



01.



WELCOME TO SEWER BOWL SEVENS!

“Who knew underground Blood Bowl tournaments were so literal!?” - Bob Bifford
Blood Bowl Sevens is a great place for up-and-coming new players to test their metal and show off their skills. While it doesn’t get the funding and support (or legality) of regular Blood Bowl, it is still attended by talent scouts and hundreds of fans watching through Cabal Vision.

SATURDAY 29TH JUNE, 10.30-18.00
ENTOYMENT WARGAMING (Poole, UK)

Unit 2 Fleetsbridge Business Centre
Upton Road
Poole Dorset
BH17 7AF

Telephone: 01202 929449
<https://entoyment.co.uk/>

TOURNAMENT FORMAT

Sewer Bowl Sevens will be 5 Matches of Blood Bowl Sevens.
Round 1 will be paired randomly, Rounds 2 through 5 will be paired in a Swiss Format
[top teams vs top teams, bottom teams vs bottom teams].
This is a resurrection format and all Teams will start as rostered at the start of every Match.

TOURNAMENT SCHEDULE

10.30	→ Registration & Set-up	
11.00	→ Game 1	14.00 → Game 3
12.15	→ Game 2	15.15 → Game 4
13.30	→ Lunch	16.30 → Game 5
18.00	→ Awards	

The Matches will be held to a 1 hour and 15 minute time limit, with Coaches being warned at the 30 minutes remaining, and 15 minutes remaining points.

Once the maximum time has been reached, Coaches will be given 5 minutes to finish the turn currently being played, and then the game must end.

Each Pitch will be numbered so that when the Matches are announced at the start of each Round the Coaches are able to easily locate their opponent.

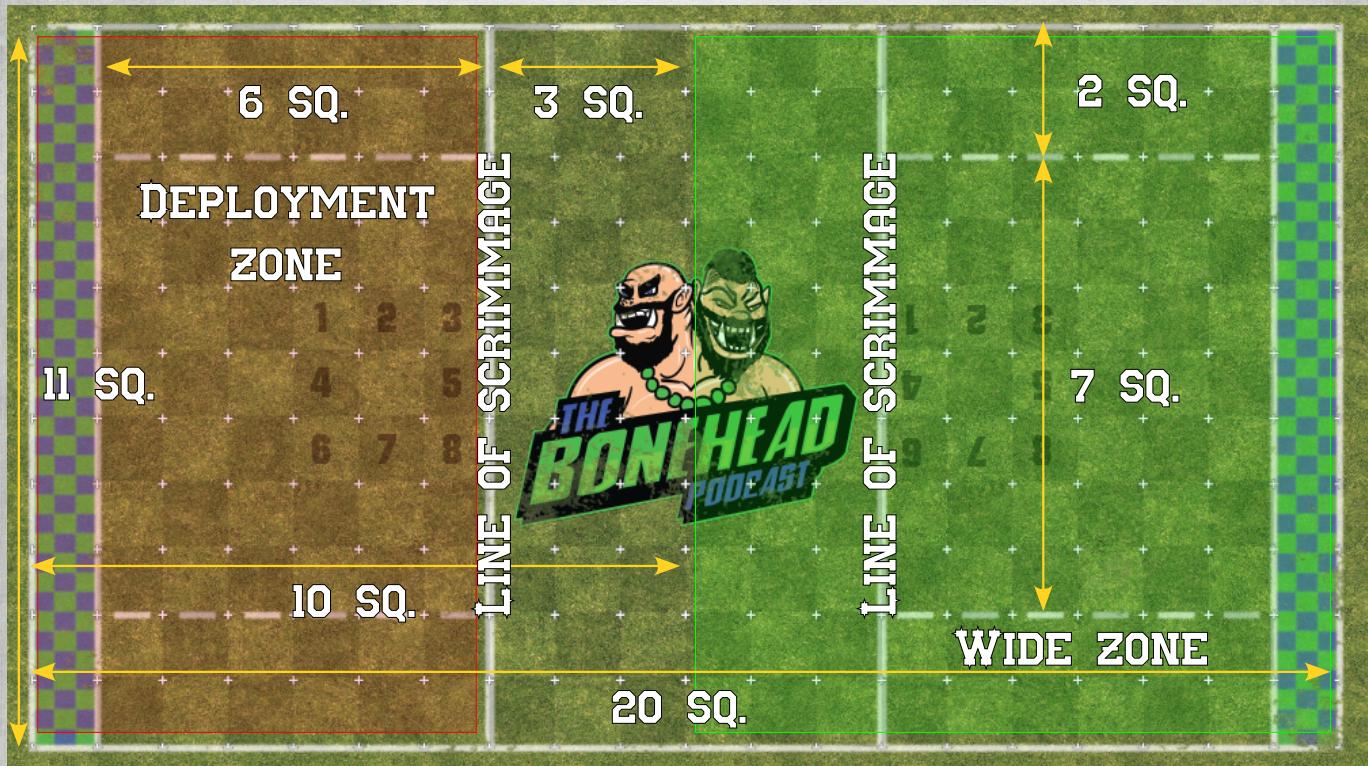
BLOOD BOWL SEVENS PITCH

Blood Bowl Sevens uses a special, reduced size pitch.

The pitch is divided lengthwise into three six-square zones, plus two one-square Endzones, for a total length of twenty squares.

The pitch is divided widthwise into two two-square Wide Zones, each flanking the seven-square centre.

A Coach's "half" of the pitch is the ten-square zone on their Team's side of the pitch.



THE SET-UP

When a Coach sets up their Team, they must place seven players behind their Line of Scrimmage.

Up to one player from each Team is allowed to be set up in each Wide Zone.

A minimum of three players must be set up on the Line of Scrimmage (players in the Wide Zones do not count).

GAME LENGTH

Blood Bowl Sevens matches are made up of two six-turn halves.

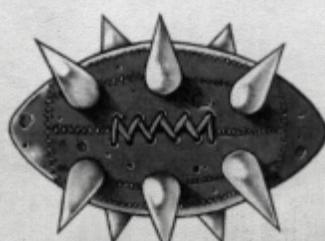
RULES

Blood Bowl Sevens rules and pitch as per the NAF ruleset.

https://www.thenaf.net/wp-content/uploads/2016/07/NAF_BB7s.pdf

Blood Bowl (2016) rules take precedent where duplicated.

All Inducements and Star Players available in the Death Zone books, and Spike! magazines are allowed unless otherwise noted.



SEWER BOWL SEVENS KICK-OFF TABLE

Instead of using the normal Blood Bowl Kick-Off table, the following adjusted Blood Bowl Sevens Kick-Off table should be used instead.

2D6	EVENT	DESCRIPTION
2	Get the Ref!	Each Team receives 1 additional Bribe.
3	Riot	If the receiving Team's turn marker is on 5, then move both Team's turn marker back 1 space (gain a turn each). If the receiving Team has not yet had a turn this half, then move both Team's turn markers forward 1 space (lose a turn each). Otherwise roll 1D6: 1-3: move both Team's turn markers forward 1 space (lose a turn each). 4-6: Move both Team's turn markers back 1 space (gain a turn each).
4	Defensive Shift	All players on the kicking team are allowed to move 1 square. This is a free move and may be used to cross the line of scrimmage.
5	Offensive Motion	The receiving team's coach may reorganise his players (the new set-up must still be legal).
6	Cheering Fans	Each coach rolls 1D6 and add their FAME and number of Cheerleaders. If a coach's total is higher than his opponent's, their team gains a Reroll.
7	Flush Floods!	Somewhere in the grimy labyrinthine sewer tunnels a sluice gate has ruptured, causing a tsunami of foul water to sweep the pitch. Starting with the Receiving team, each Coach rolls 1D8 for each Player on the pitch and moves it one square in that direction. If a Player would be moved into a square occupied by another Player, that Player is pushed as if by a Block. Players leaving the pitch due to Flush Floods are treated the same as if they had been pushed off by a Block. Once this is completed for all Players on the pitch; roll on the Weather Table and apply the new result as the flood water often washes away any previous conditions and brings with it new ones.
8	Brilliant Coaching	Each coach rolls 1D6 and add their FAME and number of Assistant Coaches. If a coach's total is higher than his opponent's, their team gains a Reroll.
9	Quick Snap	All players on the receiving team are allowed to move 1 square. This is a free move and may be used to cross the line of scrimmage.
10	Charge!	The kicking team's coach chooses a number between 0-3. All of the players on the kicking team are moved forward that many squares exactly. This is a free move and may be used to cross the line of scrimmage.
11	Throw a Rock	Each coach rolls a D6 and adds their FAME to the roll. The fans of the team with the higher total are the ones who threw the rock (in case of a tie a rock is thrown at each team!). Decide randomly which player on the opposing team was hit (only players on the pitch are eligible) and roll for the effects of the injury straight away. No armour roll is required.
12	Pitch Invasion	Each coach rolls a D6 for each opposing player on the pitch and adds their FAME to the roll. If the roll is a 6 or more after modification then the player is Stunned (players with the Ball & Chain are KO'd). A roll of 1 before adding FAME will always have no effect.

SEWER BOWL SEVENS WEATHER TABLE

While there isn't really any weather underground, the various pestilent environmental conditions often have the same effect.

The Weather Table is the same as the normal Weather Table, but has appropriately adjusted names for playing in the filthy sewer tunnels.

2D6	WEATHER	DESCRIPTION
2	Acrid Stench (Sweltering Heat)	<i>A palpable, oppressive stench fills the underground space, forcing the players to fight the very air itself.</i> Roll 1D6 for each Player on the pitch at the end of each drive. On a roll of 1 the Player collapses and cannot be set up for the next Kick-Off.
3	Gloomy Mist (Very Sunny)	<i>A horrific meeting of warm waste and cold damp cause the pitch to be hampered by patches of filthy mist.</i> -1 to all Passing rolls.
4-10	Not "Nice", but Okay... (Nice)	<i>As nice as it gets playing Blood Bowl in a sewer...</i> No effects.
11	Slimy Condensation (Pouring Rain)	<i>A thin layer of mostly-dissolved waste coats the walls and floor, dripping on to every surface, making even the simplest actions frustratingly difficult.</i> -1 to all Catch, Intercept, and Pick-Up rolls.
12	Steaming Sludge (Blizzard)	<i>A recent wave of polluted water seeded the pitch with chunks of sludge, the internal heat of which react with the cold surroundings, releasing patches of cloying steam that make it as hard to see through as walk through.</i> Go For It rolls fail on 1-2. Quick and Short Passes only.

Note: Some Coaches might wonder why the "Acrid Stench" result affects Nurgle or undead players, and the reasons for that are simple. The pollution is so foul that it enchants the Nurgle players into a delighted daze, while at the same time it simply disrupts the magic used to animate the undead players!



TEAM CREATION

Each Team can be up to 600,000GP in Team Value, with the following additional restrictions:

- A Team can have a maximum of 0-4 Non-Lineman (i.e. 0-16) Players in total
- A Team must have at least 7 players, and no more than 11 on its roster
- Rerolls cost twice their normal price

Inducements must be purchased at the point of Team Creation, are counted towards the Team's total value, and have the following additional restrictions:

- Star Players and Extra Training cannot be taken
- Goblins may purchase Bribes for a reduced cost of 50,000GP
- Halflings may purchase a Halfling Chef for a reduced cost of 100,000GP

SKILLS

Each Team is allowed to give some of its players additional skills within the restrictions below.

Each Team chooses 1 player to be the Team Captain; they gain the Leader skill

The Team Captain can swap the Leader Skill for a Normal Skill if they so wish

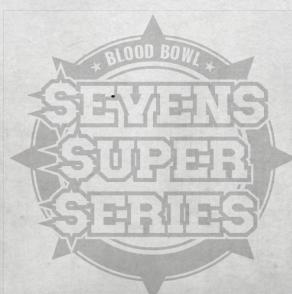
Teams will have a number of Skills allowed based on the Team's Tier rating

No Player may be given more than 1 additional skill (note: the extra skill for the Team Captain is included in this rule)

	SKILL ALLOWANCE	TEAMS
TIER 1	0-1 Normal Skill	Amazon, Bretonians, Chaos Dwarf, Dark Elf, Dwarf, Lizardman, Norse, Orc, Skaven, Undead, Wood Elf
TIER 2	0-2 Normal Skills (0-1 of which may be a Double Skill)	Chaos, Chaos Renegades, Elf, High Elf, Human, Khemri, Khorne, Necromantic, Nurgle, Slann, Underworld, Vampire
TIER 3	0-3 Normal Skills (0-2 of which may be a Double Skill)	Goblin, Halfling, Ogre

Note: The NAF recommends limiting or banning the Leader skill, but through playing lots of Blood Bowl 7s games we feel that it's better to steer into the controversy and level the playing field by allowing the Team Captain to take the skill regardless of Normal/Double restrictions.

This does mean we've reduced the number of additional skills allowed, but we think it still allows a great variety of builds and hopefully increases the "character" element of those few players that do have a special role to play.



REGISTERING

Tickets are £10 for the day, and that covers all the prizes and support from Entoyment. We would like you to submit your Roster by Sunday 4th August; this will give us a week to check it over and make sure everything is as it should be.

Please contact us if you'd like to attend via Facebook, Twitter, or email.
Alternatively please message us on TalkFantasyFootball or comment on the thread.
We'd like to get an idea of the numbers ahead of time.

Late Entries

If you're reading this after the 4th August Deadline – no problem, if you want to come along then please get in contact in any of the ways above and we're sure we can accommodate you!

PayPal

We'd prefer the Ticket price to be paid via PayPal (TheBoneheadPodcast@gmail.com), but if that is an issue then please just get in contact with us.

CONTACT

Facebook: <https://www.facebook.com/TheBoneheadPodcast>

Twitter: <https://twitter.com/PodcastBonehead>

Email: TheBoneheadPodcast@gmail.com

Talk Fantasy Football thread: <http://talkfantasyfootball.org/viewtopic.php?f=59&t=45700>

THINGS TO BRING

Your Blood Bowl team (painted if you please)

Three Block dice, two D6 and one D8 dice

Throw-in, Scatter and Pass templates

Pitches and Rosters* will be provided

(*please make sure you submit your roster ahead of time so we can achieve this)

TROPHIES AND AWARDS

Sewer Bowl Sevens Champion

→ 1st Place (Most Tournament Points)

Most Violent Team

→ Most Casualties caused

Highest Scoring Team

→ Most Touchdowns scored

Fan Favourite Award

→ Most “Fan Favourite” Points (Sportsmanship)

The Chosen Ones

→ Bonehead Podcast choice (Best Fluff/Effort)

Chocolate Armour Award

→ Most Casualties suffered

The “Wrong Game” Award

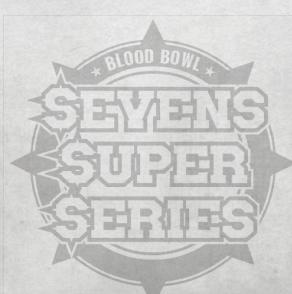
→ Most Touchdowns conceded

The Participation Trophy*

→ Least Tournament Points (*Spoon)

Spot Prizes

→ Announced at the start of each Match



THE SCORING

At the start of each Round you will receive 1x Match Result form per Pitch, and 1x Great Player Score form per Coach. Please complete these during the Match and hand them in after you have finished.

MATCH RESULT SCORING

PER WIN

→ +30 Tournament Points

PER DRAW

→ +10 Tournament Points

PER LOSS

→ +0 Tournament Points

PER TD SCORED

→ +1 Tournament Point (Max. 3 per Match)

PER CAS CAUSED

→ +1 Tournament Point (Max. 3 per Match)

MATCH RESULT TIEBREAKERS

- 1 – Total TDs Scored
- 2 – Total CAS Caused
- 3 – TD Differential
- 4 – CAS Differential
- 5 – Strength of Schedule
- 6 – Lowest TV
- 7 – Tier Total

e.g. Tier 3 + Tier 3 = 6, Tier x2 if Single Team Roster.

FAN FAVOURITE SCORING

At the end of your Match please note how many bonus points you feel that Coach deserves.

These go towards the Fan Favourite Award at the end of the day.

- +0* Not particularly enjoyable.
- +1 Good Game, Nice Coach.
- +2 Great Game, Really Fun Coach
- +3 Outstanding coach to play against

*Any Slip blank or not handed in will result in a default of +0.

FAN FAVOURITE TIEBREAKERS

- 1 – Most Match Points Suffered
- 2 – Match Result Tiebreakers In Reverse

THE FINAL DECISION

When it comes to rules and tie-breakers, please support us in making great decisions, but please accept that for brevity's sake – the Tournament Organiser's decision is final.

FAQs (Frequently Asked Questions)

This area will be updated regularly – and we'll post any updates as we go!

Q: Are you using Piling On?

A: Not this time.

Q: Are you using Argue the Call?

A: Not this time.

Q: Are you using Turn Timers?

A: We encourage Coaches to use timers if they're comfortable (we recommend 4 minutes a turn), but we won't be enforcing it – Blood Bowl is many things to many people, after all!

FINAL THOUGHTS

We want to thank you for reading through our rules pack, and hopefully coming along to our tournament, and/or listening to our podcast!

All we want is to help support and grow this incredible game, and its equally incredible community!

Happy Blocking,

Ben & Rich

