

# The Blood Bowl Sevens Rules

## In use for the 2008 Russell Drysdale tournament

Unless otherwise specified, normal LRB 5.0 rules will be used.

(Cost is \$7.50)



### Tournament Specifications:

Unless otherwise specified, normal LRB 5.0 rules will be used.

This year's tournament will be resurrection instead of progression.

Start time: 9:00 am

Round 1: 9:30 am

Round 2: 10:40 am

Round 3: 11:50 am

Lunch break for 1 hour 1:00 - 2:00pm

Round 4: 2:00 pm

Round 5: 3:10 pm

Round 6: 4:20 pm

Award Winning: 5:30pm

Finish: Approximately 5:45pm

Please note that seeing it is a public holiday, very few shops will be open. We recommend you BYO lunch and drinks however a McDonalds is within walking distance and will be open. There is plenty of free parking near the venue. The venue is on Terrigal Drive, Erina and details will be given on how to get there upon registration.

### Unacceptable coach behaviour:

- Two coaches agreeing to 'have -1 on all injury rolls', mutually agreeing to reroll winnings or similar wimpy behaviour.
- Rerolling dice (with or without rerolls) which cannot be rerolled by the rules of the game.
- Blocking your own players to 'move' them extra squares.
- Incorrectly filling out or modifying one's team roster sheet.
- Rerolling cocked dice that are clearly up a particular way.
- Playing with miniatures that are less than base coated (ie must have three colours on the figures other than an undercoat) and are not numbered

### Starting Money:

750,000, from which coaches can buy players, re-rolls, coaching staff and skills.

### Skill exceptions:

No stat increases for any players.

Big guys cannot have skills which can only be taken on a double.

### Rules for play

**Basics:** Instead of 11 people on the pitch, sevens only allows seven people on the pitch.

**Line of Scrimmage:** Only two players are needed on the line of scrimmage (rather than three) setting up for a kickoff.

**Wide Zones:** This is as normal (no more than two people per wide zone during setup).

**Turns of Play:** Only SIX turns per half are played instead of eight.

**Overtime:** Overtime is NOT played, unless it is a final or semi-final (which will only happen in the case of there being less than 10 participants.)

**Cards:** Coaches will be permitted one random draw from the Magic Items before the start of each game. No other cards can be used.

**Kick-off rule:** Any kick-off result (such as Pitch Invasion) which influences a random number of people will only influence \*half\* that number of players (e.g. 1d6 players will become 1d3)

### Player Allowances for the Sevens Competition

**In general: All teams have had their positional players halved (rounded down), and the 'linemen' reduced to a maximum allowed of 10.**

- No team may have more than 10 players on their team roster.
- Big Guys are not Allowed unless they are Halfling or Goblin teams, in which case they can have one only, or Ogres, which can have three.
- Star Players: Not allowed, not even freebooted.

#### **Amazon**

0-10 Linewomen  
0-1 Catcher  
0-1 Thrower  
0-2 Blitzers

#### **Chaos**

0-10 Beastmen  
0-2 Chaos Warriors

#### **Chaos Dwarves**

0-10 Hobgoblins  
0-3 Chaos Dwarf Blockers  
0-1 Bull Centaur

#### **Dark Elf Teams**

0-10 Linelves  
0-1 Thrower  
0-2 Blitzer  
0-1 Witch Elf  
0-1 Runner  
0-1 Assassin

#### **Dwarf Teams**

0-10 Blockers  
0-1 Runner  
0-1 Blitzer  
0-1 Troll Slayer

#### **Elf (Pro)**

0-10 Line elves  
0-1 Thrower  
0-2 Catchers  
0-1 Blitzer

#### **Goblin Teams**

0-10 Goblins  
0-1 Troll

#### **Halfling Teams**

0-10 Halflings

0-1 Treeman

#### **High Elf Teams**

0-10 Line elves  
0-1 Blitzer  
0-2 Catchers  
0-1 Thrower

#### **Human Team**

0-10 Linemen  
0-2 Catchers  
0-1 Thrower  
0-2 Blitzers

#### **Khemri**

0-10 Skeletons  
0-2 Mummies  
0-1 Thro-ra  
0-1 Blitz-ra

#### **Lizardmen**

0-10 Skinks  
0-3 Saurus

#### **Necromantic**

0-10 Zombies  
0-1 Werewolf  
0-1 Flesh Golum  
0-1 Wight  
0-1 Ghoul

#### **Norse**

0-10 Linemen  
0-1 Runner  
0-1 Thrower  
0-1 Berserker  
0-1 Ulfwerener

#### **Nurgle**

0-10 Rotters  
0-2 Pestigors

0-2 Nurgle Warriors

0-1 Blitzers

### **Ogres**

0-10 Snotlings

0-3 Ogres

### **Orc Teams**

0-10 Lineorcs

0-1 Thrower

0-2 Black Orcs

0-2 Blitzers

0-2 Goblins

### **Skaven Teams**

0-10 Linerats

0-1 Thrower

0-2 Gutter Runners

### **Undead**

0-10 Zombies

0-10 Skeletons

0-1 Mummy

0-1 Wight

0-2 Ghoul

### **Vampires**

0-10 Thralls

0-3 Vampires

### **Wood Elf**

0-10 Linelves

0-2 Catchers

0-1 Thrower

0-1 Wardancer

All other rules, including the Reroll cost, apply as per LRB 5.0.

## **Explanation and Rationale**

This set of rules work really well as the speed teams are able to take advantage over the wider spaces available on the pitch to score more easily, whereas the crunch teams have had the advantage of being able to halve the team number on the pitch by only K'Oing 4 players. It certainly plays well, with most games taking 50 minutes from start to finish, and about 1 hour 20 minutes for overtime and the [sudden death penalty throw off](#) (which will only be used in the case of a tie after overtime).

In the first Russell Drysdale tournament in 2006, held at Geoff Turner's residence in East Gosford, Steve Babbage won with a Chaos team. Second place was Brendan Morrison with Elves, followed by Steve Thoms with Undead in third.

The second RD tournament in 2007 was held on a very rainy Good Friday, with Steve Thoms winning with Amazons, Steve Babbage runner-up with Lizardmen, and Ian White (Chaos) drawing with Ben Tranter (High Elf) for third place.

In previous tournaments using these core rules, Dwarven sides have done surprisingly well, winning one tournament and finishing runner-up in another. All in all, the teams work very balanced both in the short term and the long term, however after two league seasons the teams seem to run out of things to spend their money on. I would recommend beginning again at that point, or perhaps in some way reducing money intake.

All Rules are developed and playtested over a number of years.

This document written by [Stephen Babbage](#). Any enquiries should be directed to him, or to [Geoff Turner](#), the host of this tournament.