends

XXX *incomp. with Diving Tackle, Frenzy, Grab, Leap, Multiple Block, On the Ball, Shadowing*