

DRILL CARD I: FANCY FOOTWORK

"Hello, sports fans! Jim Johnson here, with an exclusive look into a Reikland Reavers training session! There's a first time for everything, eh, Bob?"

"You're telling me, Jim. It's weird enough that the Reavers have opened their doors, but how about this – their arch rivals, the Gouged Eye, have volunteered to help put a few rookies through their paces!"

"Well, that's just remarkable, Bob. Maybe this is the start of a new, friendlier era between the two teams?"

"Ugh, I really hope not. Don't worry, Jim. I'm sure there's some low-down treachery going on behind the scenes."

"Fingers crossed! For now, let's see how they're doing."

SET UP

You need:

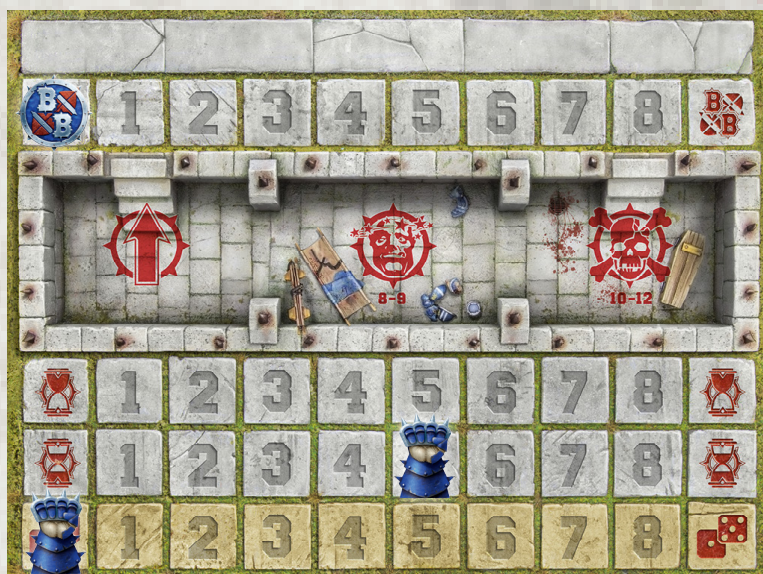
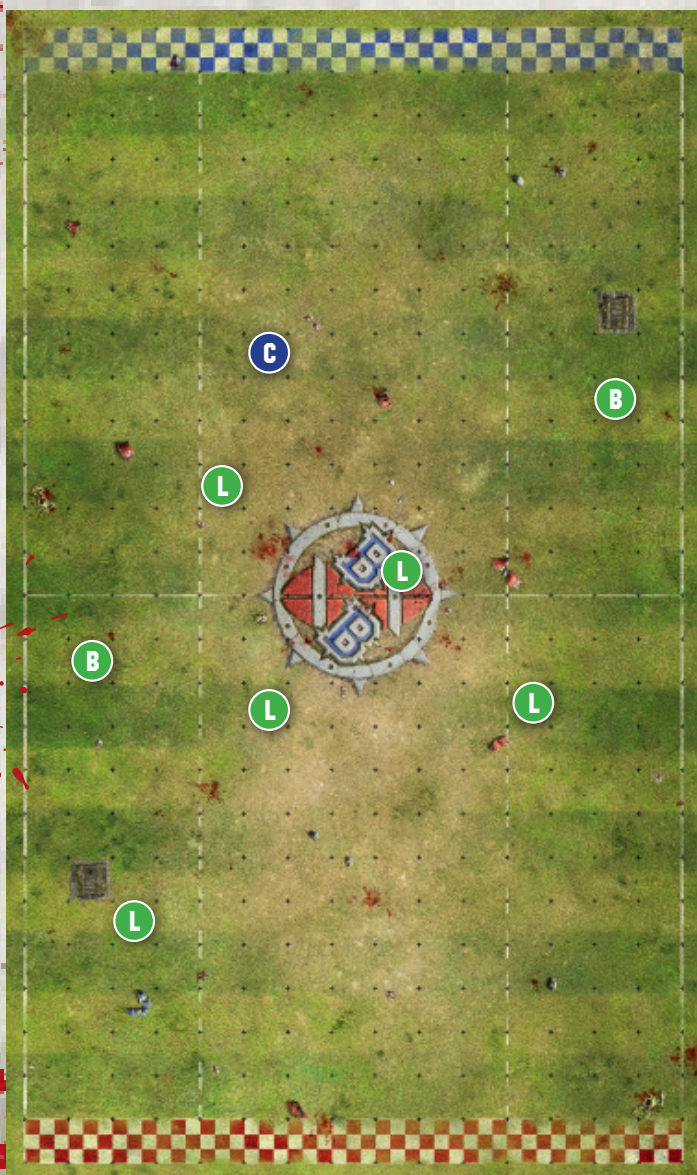
THE ORC TEAM



THE HUMAN TEAM



SIX-SIDED DICE



DRILL CARD 1: FANCY FOOTWORK

THE DRILL—

In this challenge, the Reikland Reavers catcher has a simple task – make it to the Gouged Eye's end zone (the shaded bit at the other end of the pitch) before the whistle blows! The bad news is that there are several Orc players in the way.

The Reavers are going first in this drill – so the first thing they need to do is move their Turn marker one space along the Turn track on their Dugout, to show that their turn has begun. Then, they can make a Move action with their Catcher.

When a player makes a Move Action, they can move as many squares as their MA (you'll find this on their player card). You can move them into any empty adjacent square, including diagonal ones.

Each player on the field has a tackle zone – that's the eight squares surrounding them. Each time the Catcher moves out of a square that's in an Orc player's tackle zone (no matter where he is moving to), he needs to Dodge. Move him out of the square then roll a dice. If the result is 4 or more, he can carry on moving, but on a 3 or less, his move ends and he is knocked down! Lay him down face-up in the square he is in (being knocked down has some consequences in the full game, but we'll ignore them for this drill).

Once the Catcher has either finished his Move or has been knocked down, the Reavers' turn is over and the Gouged Eye get to have a go (don't forget to move their Turn marker!). In their turn, they can make an Action with each of their players in any order they want. For

this drill, they can make Move Actions (as described above), but they can't move into the Catcher's tackle zone, or into the square with the ball. When they're done, it's back to the Reavers!

This turn goes exactly the same as the last one. If the Catcher was knocked down, it costs him 3 squares of movement to stand up, after which he can carry on moving as normal. Also, this turn we're going to make Dodge rolls more interesting. When the Catcher dodges out of a square that is in an Orc player's tackle zone, subtract 1 from the dice roll for each Orc that is adjacent to the square he's moved into. So, if he dodges into a square that's adjacent to two Orc players, you'll need to get a 6 to keep him moving!

This might make the Catcher's job a bit more difficult, but thankfully he's good at dodging. On his player card you'll see he's got the Dodge skill. This means that if the Catcher tries to dodge and you fail the dice roll, you can roll it again. You can only re-roll each dice roll once!

Once the Catcher's done, it's the Gouged Eye's turn again. This happens the same as last time. Then it's back to the Reavers' catcher for his last turn!

This turn, keep on doing what you were doing last turn. Again, if the Catcher gets knocked over, his Action ends, and so would the team's turn if there were any other players on the field – this is called a turnover.

If the Catcher makes it into the End Zone by the end of this turn, the Reavers win this drill. Otherwise, the win goes to the Gouged Eye! When you're ready to move on, Drill 2 will teach you the basics of blocking.



DRILL CARD 2: BLOCKING FOR BEGINNERS

"Oh boy, I've been looking forward to this one, Jim!"

"I've no doubt, Bob. Is there anything as wonderful as watching a rookie throw his first block?"

"Brings a tear to my eye, Jim. Although watching a rookie take his first block might be even funnier."

"It looks like it's the Reavers' turn to help out the Gougued Eye today. They've sent a few of their – ahem – less skilled players out there for the Orcs to play with."

"I'm sure they'll be fine, Jim. Getting your head bashed in by an Orc is character building!"

"Maybe where you're from, Bob. Let's see how they do!"

SET UP

You need:

THE ORC TEAM

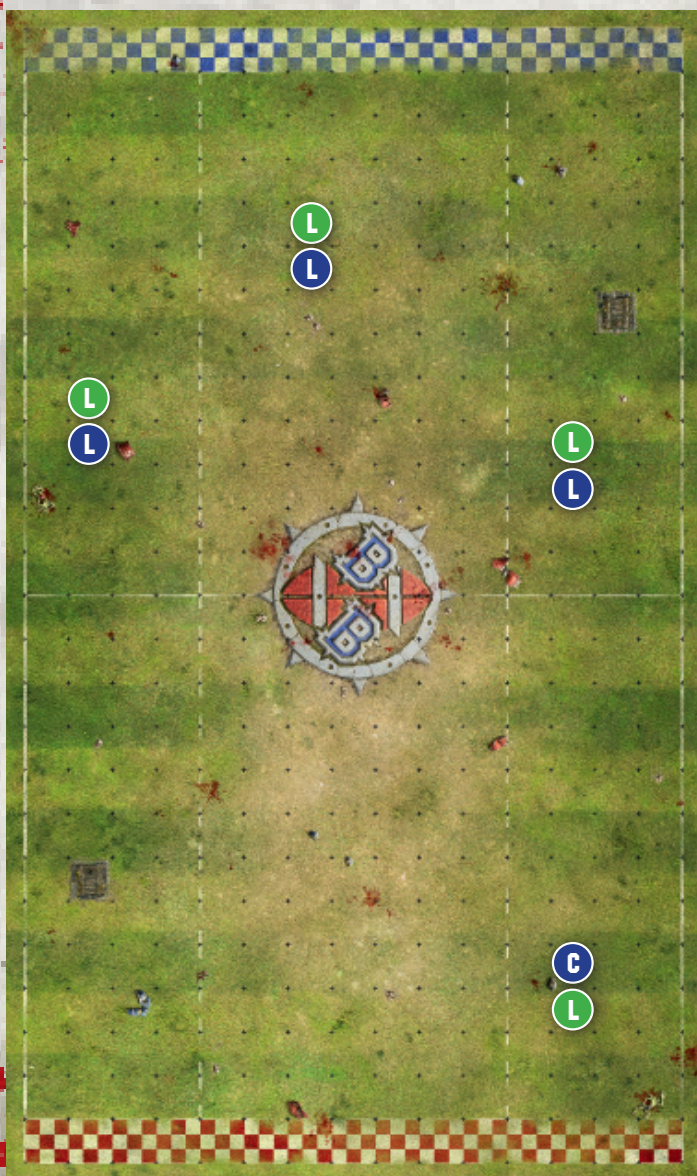


BLOCK DICE

THE HUMAN TEAM



SIX-SIDED DICE



DRILL CARD 2: BLOCKING FOR BEGINNERS

THE DRILL—

Make sure you've completed Drill 1 before starting this one! This time, the teams each have a turn to get a feel for how Blocking works.

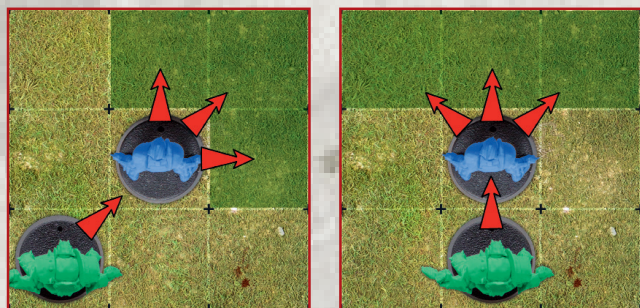
The Gouged Eye go first — don't forget to move your Turn marker. And remember, in your turn, each player can take a single action.

If a player starts the turn adjacent to an opposing player, they can make a Block action. This is a great chance to bash one of the Reavers, so what are you waiting for? Start off with one of your Linemen in the Reavers' half of the pitch — we'll come to the other one later.

To make a Block action, roll a Block dice. This has the following faces:



If you get a **Push**, you push the other player back into one of the three spaces that's furthest from you, as shown in the diagrams below.



If you like, you can 'follow up' by moving into the space they left.

If you get a **Defender Down** or **Defender Stumbles**, you push the other player back, as above, and then they are knocked down. Again, you can follow up if you want.

If you get **Attacker Down**, it's all gone wrong and your player is knocked down in the square he's in! Similarly, **Both Down** means that both players are knocked down in their respective squares. In either case, if your player is knocked down, your turn ends immediately — this is a Turnover, just like if they got knocked down in drill 1.

Whenever a player gets knocked down, either because they failed a Dodge or they were Blocked, the opposing coach rolls two dice and compares it to the player's AV (as shown on their player card). If the dice result is higher, the player is stunned — roll him over so he's face-down (they should be face-up if they've only been knocked down). If the dice result was the same as or less than the AV, the player stays knocked down (face-up).

Once you've tried throwing a couple of blocks, let's move on to the two players in the Gouged Eye's half of the pitch. That's a human Catcher, and he's a bit weedier than his teammates! The ST value on the player cards shows how strong a player is. The Linemen all have ST 3, so they're equally strong, but the Catcher has ST 2. If one of the players involved in a block has a higher Strength, roll two Block dice instead of one, and the coach in charge of the player with the higher Strength gets to pick which one you'll use. So no matter whether the Catcher is the one throwing the block or receiving it, things are unlikely to go his way!

When all of the Orcs have had a go at Blocking (or when one of them gets knocked over), it's the Reavers' turn. Move that Turn marker! They can throw a Block with any of their players who are still standing. Players who are knocked down won't get a chance to Block, as they'd need to Move first in order to stand up.

Once the Reavers have had a turn, each player gets one more turn to get some Blocking done. Chances are, at the end of it all the Reavers will have more stunned players than the Gouged Eye. But who's counting! When you're ready to try some more advanced Blocking, move on to Drill 3.



DRILL CARD 3: LAYING THE HURT ON

"You know, Jim, something's been bugging me."

"Oh, Bob?"

"Yeah... does it seem weird to you that Blitzers are better at blocking than most Blockers?"

"It's tradition! Don't think too hard about it, Bob, it's only going to confuse things. Why not focus on today's drill session? They're learning all about blitzing!"

"Good call! Blitzing is Blood Bowl at its purest. Heroic run-ups, bone-crunching blocks... what's not to like?"

"Well Bob, going by what you were just saying, maybe the fact that you don't have to be a Blitzer to blitz."

Hooray for tradition!"

SET UP

You need:

THE ORC TEAM



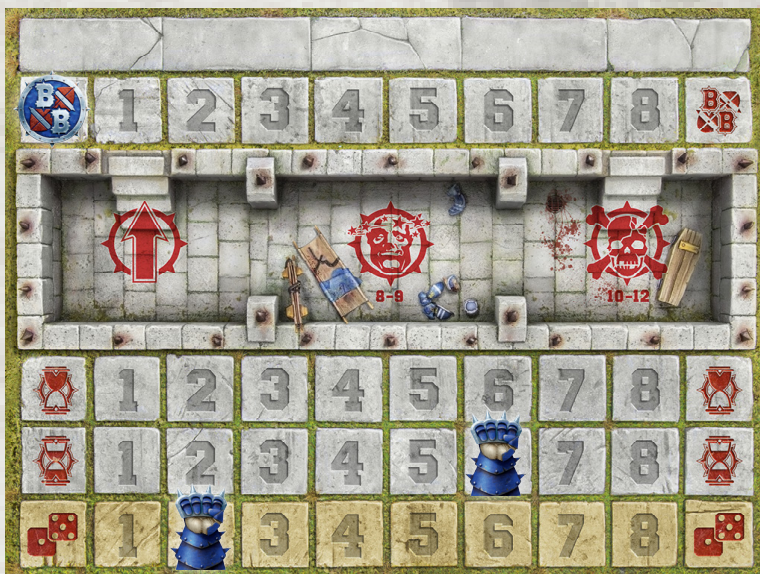
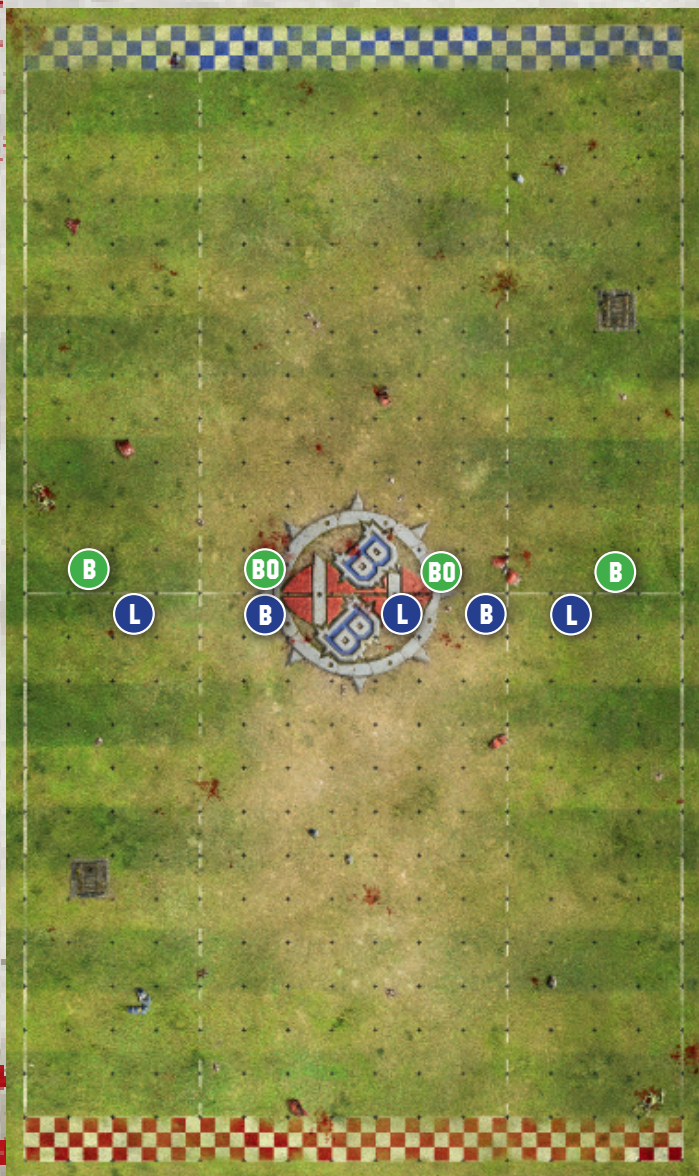
THE HUMAN TEAM



BLOCK DICE



SIX-SIDED DICE



DRILL CARD 3: LAYING THE HURT ON

THE DRILL—

This drill builds on what you learned about Blocking in Drill 2, and adds in some more detail.

First up is Injury rolls! When you knock a player down and roll higher than their Armour value, they aren't automatically stunned as they were in the previous drill. Instead, roll two D6 again, adding the scores together. On a 7 or less, they are stunned (laid face-down). They miss your team's next turn, then they are turned to be face-up. On an 8 or 9, they are knocked out, and are moved to the middle box of their Dugout. If either team scores or half-time is reached, the teams will reset and any knocked out players get a chance to return to play, but that won't matter for now. On a 10 or more, the player is injured or possibly even killed! They go to the right-hand box of their Dugout and miss the rest of the game.

Once per turn, one player on your team can make a Blitz Action, which lets them Move and Block as part of the same action! Make a Move Action as normal. Then, at any point during the move, you can spend 1 square of movement to make a Block. If the player is knocked down (for example, while dodging) before they get a chance to make their Block, the Blitz is wasted — you don't get a chance to make another.

Each team has two team re-rolls — these are recorded on the bottom track of their Dugout. You can use a re-roll after rolling the Block dice, or rolling the dice to Dodge — this lets you roll the dice again, ignoring the

first result. You can use one of these re-rolls per turn, and you can never re-roll a dice roll more than once — for example, if you've already used your Dodge skill to re-roll a Dodge roll, you couldn't then use a team re-roll on it. Whenever you use a team re-roll, move the marker one space down the track.

The last piece of new information for this drill is Making Assists. When one of your players is involved in a block, either throwing one or taking one, other players on your team can offer an assist. To do this, they must a) be standing next to the enemy player who is also involved in the block, and b) not be standing next to any enemy players other than the one your player is blocking. Each assisting player adds 1 to the ST of your player who is involved in the block. Assists are a great way of tipping the odds in your favour in blocks. Also, they can lead to blocks where one player's ST is more than double the other's. If this happens, roll three dice instead of two!

Right, on to the action. In this drill, each player has two turns to stun, knock out or injure as many players as possible. Flip a Blood Bowl coin to see who gets the first turn. Whenever you stun an enemy player, move your Score track (at the top of your Dugout) 1 space to the right. If you Knock Out an enemy player, move it 2 spaces. If you Injure an enemy player, move it 3 spaces! For this drill, the team with the highest score after two turns each is the winner.

When you're done, head on to Drill 4 — where we'll introduce the ball!



DRILL CARD 4: REMEMBER THE BALL!

"You know, Jim, when I first started playing Blood Bowl, it took me three seasons to realise there was a ball."

"That doesn't surprise me, Bob. You've always had a fairly... single-minded approach to the game. Though I'd have thought your coach would have mentioned it."

"He just told me to keep hitting things until the officials managed to stop me."

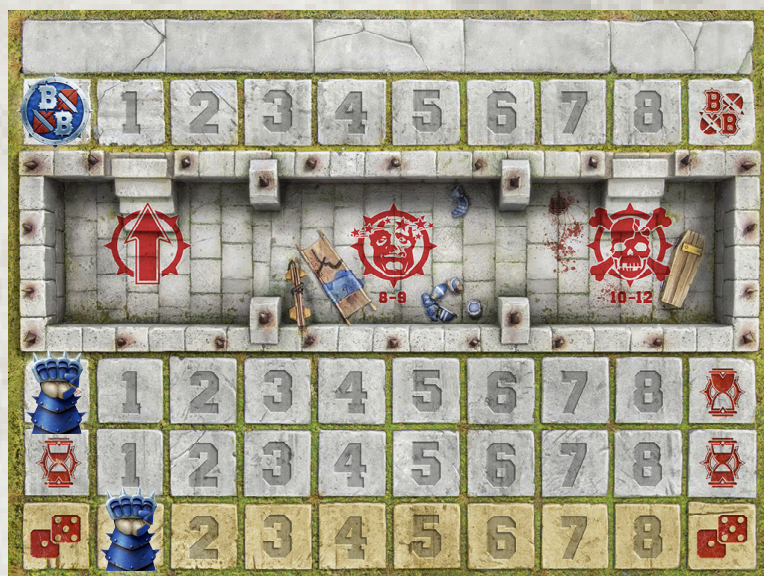
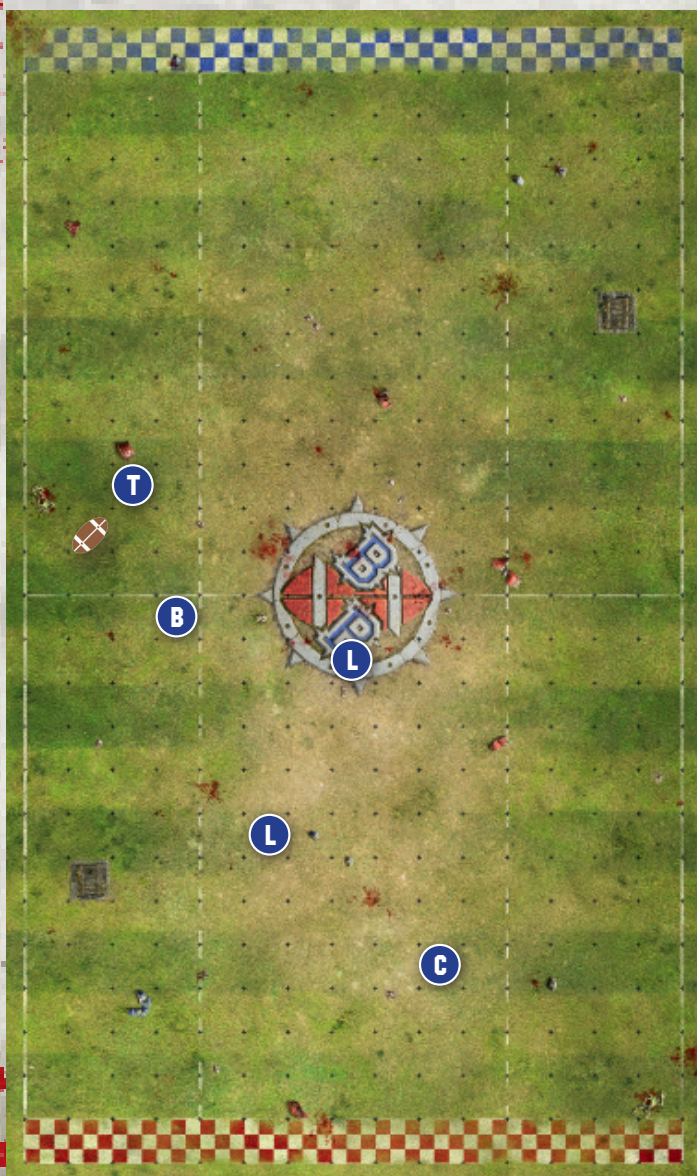
"I bet that took them a while!"

"Oh, they usually just let me tire myself out. Those were the days!"

SET UP

You need:

THE HUMAN TEAM



DRILL CARD 4: REMEMBER THE BALL!

THE DRILL—

In this drill, you'll get a chance to throw the ball about a bit. Only the Reikland Reavers are on the pitch – if two of you are going through these drills together, you can each take a turn playing through the drill, and see who can catch the most passes!

The only player that can take actions in this drill is the Thrower, and the only action he can take is Pass.

When you make a Pass Action, you can Move (as though you were making a Move Action) then throw the ball. Of course, as he hasn't yet got the ball, he'll need to pick it up by moving into its square. When he does, roll a dice. On a 3 or more, he picks up the ball – put it on his base. Otherwise, the ball bounces out of his grip – put the Scatter template over the player's head so that each of its numbered arrows is pointing at a different square, then roll the eight-sided dice and put the ball in the square with the matching number. The Thrower has the Sure Hands skill, which means you can re-roll the dice if you fail to pick up the ball. Failing to pick up the ball causes a turnover and ends your turn. As there is no opponent, you can start your next turn straight away.

Once you've picked up the ball, it's time to throw it. Take the range ruler and place it so that the hole at one end is directly over the Thrower's head. The ruler is divided into four sections, marked I, II, III and IIII, and is used to measure the distance to the player you're throwing to. The further away they are, the harder the throw will be!

Pick a target player and roll a dice. If the player is in the I section, this is a Quick Pass, and you can add 1 to the result of the roll. If they're in the III section, that's a Long Pass and you must subtract 1 from the roll. A Long Bomb, with the target player in the IIII section, means you have to subtract 2 from the roll – good luck! If the result is 3 or more, the throw is on target and the target player must try to catch it as described below. If the result is 2 or less, you can re-roll the dice because the Thrower has the Pass skill. If that's still no good, the throw goes wide! Use the Scatter template as described above and scatter the ball three times starting from the catching player's square, to see where it ends up. If it ends up back in the same square as one of your players (lucky you!), they must attempt to catch it as described below, but subtract 1 from the roll.

To catch the ball, roll a D6. On a roll of 3 or more, the catch is successful and the target player takes possession of the ball! The Catcher has the Catch skill, meaning you can re-roll the dice when they attempt a catch. For other players, you can use your team re-roll (you've got one for this Drill). If the catch fails, the ball scatters as described above.

After the throw, whether the ball was caught or not, reset the Thrower and the ball to their starting positions and start a new turn.

Each time a player catches the ball, remove them from the pitch. When the last player is removed, check how many turns have passed to see how well you did!

Turns	Skill Level
4	Legend
5	Superstar
6	Star
7	Veteran
8+	Rookie

