

BB SCHOOL OF BLOCK



PITCH & PACE Training Workbook

Blood Bowl – turn reading, priorities, risk,
tempo, clock and sequencing

PITCH & PACE | EXERCISES AND ANSWER KEY

SEE THE BOARD. UNDERSTAND THE GAME. PLAY BETTER.

bbsob.net

Pitch & Pace - Exercises

Work from the board, not from the Answer Key. The exercises progress through reading the turn, ordering actions, managing risk, commitment, pace, clock, reassessment and mastery.

Board notation

Circle = your player

Triangle = opponent

Small ball glyph integrated in a circle = Ball Carrier

Shaded / hatched square = marked or relevant square

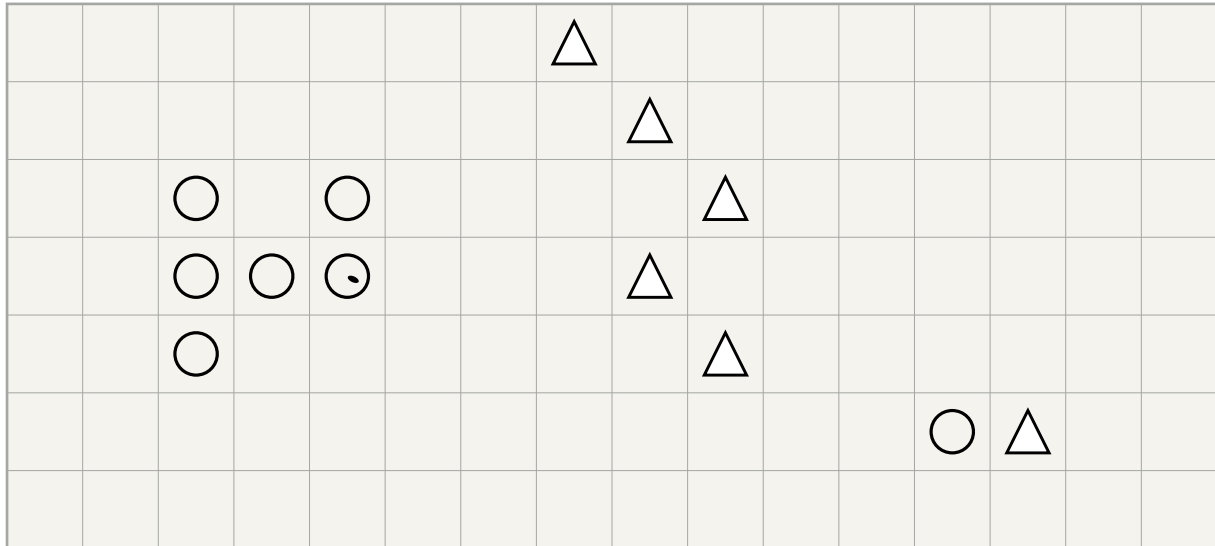
X, Y, Z and other labels = task-specific board markers

All task information remains readable without colour.

A · READ THE TURN

A1 · THE TURN HAS A PROBLEM

Several things on this board are useful. Read what the turn actually needs.



What does this turn need?

A · CREATE A WAY FORWARD

B · WIN THE BLOCKING EXCHANGE

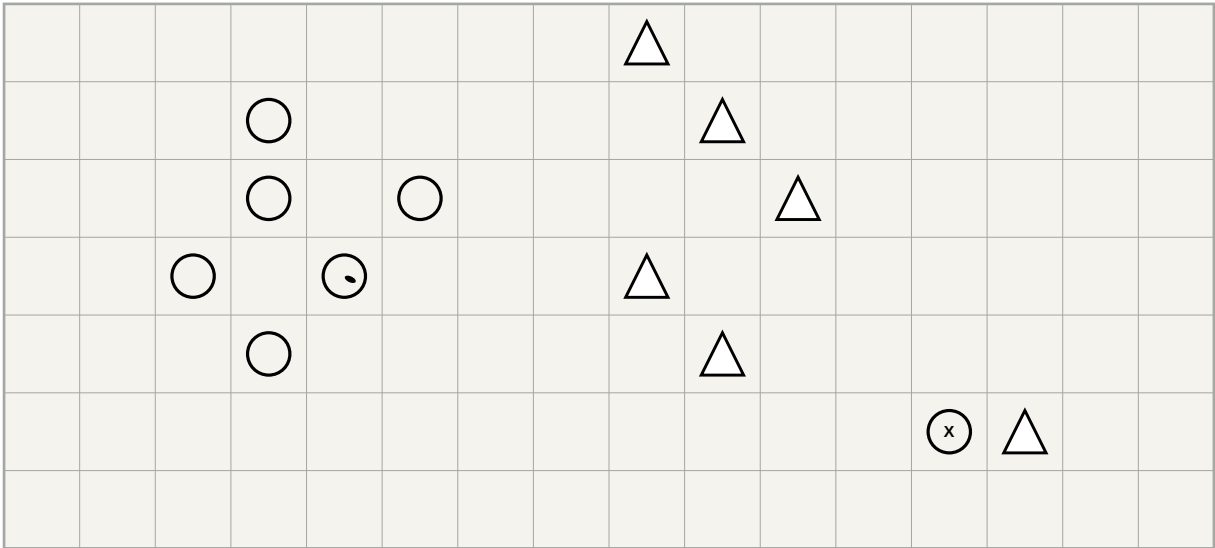
C · ADD MORE PROTECTION

YOUR ANSWER / MARKINGS

A · READ THE TURN

A2 · WHAT MATTERS NOW?

Several things need your attention. They are all real. Read which one matters most right now.



Which matters most right now?

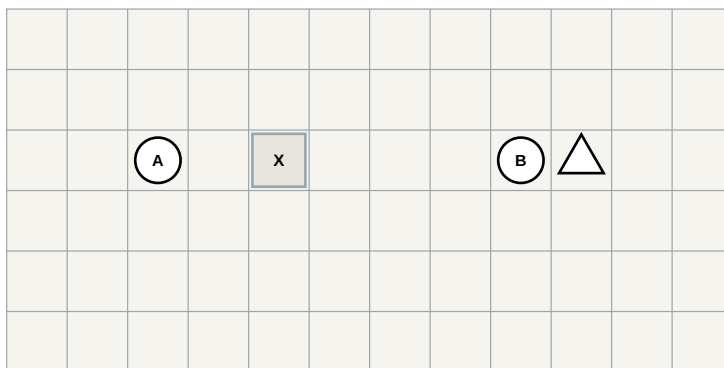
- A · IMPROVE THE BALL'S PROTECTION
- B · FREE PLAYER X
- C · PRESERVE THE WAY FORWARD

YOUR ANSWER / MARKINGS

B · ORDER THE TURN

B1 · FREE BEFORE RISKY

Both actions are necessary. One can be completed without a roll; the other can end the turn.



A: FREE MOVE — NO ROLL | B: NECESSARY ACTION — CAN END THE TURN

Which action comes first?

A · COMPLETE THE FREE MOVE

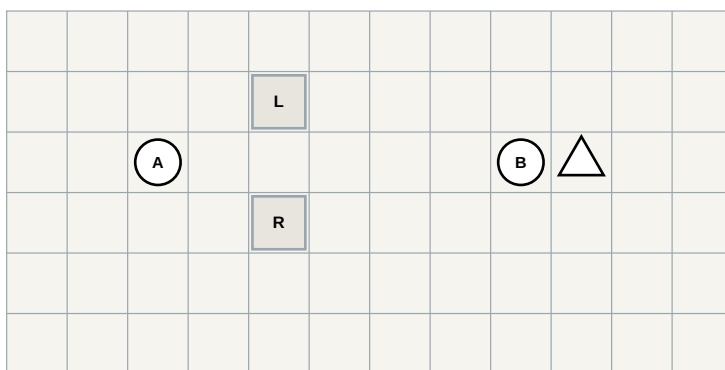
B · TAKE THE RISKY ACTION

YOUR ANSWER / MARKINGS

B · ORDER THE TURN

B2 · SAFE DOESN'T ALWAYS MEAN FIRST

The free move is safe. Another action can determine where that move will be most useful.



A: FREE, USEFUL MOVE TO L OR R | B: ROLL — RESULT CHANGES WHERE A IS MOST USEFUL

The free move is safe. Does that mean it should happen first?

A · YES — SAFE ACTIONS SHOULD GO FIRST

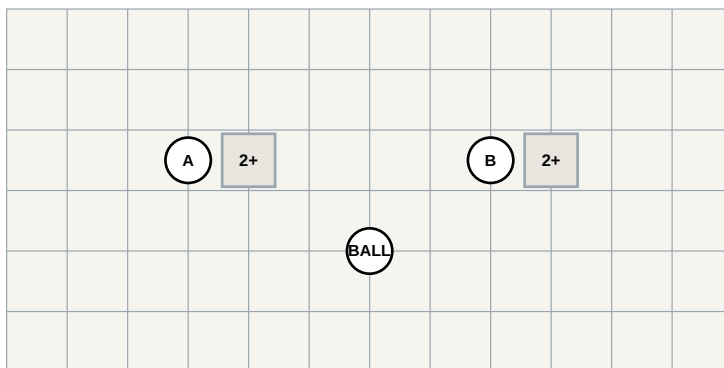
B · NO — THE BOARD GIVES US A REASON TO WAIT

YOUR ANSWER / MARKINGS

B · ORDER THE TURN

B3 · WHAT CHANGES IF THIS FAILS?

Both actions need the same roll. Their failure consequences are different.



A FAILURE: POSITION STILL FUNCTIONAL | B FAILURE: KEY POSITION LEFT EXPOSED

Both actions need the same roll. Which should come first?

A · THE FAILURE THAT LEAVES THE POSITION SAFER

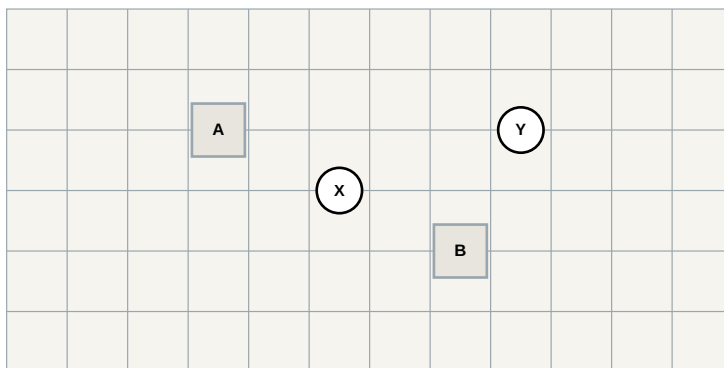
B · THE FAILURE THAT LEAVES THE POSITION EXPOSED

YOUR ANSWER / MARKINGS

B · ORDER THE TURN

B4 · KEEP YOUR OPTIONS

Both moves are safe. One choice gives up an option before you need to.



MOVE X → A: SAFE, BUT CLOSES A LATER OPTION | MOVE X → B: SAFE, KEEPS BOTH OPTIONS LIVE

Both moves are safe. Which keeps more of the turn available?

A · MOVE X TO A

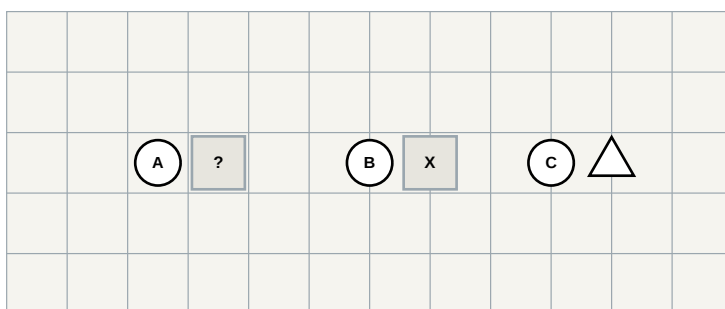
B · MOVE X TO B

YOUR ANSWER / MARKINGS

B · ORDER THE TURN

B5 · BUILD THE ORDER

Three useful actions. Build the sequence that serves the turn.



A · REPOSITION A PLAYER

B · SECURE AN IMPORTANT POSITION

C · TAKE THE BOARD-CHANGING ACTION

Build the order.

→→

YOUR ANSWER / MARKINGS

C · MANAGE THE RISK

C1 · SAME ROLL. DIFFERENT RISK

Both actions need the same 3+ Dodge. Read what failure would cost.

BOARD A

						△	
	○						
	⊖			⊗	△		
	○						

BOARD B

						△	
	○						
	○			⊖	△		
	○						

PLAYER X · DODGE - 3+
BALL CARRIER · DODGE - 3+

Both actions need a 3+ Dodge. Which failure would cost you more?

YOUR ANSWER / MARKINGS

C · MANAGE THE RISK

C2 · WHAT ARE YOU RISKING FOR?

Both actions carry similar risk. Read what the risk is buying you.

BOARD A

	○					△	
	⊖			x			
	○			⊗	△		

BOARD B

						△	
	○				y		
	⊖			⊗	△		
	○						

DODGE TO X · 3+
DODGE TO Y · 3+

Both actions carry similar risk. Which risk actually serves the turn?

A · BOARD A

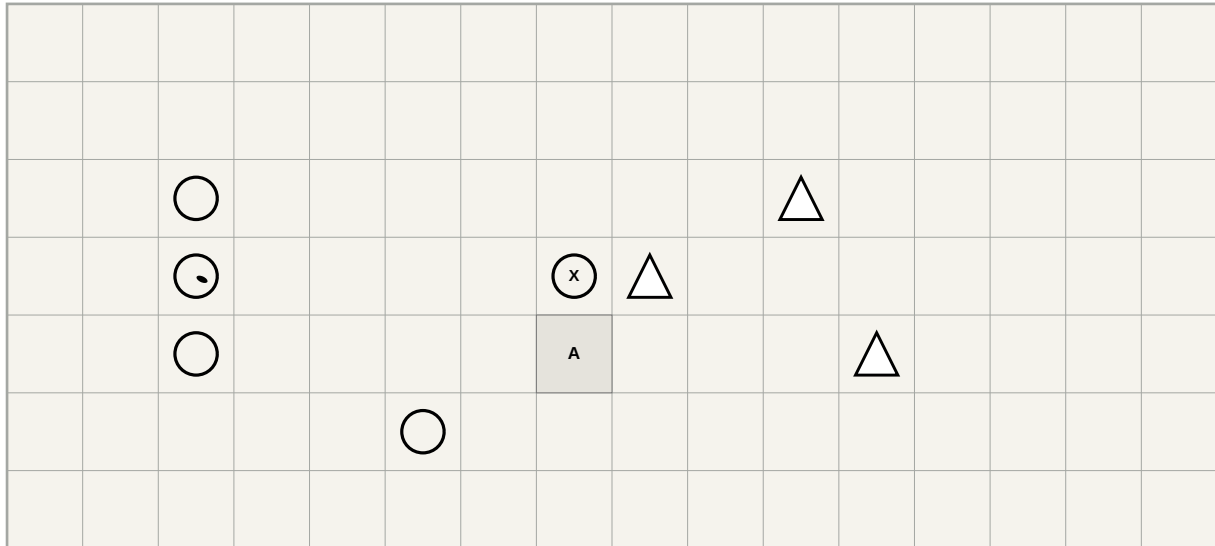
B · BOARD B

YOUR ANSWER / MARKINGS

C · MANAGE THE RISK

C3 · REDUCE THE RISK

The play is already worth it. Can you improve the risk before you take it?



PLAYER X · BLOCK NOW - 1D

SUPPORT TO A - NO ROLL → BLOCK - 2D

The block is worth taking. What do you do?

A · TAKE THE 1D NOW

B · MOVE SUPPORT TO A - THEN 2D BLOCK

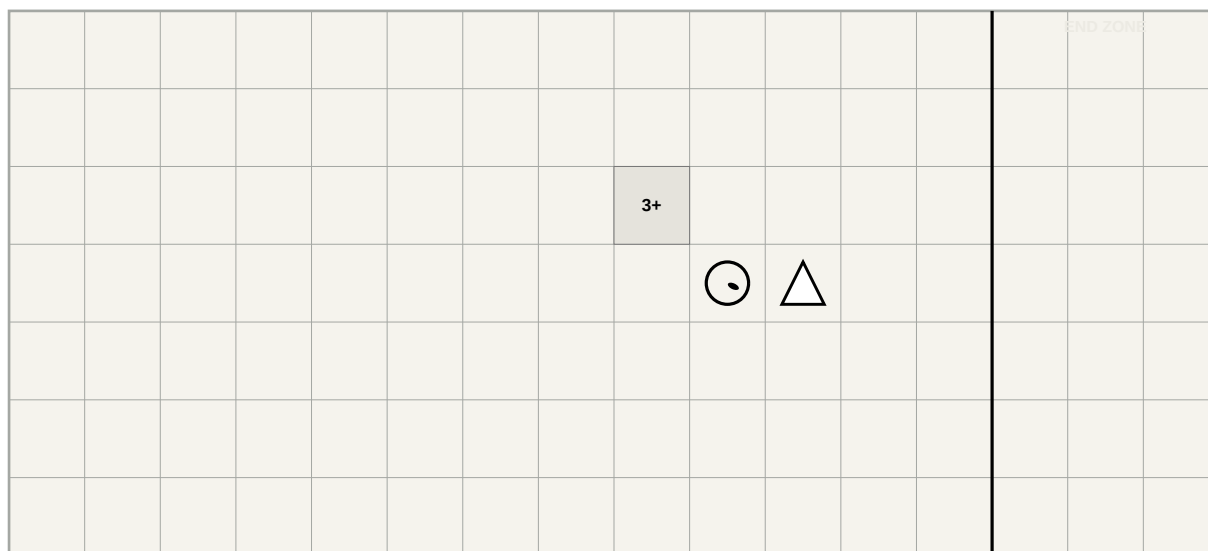
C · ABANDON THE PLAY

YOUR ANSWER / MARKINGS

C · MANAGE THE RISK

C4 · BAD ODDS. RIGHT PLAY.

The play is worth taking. You cannot improve the risk. What now?



TURN 8

BALL CARRIER · DODGE - 3+ → SCORE

There is no setup left to improve the roll and no next turn. What do you do?

A · DODGE - 3+ → GO FOR THE SCORE

B · PROTECT THE BALL AND END THE TURN

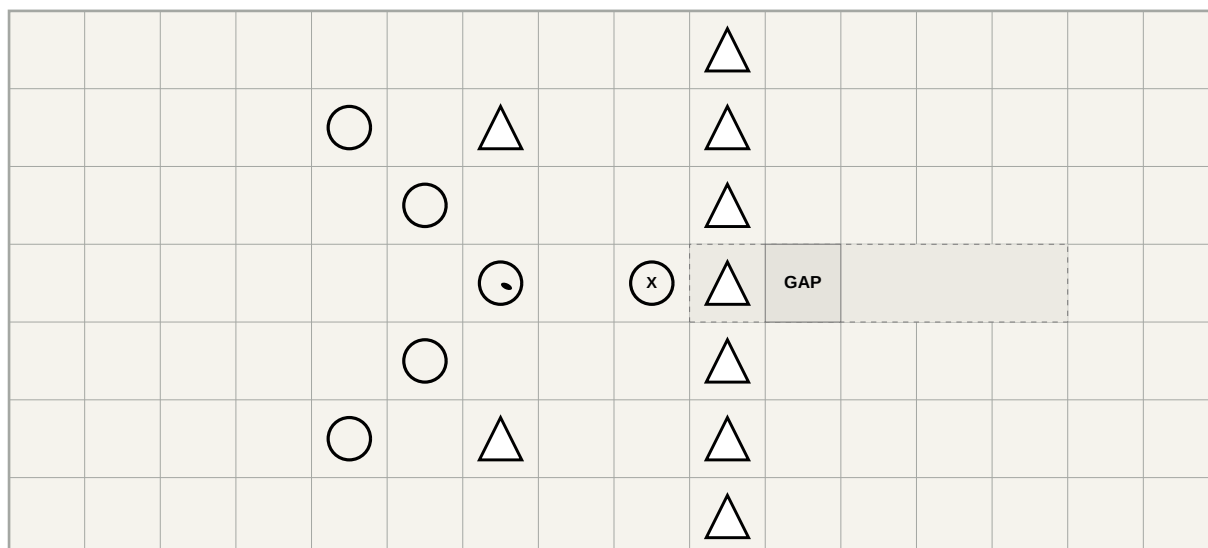
C · MAKE A SAFER MOVE THAT CANNOT SCORE

YOUR ANSWER / MARKINGS

D · COMMIT

D1 · NOT YET

The breakthrough is there. Is the attack ready to follow it?



X · BLOCK → OPEN THE GAP

BALL CAN CROSS

PROTECTION CANNOT FOLLOW THIS TURN

The ball can break through now. Do you commit the attack?

A · BREAK THROUGH WITH THE BALL NOW

B · KEEP THE BALL PROTECTED - BUILD THE ATTACK

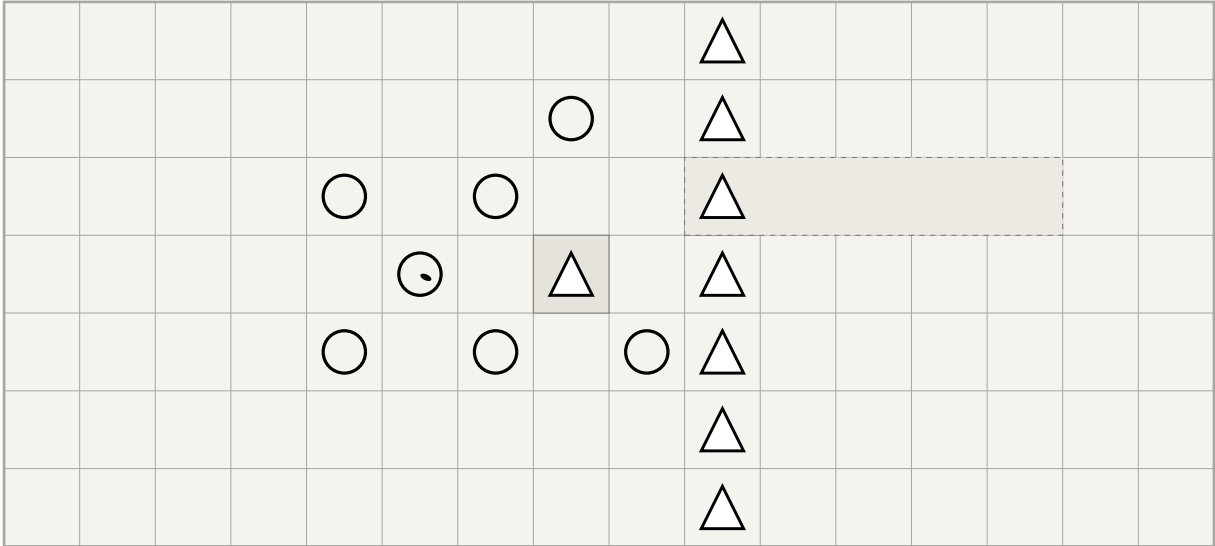
C · TURN AWAY FROM THE OPENING

YOUR ANSWER / MARKINGS

D · COMMIT

D2 · WHAT DOES THE BLITZ SOLVE?

You have one Blitz. What does the turn need it to solve?



X · THREAT NEAR THE BALL
Y · CLOSES THE ROUTE
ONE BLITZ

You have one Blitz. What does the turn need it to solve?

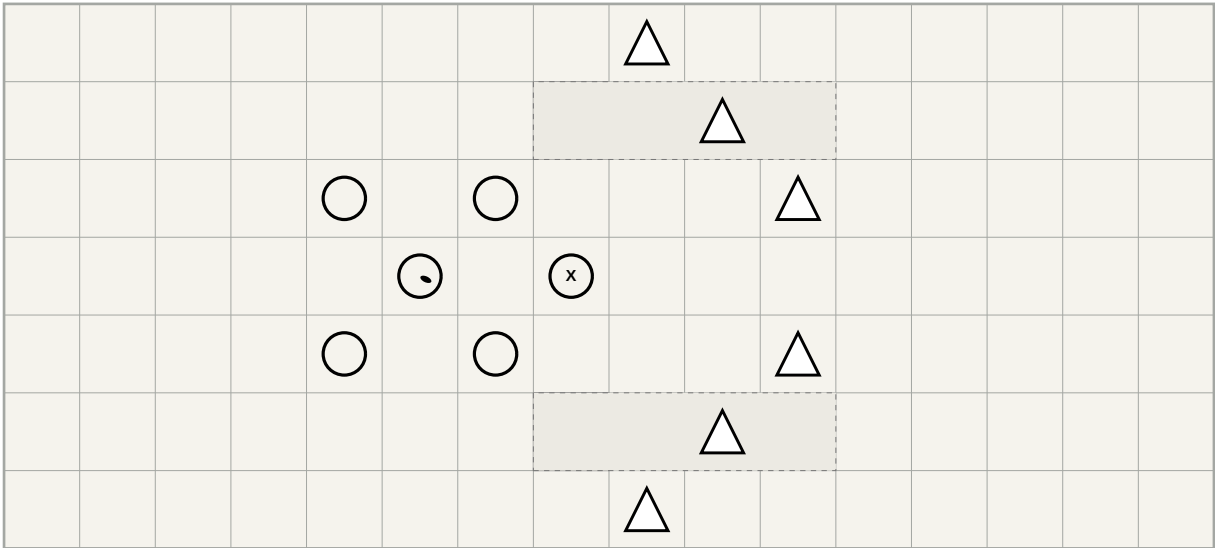
- A · BLITZ X - HIT THE THREAT NEAR THE BALL
- B · BLITZ Y - OPEN THE ROUTE
- C · DON'T BLITZ - MOVE THE CAGE FORWARD

YOUR ANSWER / MARKINGS

D · COMMIT

D3 · WHEN OPTIONS BECOME A PLAN

The defence must still respect both sides. What do you do?



X · CENTRAL SUPPORT
LEFT · AVAILABLE
RIGHT · AVAILABLE

The defence must still respect both sides. What do you do?

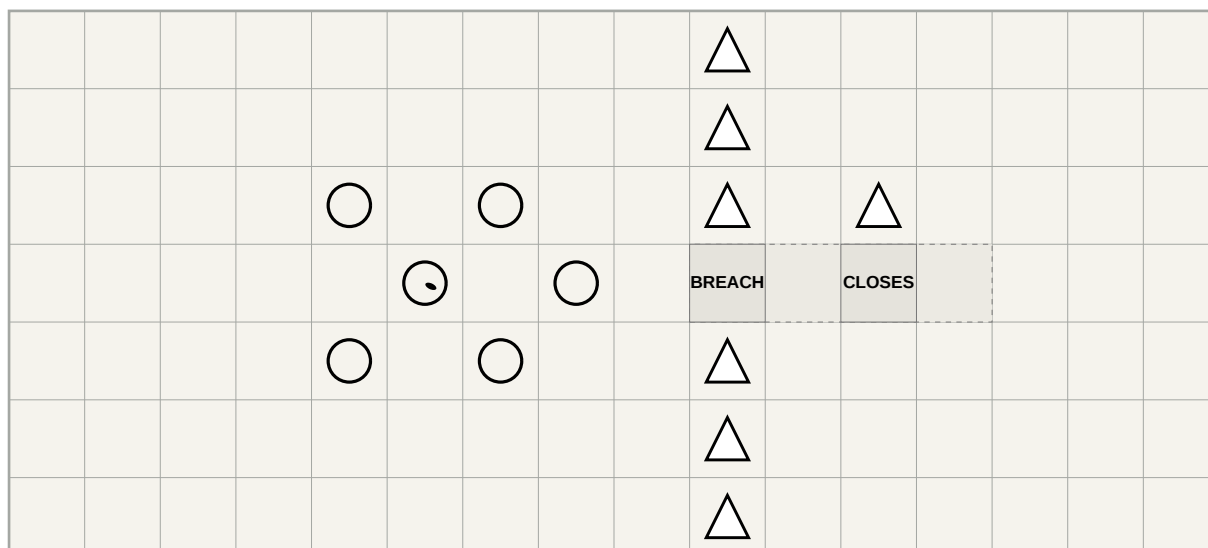
- A · DEVELOP LEFT
- B · HOLD THE CENTRE
- C · DEVELOP RIGHT

YOUR ANSWER / MARKINGS

D · COMMIT

D4 · THE WINDOW CLOSES

The position can still be improved. What do you do?



BREACH · OPEN NOW

ATTACK · READY TO FOLLOW

DEFENCE · CAN CLOSE IT NEXT TURN

The position can still be improved. What do you do?

A · USE THE BREACH - GO NOW

B · IMPROVE THE PROTECTION FIRST

C · HOLD THE POSITION - WAIT FOR A BETTER OPENING

YOUR ANSWER / MARKINGS

E · CONTROL THE PACE

E1 · PUSH OR HOLD?

Two positions. Same question. Read the board — not a rule of thumb.

BOARD A

								△
				○		△		
			○				△	
			○	○				
			○			△		
								△

BOARD B

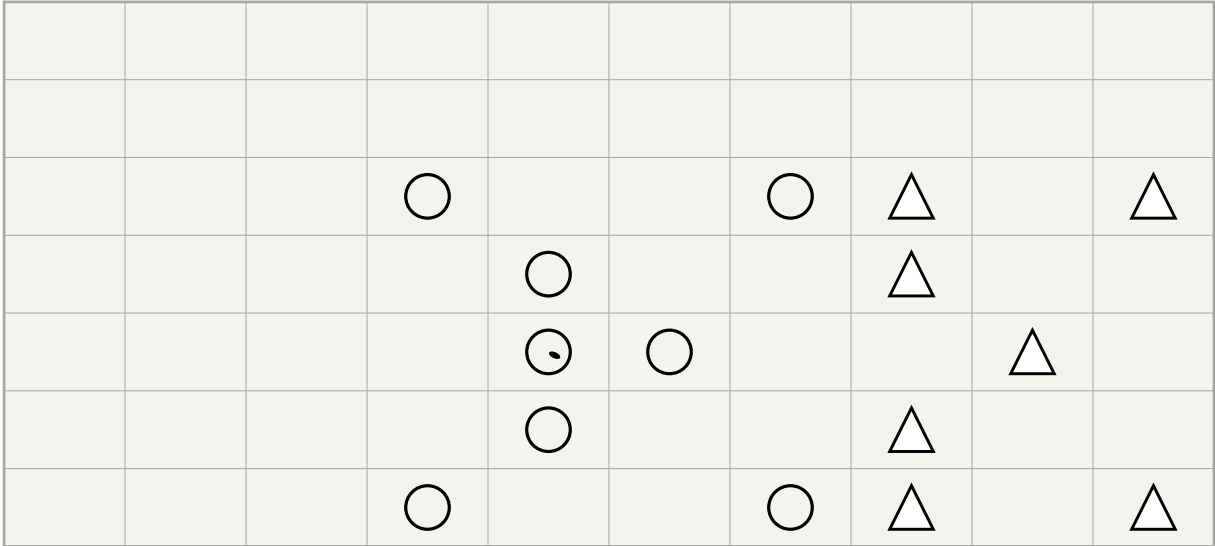
							△	
					○	△		
				○		△		
				○	○	△		
				○		△		

YOUR ANSWER / MARKINGS

E · CONTROL THE PACE

E2 · WHO NEEDS CHANGE?

The position is stable. Who benefits more if it stays that way?



Who needs this position to change?

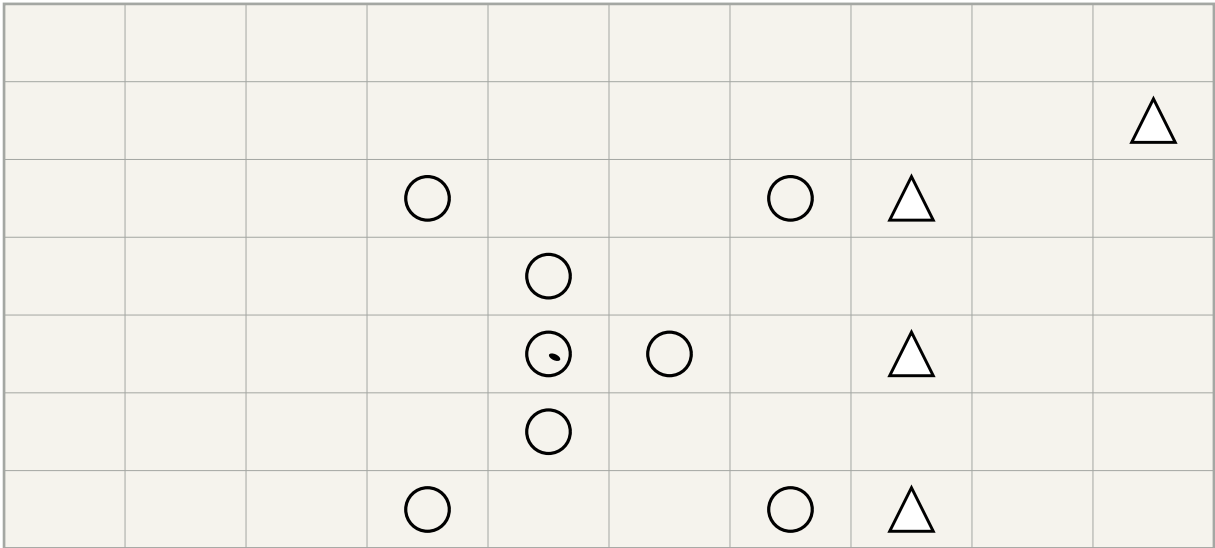
- A · THE ATTACK
- B · THE DEFENCE
- C · BOTH EQUALLY

YOUR ANSWER / MARKINGS

E · CONTROL THE PACE

E3 · WAITING IS THE RISK

The defence has enough players to make this difficult — but several of them are not helping yet.



What does waiting give the defence?

- A · TIME TO REORGANIZE
- B · MORE PRESSURE
- C · NOTHING - THE POSITION STAYS THE SAME

YOUR ANSWER / MARKINGS

E · CONTROL THE PACE

E4 · CROSSROAD - STOP OR CONTINUE?

Movement left is an opportunity — not an obligation.

BOARD A

						○	△		
				○	○			△	
					○	○	△		
				○	○			△	
							△		

BOARD B

							△	△	
				○	○				
					○	○	△	△	
				○	○				
				○				△	

BOARD C

							△	△	
				○	○				
					○	○	△	△	
				○	○				
						○		△	

The position already works. What should X do?

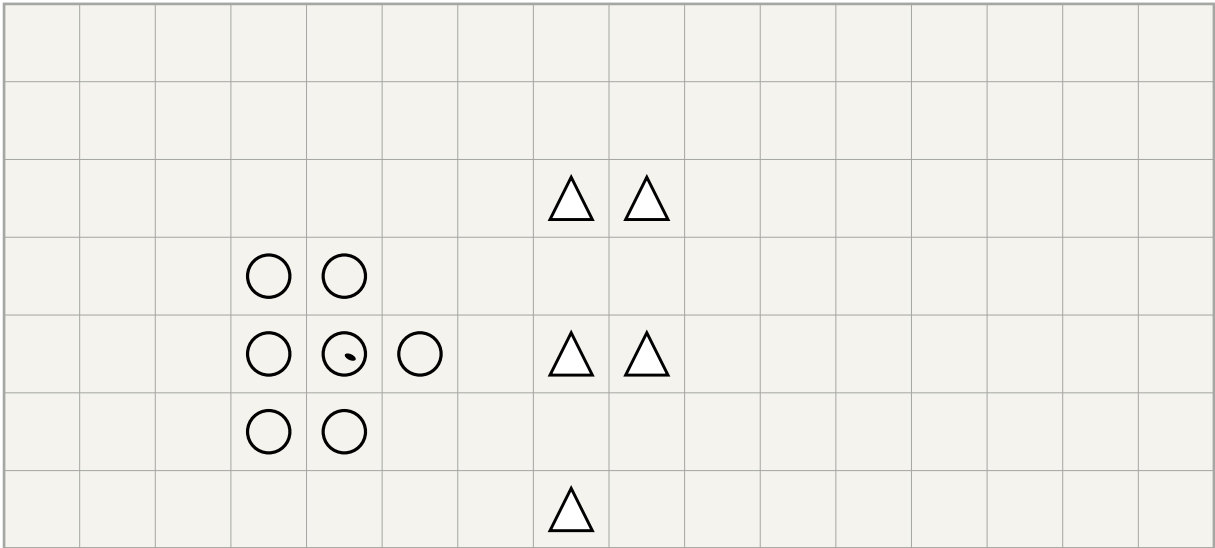
- A · STOP HERE
- B · USE THE MOVEMENT

YOUR ANSWER / MARKINGS

E · CONTROL THE PACE

E5 · WHO OWNS THE PACE?

Control the position — and you control who has to react.



Who has to change this position?

- A · THE ATTACK
- B · THE DEFENCE

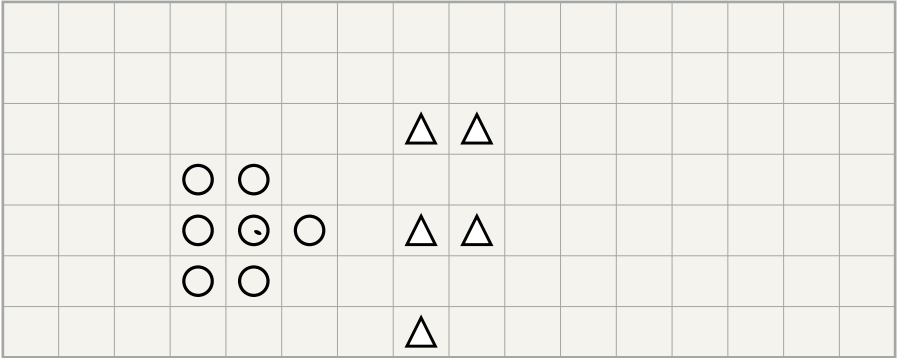
YOUR ANSWER / MARKINGS

F · READ THE CLOCK

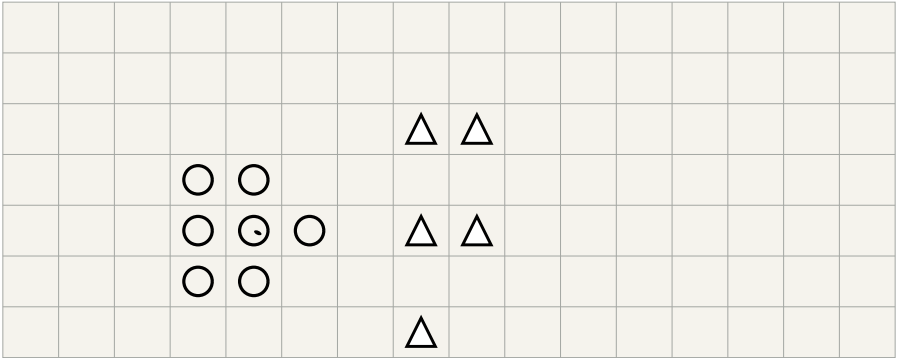
F1 · SAME BOARD. DIFFERENT CLOCK.

The board has not changed. The time has.

BOARD A



BOARD B



The position is stable. What matters most?

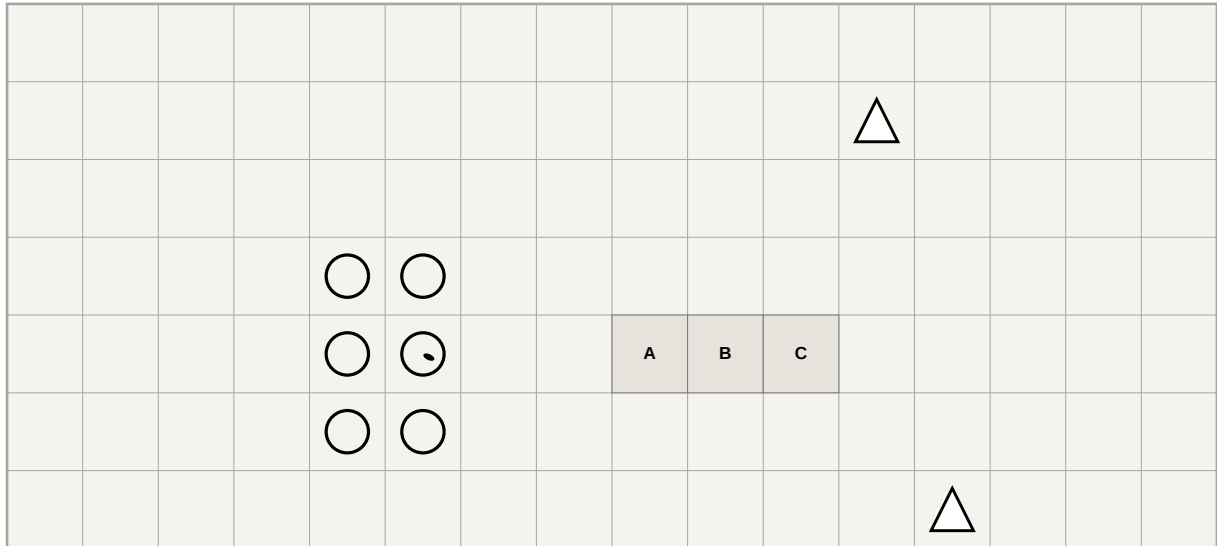
- A · THERE IS TIME TO DEVELOP THE DRIVE
- B · THE DRIVE MUST BE FINISHED NOW
- B · THE DRIVE MUST MOVE TOWARD ITS FINISH

YOUR ANSWER / MARKINGS

F · READ THE CLOCK

F2 · HOW MUCH PITCH? HOW MUCH TIME?

The clock sets a minimum distance.



What is the minimum position the ball carrier must reach on Turn 7 to keep a Turn 8 touchdown possible without needing a Rush?

A · POSITION A

B · POSITION B

C · POSITION C

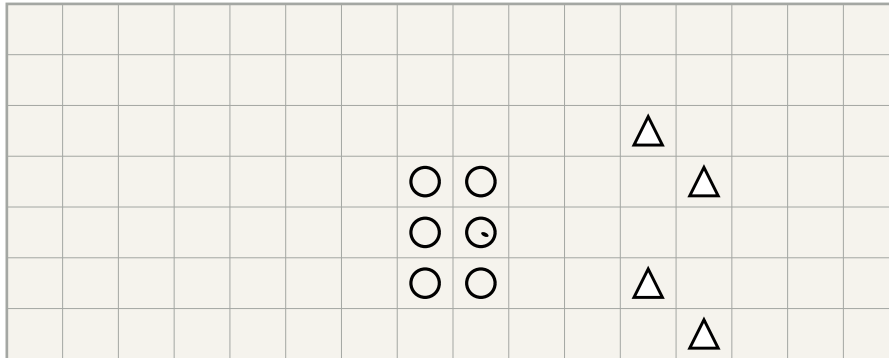
YOUR ANSWER / MARKINGS

F · READ THE CLOCK

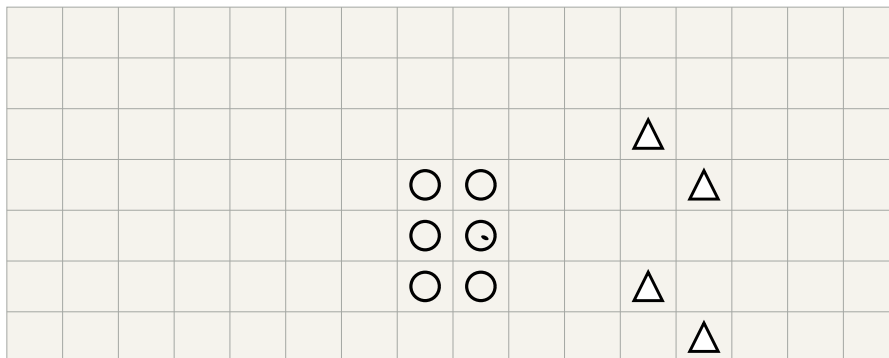
F3 · TOO FAST / TOO SLOW

The same advance can be too much now — and not enough later.

BOARD A



BOARD B



How should the attack use the available pitch?

A · PUSH AS FAR FORWARD AS POSSIBLE

B · ADVANCE WITHOUT GIVING UP CONTROL

A · KEEP THE SAME PATIENT PACE

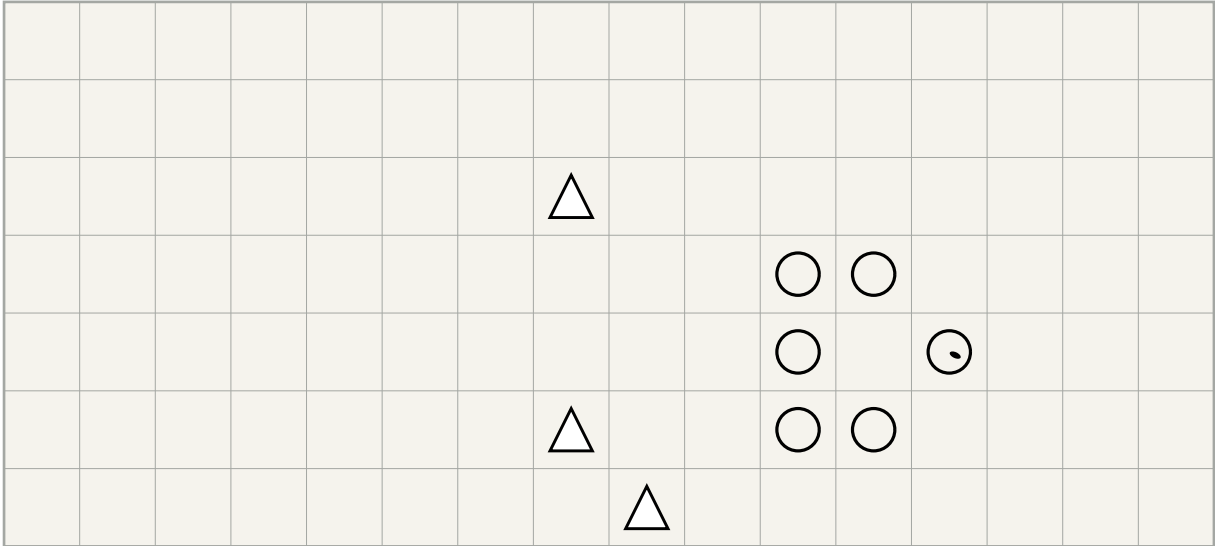
B · REACH THE TURN 8 SCORING WINDOW

YOUR ANSWER / MARKINGS

F · READ THE CLOCK

F4 · THEIR CLOCK

Your clock does not stop when you score. Theirs starts.



What should the attack read before choosing its pace?

- A · HOW QUICKLY CAN WE SCORE?
- B · HOW MUCH TIME WILL THEY GET AFTER WE SCORE?

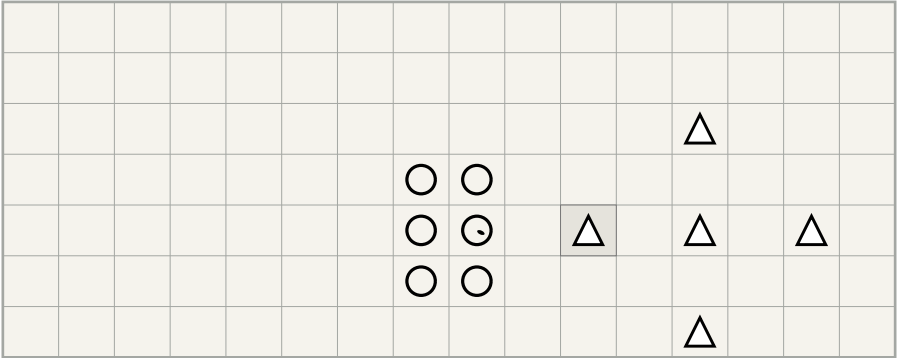
YOUR ANSWER / MARKINGS

G · READ IT AGAIN

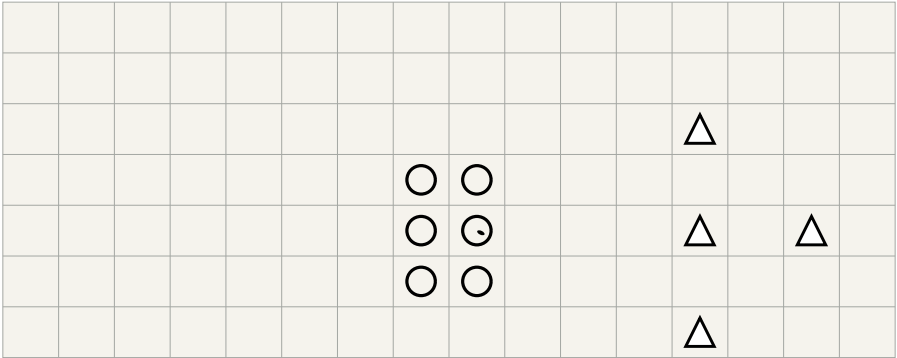
G1 · THE PLAN WORKED - NOW WHAT?

A successful action changes the board. Read the board it created.

BOARD A



BOARD B



What should you do now?

- A · CONTINUE THE ORIGINAL PLAN
- B · READ THE NEW BOARD

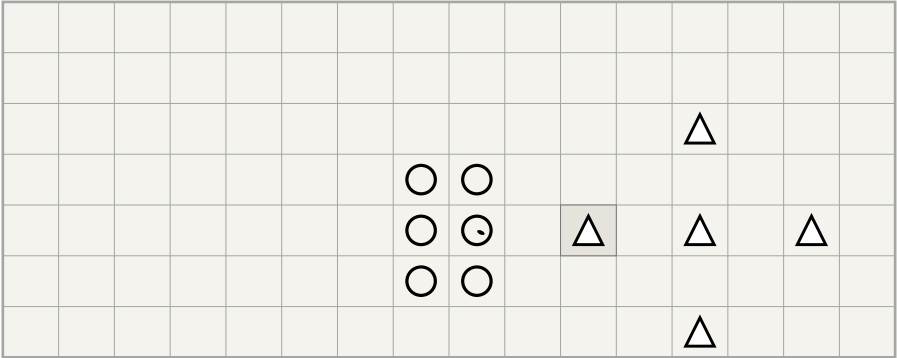
YOUR ANSWER / MARKINGS

G · READ IT AGAIN

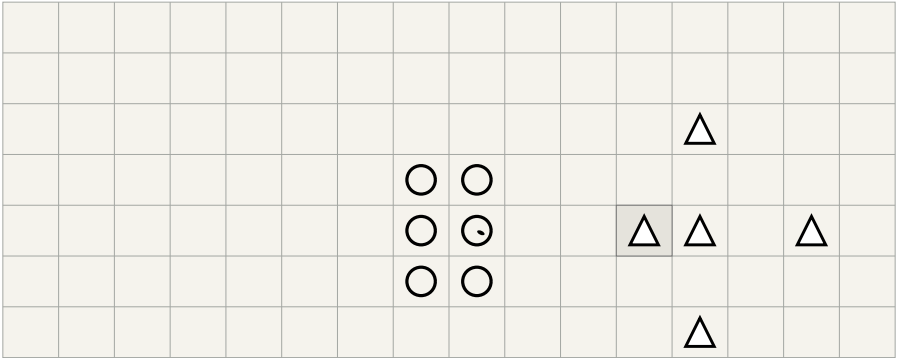
G2 · SALVAGE THE TURN

The plan failed. The turn did not.

BOARD A



BOARD B



What matters now?

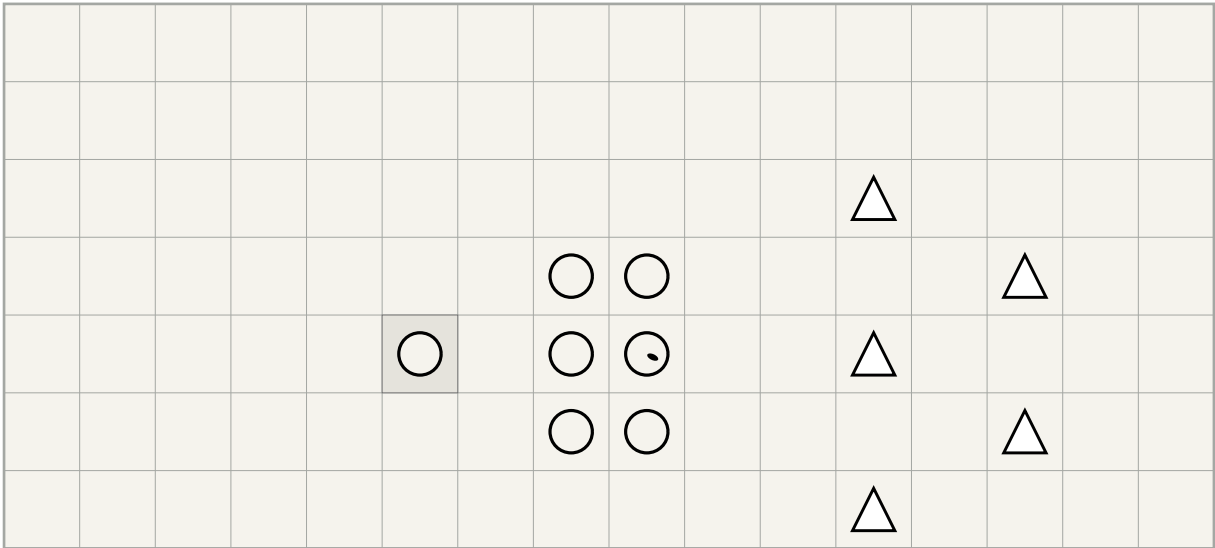
- A · FORCE THE ORIGINAL PLAN
- B · PROTECT THE BALL AND SALVAGE THE TURN

YOUR ANSWER / MARKINGS

G · READ IT AGAIN

G3 · THE BOARD YOU LEAVE BEHIND

Your turn ends. The position does not.



What should X improve before handing over the board?

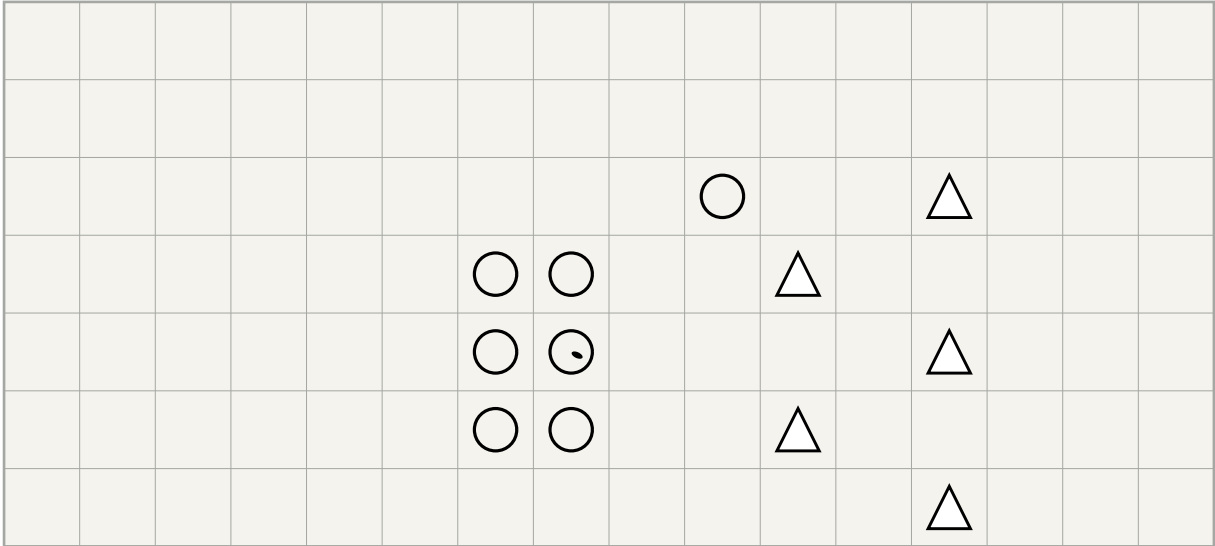
- A · MOVE FORWARD TOWARD THE DEFENCE
- B · MOVE UP IN FRONT OF THE BALL

YOUR ANSWER / MARKINGS

H · MASTERY

H1 · PLAY THE TURN

No lesson. No hint. Play the turn.



What do you do?

- A · ADVANCE THE FORMATION
- B · ATTACK THE SCREEN NOW
- C · HOLD THE POSITION

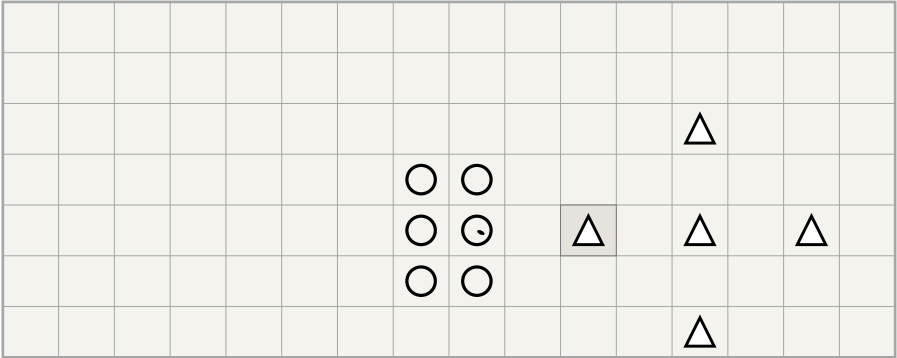
YOUR ANSWER / MARKINGS

H · MASTERY

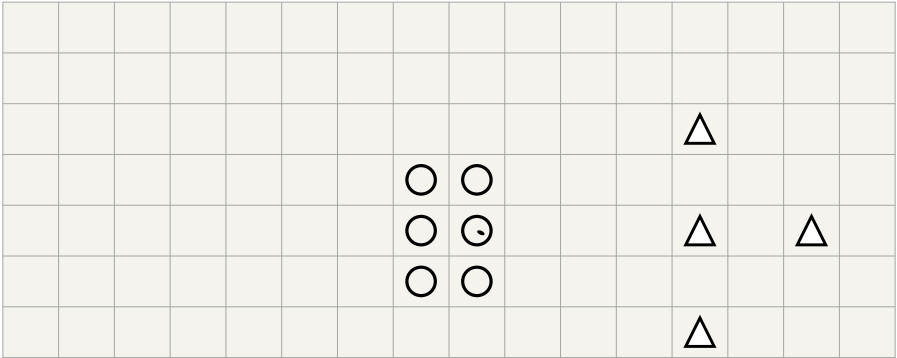
H2 · PLAY THE BOARD

The board changed. Play what is there.

BOARD A



BOARD B



What do you do?

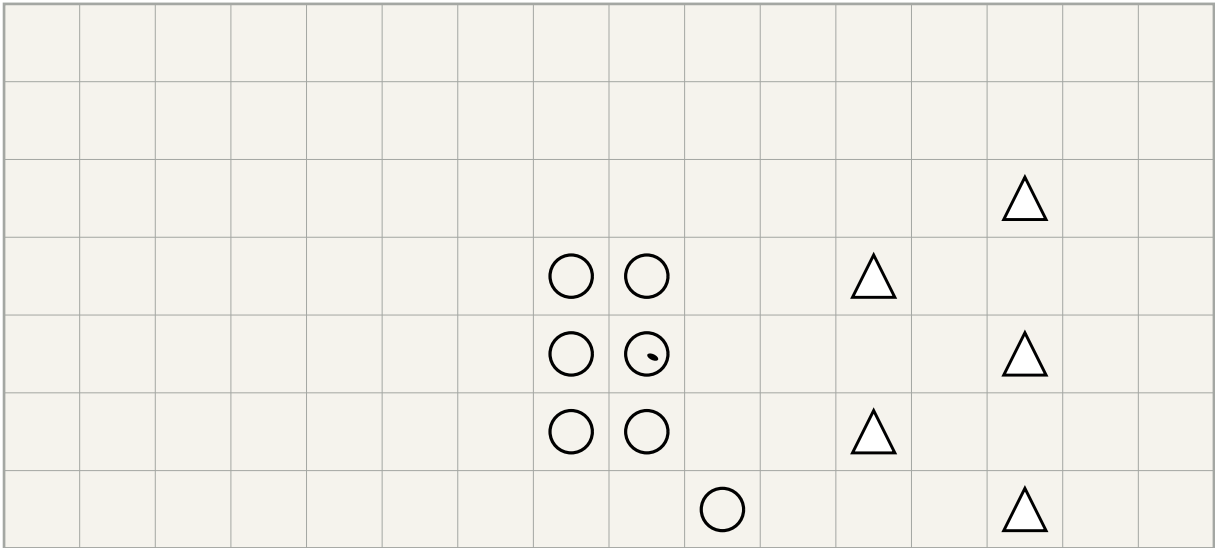
- A · BLITZ X
- B · HOLD
- C · MOVE THE BALL WIDE
- A · ADVANCE
- C · MOVE WIDE

YOUR ANSWER / MARKINGS

H · MASTERY

H3 · PITCH & PACE

Read. Decide. Adapt.



Play the turn.

- A · HOLD THE SHAPE
- B · ADVANCE INTO SCORING RANGE
- C · ATTACK THE SCREEN

YOUR ANSWER / MARKINGS

ANSWER KEY

Use the explanations after completing the exercises. The answer key follows the restored 30-exercise Pitch & Pace curriculum.

A1

A - CREATE A WAY FORWARD

There are several useful things you could do. But this turn needs a way forward. DON'T LOOK FOR SOMETHING TO DO. LOOK FOR WHAT NEEDS DOING.

A2

C - PRESERVE THE WAY FORWARD

All three matter. But they don't matter equally right now. NOT EVERYTHING THAT MATTERS MATTERS EQUALLY.

B1

A - COMPLETE THE FREE MOVE

Both actions are necessary, but the risky action can end the turn. Complete the useful no-roll action first. ORDER CHANGES WHAT GETS DONE.

B2

B - NO - THE BOARD GIVES US A REASON TO WAIT

The free move is useful and safe, but the other action determines where that move will be most useful. SAFE DOESN'T ALWAYS MEAN FIRST.

B3

A - THE FAILURE THAT LEAVES THE POSITION SAFER

The odds are the same, so compare what failure changes. Take first the action whose failure leaves the turn more functional. SAME ODDS. DIFFERENT CONSEQUENCES.

B4

B - MOVE X TO B

Both moves are safe. Moving to B keeps both later options available instead of closing one early. KEEP YOUR OPTIONS UNTIL YOU NEED TO SPEND THEM.

B5

B -> C -> A

Secure the important position first. Then take the board-changing action. Reposition after the board tells you what is needed. RULE -> CONTEXT -> CONSEQUENCE -> OPTIONS -> ORDER.

C1

BOARD B

The roll is the same. The consequence isn't. Board B also risks the ball. SAME CHANCE OF FAILURE. DIFFERENT COST OF FAILURE.

C2

BOARD B

The chance and cost of failure are similar. What you gain is not. DON'T JUST ASK WHAT YOU RISK. ASK WHAT YOU'RE RISKING FOR.

C3

B - MOVE SUPPORT TO A - THEN 2D BLOCK

The play is worth taking. You don't remove the risk; you improve it. IMPROVE THE RISK. THEN TAKE IT.

C4

A - DODGE - 3+ -> GO FOR THE SCORE

This is the only play that can still achieve the turn's purpose. Success or failure does not change the quality of the decision. LOW ODDS DOESN'T MEAN BAD DECISION. ROLL THE DAMN DICE.

ANSWER KEY - continued

D1

B - KEEP THE BALL PROTECTED - BUILD THE ATTACK

The breakthrough is real, but the ball would cross before its protection can follow. A GOOD PLAN CAN STILL BE TOO EARLY.

D2

B - BLITZ Y - OPEN THE ROUTE

X is tempting, but removing Y changes what the attack can do. THE TARGET SERVES THE PLAN. THE BLITZ IS NOT THE PLAN.

D3

B - HOLD THE CENTRE

Holding the centre keeps both good options alive. COMMITMENT IS WHEN OPTIONS BECOME A PLAN.

D4

A - USE THE BREACH - GO NOW

The attack is ready enough and the breach is open now. DON'T PREPARE PAST THE OPPORTUNITY.

E1

BOARD A: PUSH / BOARD B: HOLD

A is ready to develop: THIS POSITION NEEDS CHANGE. B is already doing its job: NOT EVERY GOOD POSITION NEEDS TO MOVE.

E2

B - THE DEFENCE

Your position already gives useful options. The defence has more reason to disturb it. DON'T SOLVE YOUR OPPONENT'S PROBLEM FOR THEM.

E3

A - TIME TO REORGANIZE

Waiting gives disconnected defenders time to reconnect. PASSIVITY CAN BE A RISK.

E4

First position: STOP HERE / second position: USE THE MOVEMENT

First: the job is already done. Second: useful value remains at no meaningful positional cost. Know when the play is done - and when it isn't.

E5

B - THE DEFENCE

The attack already has what it needs. The defence must disturb the position. MAKE THEM PLAY YOUR BOARD.

F1

TURN 3: THERE IS TIME / TURN 7: MOVE TOWARD THE FINISH

Nothing on the board changed; the clock did. SAME BOARD. DIFFERENT CLOCK. DIFFERENT DECISION.

F2

B - POSITION B

From B, six squares remain. With MA 6, the ball carrier can score on Turn 8 without a Rush. THE CLOCK SETS THE MINIMUM DISTANCE.

F3

TURN 3: ADVANCE WITHOUT GIVING UP CONTROL / TURN 7: REACH THE TURN 8 SCORING WINDOW

TOO FAST wastes control. TOO SLOW loses the window.

F4

B - HOW MUCH TIME WILL THEY GET AFTER WE SCORE?

Your touchdown ends your drive, not the half. THE CLOCK YOU LEAVE THEM IS PART OF YOUR DRIVE.

ANSWER KEY - continued

G1

B - READ THE NEW BOARD

The successful action changed the position. THE PLAN GOT YOU HERE. THE BOARD TELLS YOU WHAT COMES NEXT.

G2

B - PROTECT THE BALL AND SALVAGE THE TURN

The first plan is gone; the rest of the turn is not worthless. WHEN THE PLAN BREAKS, READ WHAT IS LEFT.

G3

B - MOVE UP IN FRONT OF THE BALL

Use the last action to strengthen the position the opponent is about to attack. READ THE BOARD YOU ARE ABOUT TO HAND OVER.

H1

A - ADVANCE THE FORMATION

YES.

H2

BOARD A: A - BLITZ X / BOARD B: A - ADVANCE

YES. / YES.

H3

Choose A - HOLD THE SHAPE and B - TAKE THE SAFE BLOCK (either order); do not choose C

YES. Mastery confirms the integrated read without adding new teaching.

Credits

Pitch & Pace was developed by Ferns as a free training resource for Blood Bowl players. Concept, exercises, instructional direction and final editorial decisions: Ferns / Richard F. J. This workbook forms part of the BB School of Block project.

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Rules and accuracy

Pitch & Pace is an independent training resource and does not replace the official Blood Bowl rules. If anything in this workbook conflicts with the current official rules, the official rules take precedence.

Website: bbsob.net