


AUCKLAND SUMMER 7'S 2025 - COACHES PACK



HOBBYMASTER.



DETAILS

- Saturday 25 Jan 2024; 10am - 4:15pm
-  Hobbymaster NZ
- Level 1, 531 Great South Road, Penrose, Auckland 1061
- Parking available at the store.
- Penrose train station 5 mins walk.
- Bus stop (Green Park Road) 2 mins walk.

FORMAT

- NAF sanctioned Blood Bowl 7s
- 600,000 copper pieces team value plus tiered skill pack
- 1 day, 4 rounds
- Swiss pairings
- Resurrection Tournament
 - Team roster reset before each game.
 - No SPP advancement.
 - Exhibition tables used.

REGISTRATION

Tournament Fee \$30

Tickets can be bought from the Hobbymaster website. Your ticket includes pizza lunch and \$10 store credit, and prizes.

Please inform the Tournament Organizer of any dietary requirements.

Plus \$10 NAF registration, if necessary. All attendees must be registered for the NAF, so that all games at the event can be recorded in the international Blood Bowl tournament tracking system. If you need help to get registered with the NAF, the organisers will help you out on the weekend.

ROSTERS

Rosters must be submitted no later than 11:59pm, Thursday 23 Jan 2025 to dangermousenz@gmail.com

CONTACT

Daniel McNicoll (NAF Dangermouse)
dangermousenz@gmail.com

SCHEDULE

Saturday 25 January 2025

10:00 - 10:20am	Registration & briefing
10:20 - 11:30am	Round 1
11:40 - 12:50pm	Round 2
12:50 - 1:30pm	Lunch
1:30 - 2:40pm	Round 3
2:50 - 4:00pm	Round 4
4:00 - 4:15pm	Awards

- Matches last 70 minutes with a 10-minute break & time to submit results between rounds.
- Recommended to use a 2:30 minute turn timer.

RULESET

The following rules will be in effect:

- Blood Bowl 2020 Second Edition “The Official Rules”
- DeathZone Blood Bowl Sevens (p90-97)
- Spike! Journal #12-18
- 2021 & 2022 Spike Almanac
- Official “[Teams of Legend](#)” PDF (excluding Norse, Amazon, Vampires, Chaos Dwarfs)
- The NAF “[Rules for Tournaments from 1st January 2023](#)” pdf (Slann)
- Designer’s Commentary and Errata [May 2024](#)
- House rules are in *blue italics*.

WHAT TO BRING

- Your team of miniatures with clearly identifiable positions and player numbers
- Teams are requested to be painted with a minimum of 3 colors on the miniature. *Teams not painted to this standard grant their opponent a bonus reroll in each game.*
- Skill markers / bands for the players
- Three copies of your printed team roster
- Pitch and dugouts
- Dice and tokens
- Food and drinks will be available for purchase at the venue, and lunch will be provided (Hell Pizza)

TEAM DRAFT

BUDGET

Coaches receive a Team Draft Budget of **600,000 copper pieces** (cp) to spend on players, team rerolls, sideline staff & inducements.

Sideline staff & inducements are limited to those listed.

PLAYERS

- 7-11 total players per team
- 2-11 lineman players (0-12 or 0-16 positions)
- 0-4 non-lineman players
- Star Players **NOT** permitted.

TEAM REROLLS

Cost double regular amount as per Death Zone p.92

SIDELINE STAFF

#	STAFF	CP	TEAM
0-1	Apothecary	80,000	Normal access
0-3	Assistant Coaches	20,000	Any
0-6	Cheerleaders	20,000	Any
0-5	Dedicated Fans	20,000	Any

INDUCEMENTS

Note: each team will receive 1x Medicinal Master Barista for free.

#	INDUCEMENT	CP	TEAM
0-2	Bloodweiser Kegs	50,000	Any
0-3	Bribes	50,000	<i>Bribery & Corruption</i>
0-1	Mortuary Assistant	100,000	Sylvanian Spotlight
0-1	Plague Doctor	100,000	Favoured of Nurgle
0-1	Halfling Master Chef (<i>Master Jafa Cake Baker</i>)	100,000	<i>Halfling Thimble Cup</i>
0-1	<i>Riotous Rookies</i>	100,000	Low-Cost Lineman
1	<i>Medicinal Master Barista</i> (See house rules below)	<i>Free</i>	Any

TIERS

Tier 1

Amazon, Dark Elf, Dwarf, *Elven Union*, High Elf*, Lizardmen, Norse, Shambling Undead, Skaven, Underworld Denizens, Wood Elf

Tier 2

Black Orc, Chaos Chosen, Chaos Dwarf, Chaos Renegades, Humans, Imperial Nobility, Khorne, Necromantic Horror, Nurgle, Old World Alliance, Orc, Slann**, Tomb Kings*, Vampire

Tier 3

Gnomes, Goblins, Halflings, Ogres, Snotlings
Stunt Black Orcs (no Black Orc players)
Stunt Lizardmen (no Saurus players)
Stunt Underworld (no Skaven players)

* [Team of Legend](#)

** [NAF Rules for Tournaments](#)

SKILLS

Note that, due to the amateur nature of the game, and the somewhat hit-and-miss team training provided, the coach of a Blood Bowl Sevens team has to work with what they are given...

TIER SKILLS

1. 2 primary skills
2. 3 skills (up to 1 may be a secondary skill)
3. 4 skills (up to 2 may be a secondary skill)

RESTRICTIONS

- Max 1 additional skill per player (no stacking)
- Max 1 of any additional skill per team e.g. max 1x player may gain Block per team.



HOUSE RULES

The following house rules will be in effect:

Any Kick-Off table result of Prayers to Nuffle will automatically result in #8 Blessed Statue of Nuffle.

Summary:

- One random, non-loner, player gains the Pro skill until the end of the game.

The Summer Weather Table will be used for all games (DZ p.77) Summary:

ROLL	OUTCOME
2	Sweltering Heat: D3 players from both teams placed in the Reserves box.
3	Melting Astrogranite: Players may rush one less square, to a minimum of one.
4-10	Perfect Conditions: (but still quite hot)
11	Blinding Rays: -1 when testing against Passing Ability. Only Quick and Short pass actions.
12	Monsoon: -1 to catch or pick up the ball or interfere with a pass. Ball scatters one more time (4 squares)

New Inducement:

1x Medicinal Master Barista

(Sponsored by "Dr" Lazarus' Necrotonic Coffee

Roasters: Coffee to Wake the Dead..and Undead)

Cost: free to all teams.

Losing players mid-game is a fact of Blood Bowl; injuries happen! But it isn't ideal, and a team that is short on players is a team at a serious disadvantage! There really is no limit to the things a head coach will try in order to keep their players on their feet and playing the game, including hiring the services of a Medicinal Master Barista.

This inducement may be used once per game.

Should a player on your team be removed from play having suffered a 10-12, Serious Injury result on the Casualty table, after any other attempts to heal that player have been made and have failed, you may use this Inducement. The player is immediately removed from the Casualty box and placed in the Reserves box of your dugout, having been miraculously healed by a steaming mug of something that smells extremely delicious. Then Roll on the following table:

- On a roll of 1, the Medicinal Master Barista serves the player a Decaf Mochaccino. This has no effect, and the result of the Casualty roll is applied as normal. The player remains in the Cas box.
- On a roll of 2-5, the Medicinal Master Barista serves the player the Auckland Special: an Oat Milk Flat White. The player is placed in the Reserves box and may rejoin play at the beginning of the next drive.
- On a roll of 6, Medicinal Master Barista serves the player a Triple Espresso (no sugar). The player is placed in the Reserves box and may rejoin play at the beginning of the next drive. In addition, the player gains the Jump-Up skill for the next drive. If the player already has Jump-Up, treat this result as 2-5.

PAIRING

- Round 1 will be randomly drawn.
- Round 2 - 4 will be determined through Swiss pairings.

SCORING

- Win 3 points
- Draw 1 point
- Loss 0 points

Tiebreakers:

1. Strength of Schedule
2. TD differential
3. CAS differential
4. Head-to-Head
5. Lowest Tier
6. Nuffle's Blessing (coin flip)

POST MATCH

One coach must submit a match record at the end of each round including:

- Both Coaches' names.
- Touchdowns scored.
- Casualties scored (all CAS caused against the opposing team regardless of the source e.g. include fouls, dodge falls, crowd surf etc.)



GLITTERING PRIZES

The Highlander Rule applies: max one prize per coach.

- 1st Place
- Runner Up
- Most Casualties
- The People's Champion (best sport as counted by secret vote)
- Each coach in attendance will receive an exclusive commemorative turn / reroll token.

NZ SEVENS SERIES

- The Auckland Summer 7's Tournament is a proud participant in the NZ Sevens Series. See this [Link](#) for more information.

THANKS

Official Game Day Sponsors:

- Venue Partner: Hobbymaster NZ

The New Zealand Sevens Series proudly developed in association with:

- Hawkes Bay Blood Bowl League (HawBBL)
- Tauranga Blood Bowl League of Independent Training Zealots (BLITZ)
- Auckland Blood Bowl Federation (ABBF)

7S CHEAT SHEET

PLAY

6 turns per half.

7 players on the pitch per side.

SETUP

Teams set up with a "no man's land" gap in between two lines of scrimmage.

1 player per team in each Wide Zone

3+ players adjacent to line of scrimmage in Centre Field

KICKOFF

Choose a target square in the opponent's half; proceed as usual.

7s uses a specific kick-off table (DZ p.94)

Note the following clarifications in the Nov 2023 FAQ p8:

The ball can be placed in the Centre Field during the kick-off without causing a touchback.

If the ball would land in a square in the area between both Lines of Scrimmage, and a High Kick result is rolled on the Kick-off Event table, then a player on the receiving team can be placed in the square where the ball is going to land.

A player with the On the Ball skill may use it to move into the area between both Lines of Scrimmage.

INJURIES

7s uses a specific injury table and Stunty Injury table, (DZ p.95)

APOTHECARY

Single use per game which either:

Transforms a KO to Stunned

Transforms a Casualty to In Reserves on a 4+

