

BLOOD BOWL SEVENS - 2025 EDITION

Welcome to Blood Bowl Sevens, the fast and furious game of fantasy football. Blood Bowl is, by its very nature, a game that can take a couple of hours or more to play. For many coaches, real-world commitments, such as work and family, can mean that finding time for a full-length game can be difficult, and taking part in a league almost impossible. Blood Bowl Sevens addresses this by allowing coaches to play with smaller teams and reducing the number of turns, creating a version of the game that can be played in under an hour.

What's more, this simplified version of the game is ideal for younger players, many of whom wish to play and want to learn the rules, but often find the complexity of Blood Bowl daunting. Blood Bowl Sevens, with its simplified format and smaller teams, allows younger coaches to master the game without being overwhelmed by the rules.

THE BLOOD BOWL SEVENS PITCH

A Blood Bowl Sevens pitch shares many similarities with a standard Blood Bowl pitch, but there are a few key differences to be aware of. A Blood Bowl Sevens pitch features:

1. Two End Zones, one at each short end of the pitch.
2. Two Wide Zones, one at each side of the pitch, running from End Zone to End Zone.
3. Two Sidelines, running the length of the pitch, from one End Zone to the other.
4. The Centre Field, the area between each Wide Zone, running the length of the pitch from End Zone to End Zone.
5. There are two trapdoors on the pitch, one in each half, both positioned within a Wide Zone.
6. The pitch is then further split along its length into three thirds by two Lines of Scrimmage, each marking the point at which one of the teams will line up for the kick-off!

Finally, the board itself is split into a grid of squares; seven squares from each Line of Scrimmage to each End Zone and six squares between each Line of Scrimmage, making the pitch 20 squares long in total, and 11 squares wide; two squares in each Wide Zone, seven squares across the Centre Field.

DUGOUTS

As with normal Blood Bowl, each team in a Blood Bowl Sevens game has its own dugout, a safe haven at pitch side where reserves can warm up, where the injured can be tended to and where important game information is tracked. The dugouts used for Blood Bowl Sevens are almost identical to normal dugouts, as described in the Blood Bowl rulebook, except for one important difference; on a Blood Bowl Sevens dugout, the turn and team re-roll trackers only go up to six, rather than the usual eight. This is because there are only six turns per half in a Blood Bowl Sevens game.



ABOUT THIS PACK

This rule set was adapted from the 2020 edition of the Blood Bowl Sevens rules found in Deathzone to include updates from the new 2025 edition and add any house rules we've been using in our local leagues and events. Until an official version of the Blood Bowl Sevens rules are published this document will be the one used for all of the East Yorkshire Blood Bowl League (EYBBL) and Hull's Angels Blood Bowl League (HABBL) events and leagues.



[HULLSANGELS.COM/HABBL](https://hullsangels.com/habbl)



[FACEBOOK.COM/GROUPS/EYBBL](https://facebook.com/groups/eybbl)

DRAFTING A SEVENS TEAM

Blood Bowl Sevens teams are drafted just like other Blood Bowl teams, using the same team rosters. However, there are a few key differences to be aware of:

TEAM DRAFT BUDGET

The Team Draft Budget is the amount of gold pieces you have to spend on your rookie team:

When drafting a Blood Bowl Sevens team for league play, you have a budget of 600,000 gold pieces to spend on players, Sideline Staff, team re-rolls and so forth.

HIRING PLAYERS

Players are the only compulsory element on any Blood Bowl Sevens team. Each team roster details all of the players available to a team of that type and their Hiring Fee. When drafting a team for Blood Bowl Sevens, you should select the players you want to permanently hire for your team, pay their hiring cost from your Team Draft Budget and make a record of the player on the Team Draft list.

NUMBER OF PLAYERS

The first and most important thing to be aware of when drafting a Blood Bowl team is the minimum and maximum number of players permitted:

- Every Blood Bowl Sevens team must contain a minimum of seven (7) permanently hired players when it is first drafted.
- No Blood Bowl Sevens team can ever contain more than eleven (11) permanently hired players.

PLAYER POSITIONS

There are distinctions to be made between the players within a team, separating them by their role within the game, from the humble Lineman to the more specialised roles performed by the 'positional' players.

LINEMEN: The backbone of any team:

- Any player with the **Lineman** keyword.

OTHER POSITIONS AND BIG GUYS: Unlike a normal team, a team drafted for Blood Bowl Sevens cannot simply recruit as many players of other types as the coach wishes. Blood Bowl Sevens teams represent amateur sides, so specialist players, such as Blitzers, Throwers and so forth, are quite uncommon:

- A Blood Bowl Sevens team may include a maximum of four (4) players that do not have the **Lineman** keyword. A team may not include more players of a certain type than are allowed by the team roster.

PURCHASING TEAM RE-ROLLS

Any team can purchase team re-rolls. These represent the time spent training and the team's ability to react in a split second to mistakes and turn them around. The cost reflects the time and effort different teams must invest to achieve the same broad level of training:

- Every team may purchase 0-6 team re-rolls when it is first drafted.
- Blood Bowl Sevens teams represent amateur sides. As such the time spent training and the quality of training leaves much to be desired. A Blood Bowl Sevens team must pay double for each team re-roll it wishes to purchase. For example, if a regular team is able to purchase team re-rolls for 60,000 gold pieces, a Blood Bowl Sevens team of the same type must pay 120,000 gold pieces.
- Unlike ordinary Blood Bowl teams, a Blood Bowl Sevens team cannot purchase additional team re-rolls at a later date. Ongoing team training isn't a strength of such amateur teams!

HIRING SIDELINE STAFF

Sideline Staff can be hired as normal.

INDUCEMENTS

Inducement work as normal in Blood Bowl Sevens with the following changes:

- 0-8 Extra Team Training - 150,000 gold pieces each
- No team may hire Star Players
- Unless using the **BB7's Advanced League rules**, re-roll results of 10-13 on the Prayers to Nuffle table.

PLAYING BLOOD BOWL SEVENS!

A game of Blood Bowl Sevens is played in the standard way with the following changes.

SET-UP

As with regular games of Blood Bowl, both coaches place all of their available players on the pitch. If there are more than seven players available, those not chosen to play the drive are placed in the Reserves box until the start of the next drive. A team may not set up more than seven players at the start of a drive.

The kicking team sets up first, followed by the receiving team, as follows:

- Both teams set up fully within the area between their own End Zone and their own Line of Scrimmage. Neither team may set up any players in the area between the two Lines of Scrimmage.
- Each team can set up a maximum of one player in each Wide Zone. In other words, each team can set up two players in Wide Zones, providing they are split equally with one player per Wide Zone.
- A team must set up a minimum of three players in squares within the Centre Field, directly adjacent to their Line of Scrimmage.

Note that should a team find itself reduced to only three players or fewer, it may concede without penalty before setting up, as described in the Blood Bowl rulebook. Should you wish to play on, the available players should be set up on the Line of Scrimmage, as described above.

THE KICK-OFF EVENT

Use the Blood Bowl Sevens Kick-off Event table below rather than the standard Kick-off Event table.

TOUCHBACKS

The ball is allowed to land in the Centre Field and a touchback will only occur if the ball ends up exiting the pitch or crosses the Line of Scrimmage into the kicking team's part of the pitch, regardless if this was down to a Deviation, Bounce, or another effect

2D6	KICK-OFF EVENT
2	GET THE REF: Each team immediately receives one free Bribe Inducement. This Bribe must be used by the end of the game or it is lost.
3	TIME-OUT: If the kicking team's Turn Marker is on turn 4, 5 or 6 for the half, move both teams' Turn Marker back one space. Otherwise, move both teams' Turn Marker forwards one space.
4	SOLID DEFENCE: The Coach of the kicking team selects up to D3+1 Open players on their team. The selected players are then removed from the pitch and can be set up again following all the usual restrictions for setting up the team.
5	HIGH KICK: One Open player on the receiving team may immediately be placed in the square the ball is going to land in.
6	CHEERING FANS: Both Coaches roll a D6 and add the number of Cheerleaders on their Team Roster. The first Block Action performed during the Coach with the highest roll's next Turn receives an additional Offensive Assist. If both Coaches roll the same, both will receive this benefit during their next Turn.
7	BRILLIANT COACHING: Both Coaches roll a D6 and add the number of Assistant Coaches on their Team Roster. The Coach with the highest total, or both Coaches in the result of a tie, immediately gains a free Team Re-roll for the Drive ahead. If this free Team Re-roll has not been used by the end of the Drive, it is lost.
8	CHANGING WEATHER: Immediately make a new roll on the Weather Table. If the new result is Perfect Conditions, the ball will Scatter (3) in the air before it lands.
9	QUICK SNAP: The Coach of the receiving team selects up to D3+1 Open players on their team. The selected players may immediately move one square in any direction, even if this takes them into the opposition's half.
10	CHARGE!: The Coach of the kicking team selects up to D3+1 Open players on their team. The selected players may then be activated one at a time, exactly as if it was their team's Turn, and perform a free Move Action. One of the selected players may instead perform a free Blitz Action, one may perform a free Throw Team-mate Action, and one may perform a free Kick Team-mate Action. If a selected player Falls Over or is Knocked Down during their activation, no further selected players can be activated and the Charge ends.
11	DODGY SNACK: Both Coaches roll a D6. The Coach that rolled the lowest, or both Coaches in the result of a tie, randomly selects one of their players on the pitch and rolls a D6. On a 2+, the player's pre-drive snack has not gone down well and for the duration of the Drive the player reduces their MA and AV by 1. On a 1, the player's pre-drive snack has violently disagreed with them; place the player in the Reserves box as they spend the rest of the Drive locked in the lavatory!
12	PITCH INVASION: Both Coaches roll a D6 and add their Fan Factor. The Coach that rolled lowest, or both Coaches in the result of a tie, randomly selects one of their players on the pitch. The selected players are immediately Placed Prone and become Stunned.

INJURIES AND APOTHECARIES

THE INJURY TABLE

Rather than the standard Injury table, Blood Bowl Sevens uses the following Injury table. This is a simplified version of the standard table that is both quick and easy to use:

2D6	RESULT
2-7	STUNNED: The player is immediately Stunned.
8-9	KNOCKED-OUT: The player is immediately Knocked-out. Remove them from the pitch and place them in the Knocked-out box of their dugout.
10	BADLY HURT: The player misses the rest of this game, but suffers no long term effect.
11	SERIOUSLY HURT: The player misses the rest of this game, but will need more time to recuperate. In league play, the player is not available to play in the team's next game.
12	DEAD: This player is far too dead to play Blood Bowl! In league play the player is removed from your team roster.

STUNTY PLAYERS

Players with the Stunty trait are more prone to breaking when hit! If an Injury roll is ever made against a player with the Stunty trait during a Blood Bowl Sevens game, roll on this table instead:

2D6	RESULT
2-6	STUNNED: The player is immediately Stunned.
7-8	KNOCKED-OUT: The player is immediately Knocked-out. Remove them from the pitch and place them in the Knocked-out box of their dugout.
9-10	BADLY HURT: The player misses the rest of this game, but suffers no long term effect.
11	SERIOUSLY HURT: The player misses the rest of this game, but will need more time to recuperate. In league play, the player is not available to play in the team's next game.
12	DEAD: This player is far too dead to play Blood Bowl! In league play the player is removed from your team roster.

APOTHECARIES

During a Blood Bowl Sevens game, a team may use an apothecary to 'patch-up' any player (including Journeymen and Mercenaries) that has been removed from play after being Knocked Out or after suffering a Badly Hurt, Seriously Hurt or DEAD result on the Injury table.

PATCHING-UP KNOCKED-OUT PLAYERS

An apothecary can be used immediately when a player becomes Knocked-out:

- If the player was on the pitch when they were Knocked-out, they are not removed from play. Instead, they remain on the pitch and become Stunned.
- If the player was Knocked-out as a result of being pushed back into the crowd or landing in the crowd, place them directly into the Reserves box rather than the Knocked-out box.

PATCHING-UP CASUALTIES

An apothecary can be used when a player suffers a Badly Hurt, Seriously Hurt or DEAD result on the Injury table. Roll a D6:

- On a roll of 4+, the apothecary has been able to patch the player up and pump them full of painkillers. The player is removed from the Casualty box and placed in the Reserves box.
- On a roll of 1-3, the apothecary's vigorous efforts prove largely futile. The apothecary is unable to patch the player up – the original Injury table result stands.

PLAYER ADVANCEMENTS

Blood Bowl Sevens is designed to be simpler and quick to play, however league commissioners can choose to ignore the simpler skill selection below and follow the BB7's Advanced League rules.

SKILL SELECTION

In Blood Bowl Sevens league play, players do not earn Star Player Points for their achievements. Instead, after every game, one player on your team will automatically gain a new randomly selected Primary or Secondary skill. There are two ways in which to determine the player and the type of Skill:

1. During the Player Advancement step of the post-game sequence, a single player of your choice that played during this game and that did not suffer an Injury table result of 12, DEAD gains a randomly selected Primary skill (rolling twice and picking one as normal).

Or:

2. During the Player Advancement step of the post-game sequence, a single **randomly** selected player that played during this game and that did not suffer an Injury table result of 12, DEAD gains a randomly selected Secondary skill (rolling twice and picking one as normal).

Note that, due to the amateur nature of the game, and the somewhat hit-and-miss team training provided, any additional Skills gained by a Blood Bowl Sevens player are always randomly selected. The coach of a Blood Bowl Sevens team has to work with what they are given and, all too often, their players will waste everyone's time perfecting a truly mind-boggling and often completely futile set of skills and specialisms.

VALUE INCREASE

As players gain advancements, their value increases as per the standard rules.

THE DRAFT

As players become more experienced, there is a chance they will be noticed by a professional team and be offered a chance to break into the big leagues. When this happens, there is little a coach can do as their best player is poached on the vague promise of a huge salary, all the beer they can drink and fame undreamed of. It is little wonder that not many players refuse such an offer.

During Step 1 of the post-game sequence, whilst deleting any DEAD players from your Team Draft list, roll a D6 for every player on your team that has gained one or more additional Skills:

- If the roll is **higher** than the number of additional Skills the player has gained, you have been lucky; no one else is interested in hiring them and **they remain with your team.**
- If the roll is **equal to or lower** than the number of additional Skills the player has gained, they have been lucky; **the player receives an offer from a professional team and immediately quits to pursue their dreams.** You receive an amount of gold pieces equal to their increased cost from the skills the player had as compensation (for example a player with 2 primary skills who was drafted would award you 40,000 gp)

BB7'S ADVANCED LEAGUE RULES

If league commissioner choose to, they can use the standard Blood Bowl league rules, player advancements, and injury tables for their league, and just follow the set up rules from Blood Bowl Sevens.

This is good option if you have a group of players who have played Blood Bowl leagues previously and just want to play either smaller games or mix things up a bit!

SEVENS MATCHED PLAY

Blood Bowl Sevens is a great alternative for events, as you can get even more games in during the day! Follow the standard rules for creating a Matched Play Team Roster with the following changes.

SKILL POINTS

Instead of spending Skill Points teams select a number of skills based on their team tier. The most up to date team tiers can be found on Warhammer Community website.

TIER OF TEAM	NUMBER OF SKILLS
Tier 1	2 Primary Skills
Tier 2	1 Primary Skill + 1 Secondary Skill
Tier 3	2 Primary Skills + 1 Secondary Skill
Tier 4	2 Primary Skills + 2 Secondary Skill

- A Primary Skill may be chosen instead of a secondary
- No player may have more than 1 skill.

DRAFTING A MATCHED PLAY ROSTER

Follow the Drafting a Sevens team rules found earlier in this pack, with whatever Team Draft budget the event pack has set.