

# BB SCHOOL OF BLOCK



## THE ROOKIE ACADEMY *Your Beginner's Guide*

Blood Bowl – the learning, core mechanics,  
fundamentals and building good habits.

**EVERYTHING YOU NEED  
FROM SET-UP TO POST-GAME**

SEE THE BOARD. UNDERSTAND THE GAME. PLAY BETTER.

# WELCOME TO THE ROOKIE ACADEMY

GUIDE



This is the printable companion to the Rookie Academy's First Semester. It teaches the same material as the virtual school, but it is written to stand on its own: no buttons, progress messages or website navigation are needed.

**Goal:** keep this guide beside the pitch during your first games and use it to follow Blood Bowl from the pitch and pre-game sequence through Drives, the final whistle and the post-game sequence.

## CONTENTS

**A · KNOW THE PITCH** - where the game happens

**B1 · STARTING THE GAME** - pre-game sequence to Turn 1

**B2 · PLAYING A DRIVE** - Team Turns, Actions and Turnovers

**B3 · FINISHING THE GAME** - Touchdowns, new Drives and half-time

**B4 · AFTER THE GAME** - League post-game and the next fixture

# A · KNOW THE PITCH

A



Learn where the game happens.

## WELCOME TO THE PITCH

Before you can play Blood Bowl, you need to know where you are.

### THE PITCH

A Blood Bowl pitch is divided into a grid of  $26 \times 15$  squares. These squares are the basic units used for positioning and movement.

# B1 · STARTING THE GAME

B1



## WELCOME TO THE GAME

A Blood Bowl game follows a sequence from the preparations before kick-off to the final post-game steps.

Before the Game > First Drive > Team Turns > New Drives > Half-time > Second Half > Final Whistle > After the Game

## BEFORE THE GAME

Before the first Drive can begin, both Coaches work through the Pre-game Sequence.

Fans > Weather > Take on Journeymen (League Play) > Inducements (League Play) > Determine Kicking Team

## THE FANS

### FAN FACTOR

Each Coach rolls a D3 for Fair-weather Fans, then adds their team's Dedicated Fans. The total is that team's Fan Factor for this game.

### FAN ATTENDANCE

Add both teams' Fan Factors together to find the total number of fans at the game.

## THE WEATHER

Each Coach rolls one D6. Add the two results and consult the Weather table. The result remains in effect until the weather changes.

## TAKE ON JOURNEYMEN

### CHECK YOUR AVAILABLE PLAYERS

If fewer than 11 players are available, take enough Journeymen to bring the number available for this game to 11.

### WHO IS A JOURNEYMAN?

A temporary Lineman from your Team Roster with a QTY of 0-16. If more than one eligible Lineman type exists, you may choose which type to use.

### WHAT CHANGES?

The Journeyman is a normal player of that type, but gains the Loner (4+) Trait.

### TEAM SIZE

Journeymen may temporarily take the roster above 16 when injured players are included, but cannot take the number available for this game above 11.

### CURRENT TEAM VALUE

Journeymen normally count towards CTV, so calculate your CTV after they have been added.

*League Play only. No dice are rolled in this step.*

## INDUCEMENTS

Compare CTV, identify the underdog, determine the permitted budget, then choose temporary help using the Inducement rules. Inducements are temporary help for the upcoming game; they are not permanently added to the Team Roster.

## DETERMINE KICKING TEAM

After the Pre-game Sequence, determine which team kicks and which team receives. The receiving team begins the first Team Turn after kick-off.

# B1 · STARTING THE GAME

## FIRST DRIVE

Every Drive begins with the same three-part Start of Drive Sequence.

1 · SET-UP > 2 · KICK-OFF > 3 · KICK-OFF EVENT

### SET-UP

#### KICKING TEAM FIRST

Defence sets up first. The receiving team sees that set-up and sets up second.

#### UP TO 11 PLAYERS

Select 11 players for the Drive. If fewer than 11 are available, set up as many as you can. Unused available players remain in Reserves.

#### STAY IN YOUR HALF

Every player must be set up in their own half and may not cross the Line of Scrimmage.

#### AT LEAST 3 ON THE LINE

At least three players must be in the Centre Field directly adjacent to the Line of Scrimmage.

#### MAXIMUM 2 PER WIDE ZONE

No more than two players may be set up in either Wide Zone.

*If only three or fewer players can take part, all of them must be set up in the Centre Field directly adjacent to the Line of Scrimmage.*

### KICK-OFF

#### 1 · NOMINATE THE KICKER

Choose one Open player on the kicking team. They cannot be on the Line of Scrimmage or in either Wide Zone.

#### 2 · PLACE THE KICK

Place the ball in any square - occupied or empty - in the receiving team's half.

#### 3 · DEVIATE THE KICK

Roll a D8 for direction and a D6 for distance. Move the ball that many squares from the chosen square.

#### D8 = DIRECTION

Use the Scatter Template to determine the direction.

#### D6 = DISTANCE

The result determines how many squares the kick Deviates.

#### LEAVE THE BALL IN THE AIR

Do not resolve the landing yet. First resolve the Kick-off Event.

# B1 · STARTING THE GAME

## KICK-OFF EVENT

### 1 · ROLL 2D6

The kicking Coach rolls two D6 and adds the results.

### 2 · FIND THE EVENT

Use the total on the Kick-off Event table in the rulebook.

### WHY 2D6?

Results near 7 are more common than results near 2 or 12, so some events naturally occur more often.

### MORE DICE?

Some events require additional rolls. Follow the instructions for that event.

### THEN THE BALL COMES DOWN

After the event is fully resolved, return to the kicked ball and finish resolving the Kick-off.

*Learning game: you may leave the Kick-off Event out while getting used to the basic flow of play.*

## THE BALL COMES DOWN

### PLAYER UNDER THE BALL?

An eligible player occupying the square must attempt to Catch the ball.

### EMPTY SQUARE?

The ball lands and Bounces one square. Roll a D8 and use the Scatter Template for direction.

### CATCH

Make the normal Agility test for Catching the ball, applying the usual modifiers. A failed Catch causes the ball to Bounce.

### BOUNCE = D8

The D8 determines which adjacent square the ball Bounces into. Continue resolving the ball if that square contains a player.

### KICK LEAVES THE RECEIVING HALF?

The receiving Coach gives the ball to an eligible player on their team. No Catch test is required.

### THEN: TURN 1

Once the ball is completely resolved, the receiving team begins its first Team Turn.

# B2 · PLAYING A DRIVE

B2



## THE DRIVE IS PLAYED IN TEAM TURNS

The receiving team takes the first Team Turn. Then the Coaches alternate Team Turns until the Drive ends.

During B2 you will learn how to activate players, choose Actions and recognise a Turnover.

## WHAT IS A TEAM TURN?

### FIRST: MOVE YOUR TURN MARKER

At the start of your Team Turn, move your Turn Marker one space forward.

### THEN ACTIVATE YOUR PLAYERS

Choose one player → Declare an Action → Complete the Action. Once that player's activation is complete, you may activate another player.

### ONE PLAYER AT A TIME

A player is normally activated only once during a Team Turn.

### YOU DO NOT HAVE TO USE EVERYONE

You may end your Team Turn before all eligible players have been activated.

### ACTIVATION ITSELF NEEDS NO DICE

Dice may be required by the Action the player performs.

## CHOOSE AN ACTION

When you activate a player, declare the Action they will perform.

Move · Block · Blitz | Pass · Hand-off · Secure the Ball | Foul · Throw Team-mate · Special

Some Actions are limited in how often they may be used during a Team Turn. The following sections give you enough information to recognise what each Action does.

## MOVE · BLOCK · BLITZ

### MOVE

Move the player up to their MA in squares. Movement may be straight or diagonal and does not have to use the player's full MA. Moving normally requires no dice, although Dodge, Rush and other situations may require a test.

### BLOCK

Make a Block against an adjacent opposition player. The player does not move normally before making the Block. Resolve it using Block Dice.

### BLITZ

Combine movement and a Block during the same activation. The Block costs movement as part of the Blitz. Only one Blitz Action may normally be declared during a Team Turn.

*For now, recognise what each Action lets the player do. You do not need every underlying rule yet.*

## B2 · PLAYING A DRIVE

### PASS · HAND-OFF · SECURE THE BALL

#### PASS

A player carrying the ball may attempt to throw it to another player. Passing uses the player's PA and may require further rolls to determine what happens to the ball. Normally limited to one Pass Action per Team Turn.

#### HAND-OFF

Give the ball directly to an adjacent player, who must attempt to Catch it. Normally limited to one Hand-off Action per Team Turn.

#### SECURE THE BALL

Attempt to secure possession of a loose ball as part of the Action. Resolve the required test as described by the rule. Normally limited to one Secure the Ball Action per Team Turn.

### FOUL · THROW TEAM-MATE · SPECIAL

#### FOUL

Attempt to foul an opposition player who is on the ground. Fouling can result in the player being Sent-off. Normally limited to one Foul Action per Team Turn.

#### THROW TEAM-MATE

Some players can attempt to throw an eligible team-mate. The exact procedure depends on the players and Traits involved.

#### SPECIAL

Some Skills and Traits allow a player to perform a Special Action. Follow the rule for that specific Skill or Trait.

### TURNOVERS

#### A TURNOVER ENDS YOUR TEAM TURN IMMEDIATELY.

When a rule states that a Turnover is caused, stop your Team Turn. The opposing Coach will take the next Team Turn.

Turnovers can be caused by many things during play - for example losing control of the ball, certain failed Actions or a player being Sent-off.

A Touchdown also ends the Team Turn, but for a much better reason: it ends the Drive.

#### WHY IT MATTERS

A Turnover can leave players unused. This is why the order in which you activate your players can matter.

### ENDING A TEAM TURN

**You finish it yourself:** when you have completed the activations you want to make, end your Team Turn.

**A Turnover ends it for you:** if a Turnover is caused, your Team Turn ends immediately.

The opposing Coach then begins their Team Turn. Then the cycle repeats.

### THE DRIVE CONTINUES

Receiving Team > Kicking Team > Receiving Team > Kicking Team...

The Coaches continue alternating Team Turns until something ends the Drive.

**When the Drive ends, turn to B3 · FINISHING THE GAME.**

## B3 · FINISHING THE GAME

B3



### A DRIVE DOES NOT LAST FOREVER

A Drive ends when a Touchdown is scored or when the half ends.

What happens next depends on **why the Drive ended** and **where you are in the game**.

### SCORING A TOUCHDOWN

**A TOUCHDOWN SCORES 1 POINT.**

A Touchdown is normally scored when a Standing player carrying the ball enters the opposition End Zone during their own Team Turn.

As soon as the Touchdown is scored, the Team Turn ends and the Drive ends. Record the Touchdown on the scoreboard before continuing.

### THE DRIVE HAS ENDED

When a Drive ends, resolve the End of Drive sequence before setting up again.

#### 1 · REMOVE PLAYERS FROM THE PITCH

Return the players who were on the pitch to their appropriate team areas.

#### 2 · DEAL WITH KNOCKED-OUT PLAYERS

Make the appropriate rolls for players in the Knocked-out box to see whether they recover and can return to Reserves.

#### 3 · DEAL WITH SENT-OFF PLAYERS

Sent-off players remain unavailable unless a rule specifically says otherwise.

#### 4 · PREPARE FOR WHAT COMES NEXT

If time remains in the half, prepare for another Drive. If the half has ended, proceed to Half-time.

### ANOTHER DRIVE?

**IS THE HALF STILL GOING?** If turns remain in the half, another Drive begins.

The team that scored becomes the **kicking team**. The team that conceded becomes the **receiving team**.

Set up both teams again, resolve a new Kick-off and continue playing.

**The Turn Markers do not return to Turn 1.** Continue from the current turn of the half.

## B3 · FINISHING THE GAME

### WHEN DOES A HALF END?

A HALF ENDS AFTER TURN 8.

Team Turns > Drives > Touchdowns > New Drives

When both teams have completed their eighth Team Turn - or their final Team Turn has otherwise ended - the half ends.

If the first half has ended, proceed to **Half-time**. If the second half has ended, proceed to the **Final Whistle**.

### HALF-TIME

#### RESET THE TURN MARKERS

Return both Turn Markers so the second half can begin at Turn 1.

#### CHECK YOUR PLAYERS

Resolve the appropriate recovery rolls for Knocked-out players and determine which players are available for the second half.

#### PREPARE THE NEXT DRIVE

The team that kicked at the start of the first half will receive at the start of the second half. Then set up the teams and resolve the Kick-off as normal.

*Need the set-up or Kick-off sequence? See B1 · STARTING THE GAME.*

### THE SECOND HALF

The second half is played in the same way as the first.

Team Turns → Drives → Touchdowns → New Drives

Both Coaches again have up to eight Team Turns. Continue until the second half ends.

### FINAL WHISTLE

When the second half ends, the game ends. Check the final score.

The team with the most Touchdowns has won. If both teams have scored the same number of Touchdowns, the game is a draw unless the competition you are playing uses additional rules to determine a winner.

### THE GAME AT A GLANCE

Before the Game > First-half Kick-off > Team Turns > Drive ends > New Drive if time remains > Half-time > Second-half Kick-off > Team Turns and Drives > Final Whistle > After the Game

Playing a League game? Continue to B4 · AFTER THE GAME.

# B4 · AFTER THE GAME

B4



## THE FINAL WHISTLE IS NOT ALWAYS THE END

In League Play, what happened during the game can affect your team afterwards.

Players may develop, injuries may matter, money may be earned and your roster may change before the next game.

This is the **Post-game Sequence**.

## LEAGUE PLAY

In an Exhibition game, the final whistle can simply be the end of the game.

In League Play, your team continues from one game to the next. The Post-game Sequence records what has changed and prepares the team for its next game.

## THE POST-GAME SEQUENCE

Work through the Post-game Sequence in order.

### 1 · RECORD THE RESULT

Record the final score and any information required by your league.

### 2 · PLAYER PROGRESSION

Record the SPP earned by your players and resolve any player advancement that takes place.

### 3 · DEAL WITH INJURIES

Update the roster to show any lasting effects suffered by players during the game.

### 4 · UPDATE YOUR TEAM

Resolve the appropriate financial and roster steps for your league and record any changes to the team.

### 5 · PREPARE FOR THE NEXT GAME

Make sure the Team Draft List reflects the team that will continue into the league.

## STAR PLAYER POINTS - SPP

Players can earn Star Player Points during games for certain achievements.

Record each player's SPP on the Team Draft List. As SPP accumulate, a player may eventually be able to improve.

**SPP belong to the player - not the team.**

## PLAYER ADVANCEMENT

When a player has enough SPP, they may be able to spend them on an advancement.

Advancements can give players new Skills or otherwise change what they can do. Record every advancement on the Team Draft List. Once added, it becomes part of that player's profile for future games.

Use the Player Advancement rules in the rulebook when resolving the exact advancement.

## SOME INJURIES LAST LONGER THAN THE GAME

Not every injured player is ready for the next match.

If an injury has a lasting effect, record it on the Team Draft List as required by the injury result.

A player who must miss the next game remains part of the team, but will not be available to play in that game.

Other lasting effects remain with the player as specified by the injury.

**Do not erase what happened just because the match is over.**

## YOUR TEAM CAN CHANGE

Depending on the league rules and your available Treasury, you may be able to hire players or make other permitted changes to the team. Record every permanent change on the Team Draft List.

### TEMPORARY IS NOT PERMANENT

Journeymen and Inducements used for a game do not automatically become permanent members of the team.

If something is added permanently, it must be recorded as part of the roster.

## UPDATE YOUR TEAM DRAFT LIST

### BEFORE YOU PUT THE TEAM AWAY

Check that your Team Draft List shows the current state of the team:

Players and their current status

Skills and advancements

Lasting injuries

SPP

Team resources

Treasury

Any permanent roster changes

**The Team Draft List you finish with becomes the starting point for your next game.**

## FROM ONE GAME TO THE NEXT

Game → Final Whistle → Post-game Sequence → Update the Team Draft List → Next Game

In League Play, each match becomes part of your team's story.

# FIRST SEMESTER COMPLETE

?



## YOU KNOW HOW A BLOOD BOWL GAME FITS TOGETHER

You can find your way around the pitch.

You know how to prepare for a game and start the first Drive.

You understand Team Turns, player activations and Actions.

You know what a Turnover does.

You know what happens when a Touchdown is scored, when a Drive ends and when the game reaches Half-time and the Final Whistle.

And in League Play, you know how one game leads into the next.

## KEEP THIS GUIDE BESIDE THE PITCH

You do not need to remember everything at once.

When you forget what comes next, look it up.

When the sequence becomes familiar, you will need the guide less and less.

**That is exactly what it is for.**

## READY TO SEE MORE?

The Rookie Academy teaches you how the game fits together.

The Playmaker begins teaching you how to **read the board**.

**SEE THE BOARD. UNDERSTAND THE GAME. PLAY BETTER.**

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## CREDITS & USE

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