

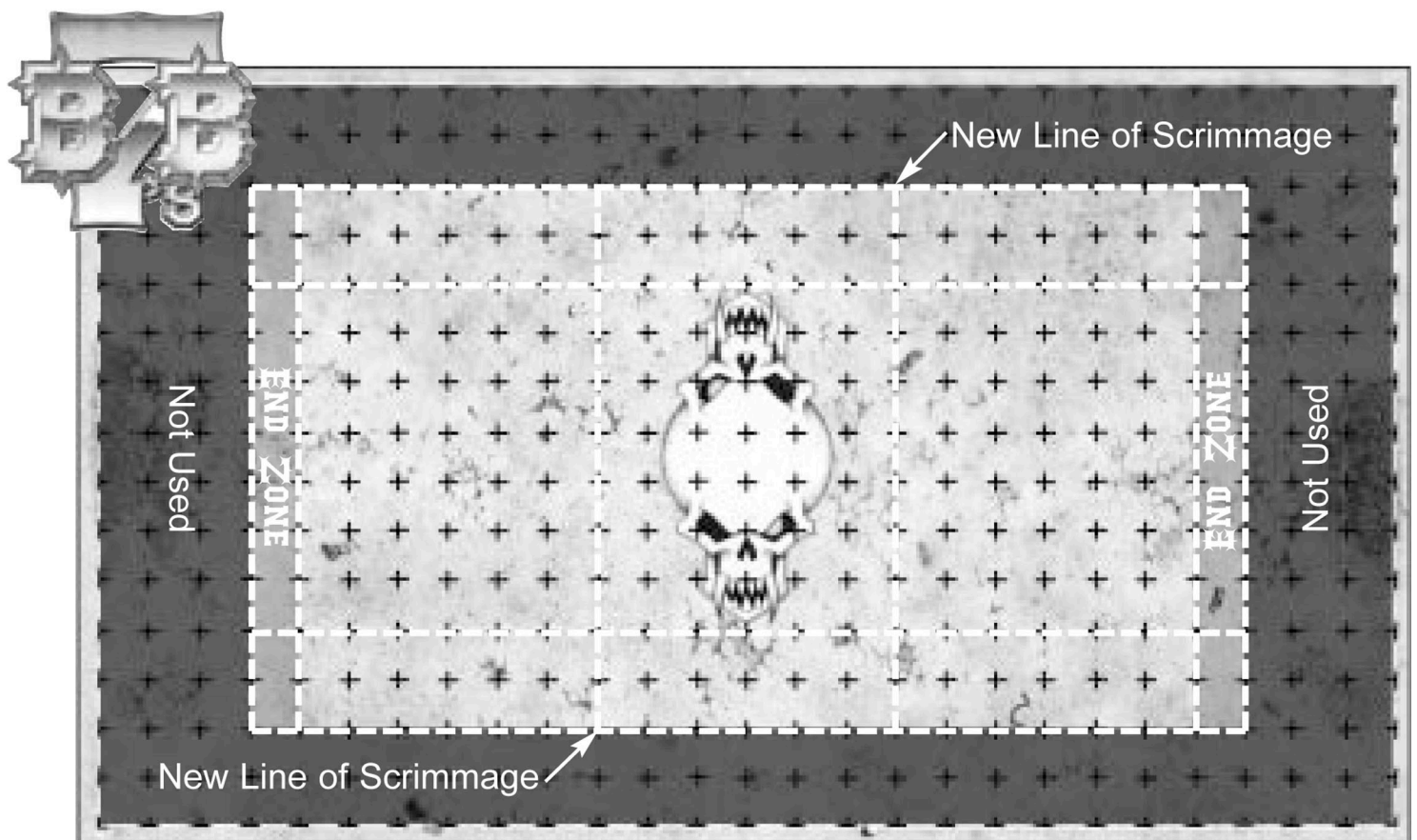
THE HEBBL PRESENT...

Blood Bowl 7's

Welcome! to the third HEBBL 7's tournament! Blood Bowl 7's has a long and prestigious history. Used as a amateur proving ground for new talent, the 7's tournament has seen many Legends of the game including Sneaky B'Stard and the HEBBL's own Hal and Bob.

Will we see a future superstar of the HEBBL born here today? We can but hope!!

The Game of 7's takes place on a much smaller pitch, allowing things to get up close and personal much faster!! The basic dimensions are 20 squares in length by 11 squares in width, this can be seen in the illustration below.



TOURNAMENT RULES

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. 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 Injury Table

Blood Bowl 7's uses the following Injury table, rather than the one in the Blood Bowl Handbook. No deaths ever occur in the 7's format. In previous tournaments the high number of deaths coupled with a small roster led to (on some occasions) a lone player facing off against a full team of seven!

New softer pads and protective gear was introduced by Orcidas to combat this ever increasing problem

Please use the simplified injury table below.
Roll 2D6;

2-7 STUNNED

8-9 KNOCKED OUT

10 - 12 BADLY HURT - Miss rest of match



Throwing the ball

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

Choosing a team

You have 600,000gp with which to pick your Blood Bowl 7's team. You may choose from any teams in LRB6, including the three new 'experimental' teams.

Use the standard rules for choosing a team, with the following restrictions;

1. You must have between three, but no more than 10 players on your team roster.
2. Each point of Fan Factor bought costs 20,000gps each
3. Assistant Coaches and Cheerleaders cost 50,000gps each
4. 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.
5. As 7's competitions are amateur and badly funded the maximum number of positional players you may choose is halved (rounding up). For example a human team could usually take 0-4 Blitzers. In 7's they may only choose 0-2 Blitzers.

In addition you may not take more than 2 players from any one position. i.e. and Ogre team may only take two Ogres not three and a Lizardman team may only take 2 Saurus and not three.

These rules apply to all teams and to all positions.

6. Re-rolls may be taken as normal.



The Match 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, this total is not X10,000 or even X1,000, the result is the result...this is true Sunday league stuff!!

Match Winnings

No match winnings are accrued during a 7's tournament, if you didnt give the tickets away there would be noone watching!!!

Star Player Points

Players do not gain Star Player points in Blood Bowl Sevens. Instead, before each game choose a player on your team and assign him/her a skill.

A player may only take a skill that he is allowed as per the team roster in LRB6. No double skill choices and no stat upgrades are ever seen in 7's. This reflects the low skill level of the players participating..

No player may have more than one skill.

Team Rating

As there are no deaths in the 7's format, TR is not used.

Apothocaries

A coach may still buy an Apothecary for their team, but due to the fact Blood Bowl 7's 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 when rolling for the apothocary 're-roll' on the new injury chart, add +2 to the result.

