

BB SCHOOL OF BLOCK



SCHOOL OF BLOCK Training Workbook

Blood Bowl – Block dice, assists, Strength, Guard,
positioning and block sequence

LEVELS 1–7 | EXERCISES AND ANSWER KEY

SEE THE BOARD. UNDERSTAND THE GAME. PLAY BETTER.

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School of Block - Exercises

Work from the board, not from the Answer Key. The exercises progress through Block dice, assists, Strength, Guard, positioning and block sequence.

Workbook use

For each exercise, read the board and record the requested answer before checking the Answer Key. Where a task asks for a choice, write it on the answer line provided. Later exercises may ask you to read positioning or a block sequence rather than only calculate dice.

Board notation



Circle

your player



Triangle

opponent

1

Number

player identifier

Level 1 - Exercises

Level 1 - Exercise 1

All players are ST3.
No relevant skills.

	A	B	C	D	E
1					
2			2		
3			1		
4					
5					

X2 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 1 - Exercise 2

All players are ST3.
No relevant skills.

	A	B	C	D	E
1					
2		2			
3		1	1		
4					
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 1 - Exercise 3

All players are ST3.
No relevant skills.

	A	B	C	D	E
1					
2		2	3		
3			1		
4			1		
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 1 - Exercise 4

All players are ST3.
No relevant skills.

	A	B	C	D	E
1					
2		2	3	4	
3			1		
4			1		
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 1 - Exercise 5

All players are ST3.
No relevant skills.

	A	B	C	D	E
1					
2		2	3	4	
3		5	1		
4			1		
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 2 - Exercises

Level 2 - Exercise 1

All players are ST3.
No relevant skills.

	A	B	C	D	E
1					
2			2	2	
3			1		
4			1		
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 2 - Exercise 2

All players are ST3.
No relevant skills.

	A	B	C	D	E
1					
2		2	3	2	
3			1		
4			1		
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 2 - Exercise 3

All players are ST3.
No relevant skills.

	A	B	C	D	E
1					
2		2	3	2	
3			1		
4			1		
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 2 - Exercise 4

All players are ST3.
No relevant skills.

	A	B	C	D	E
1					
2		2	3	2	
3		4	1		
4			1		
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 2 - Exercise 5

All players are ST3.
No relevant skills.

	A	B	C	D	E	F
1						
2		2	2	3		
3		4	1	5	3	
4			1			
5						

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 2 - Exercise 6

All players are ST3.
No relevant skills.

	A	B	C	D	E
1					
2			2	3	2
3			1		
4			1		
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 2 - Exercise 7

All players are ST3.
No relevant skills.

	A	B	C	D	E	F
1						
2		2		3	2	
3			1			
4		3	4	1		
5						

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 2 - Exercise 8

All players are ST3.
No relevant skills.

	A	B	C	D	E
1					
2					
3					
4					
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 2 - Exercise 9

All players are ST3.
No relevant skills.

	A	B	C	D	E	F
1						
2						
3						
4						
5						

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 2 - Exercise 10

All players are ST3.
No relevant skills.

	A	B	C	D	E	F
1						
2						
3						
4						
5						

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 3 - Exercises

Level 3 - Exercise 1

All players are ST3.
No relevant skills.

	A	B	C	D	E	F
1						
2						
3						
4						
5						

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 3 - Exercise 2

All players are ST3.
No relevant skills.

	A	B	C	D	E	F
1						
2			2			
3			1			
4			1	2		
5						

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 3 - Exercise 3

All players are ST3.
No relevant skills.

	A	B	C	D	E	F
1						
2		2	3			
3			1			
4			1	2	3	
5						

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 3 - Exercise 4

All players are ST3.
No relevant skills.

	A	B	C	D	E	F
1						
2		2		2		
3			1	3		
4		4	1	3		
5						

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 3 - Exercise 5

All players are ST3.
No relevant skills.

	A	B	C	D	E	F
1						
2		2		2		
3			1	3		
4		4	1		3	
5						

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 3 - Exercise 6

All players are ST3.
No relevant skills.

	A	B	C	D	E	F
1						
2		2		2		
3			1	3		
4		4	1	3		
5			4			

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 3 - Exercise 7

All players are ST3.
No relevant skills.

	A	B	C	D	E	F
1						
2		2		2		
3			1	3		
4		4	1		3	
5				4		

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 3 - Exercise 8

All players are ST3.
No relevant skills.

	A	B	C	D	E	F
1						
2		2		2		
3			1	3		
4		4	1	3		
5						

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 3 - Exercise 9

All players are ST3.
No relevant skills.

	A	B	C	D	E	F
1						
2		2		2		
3			1	3		
4		4	1		3	
5			4			

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 3 - Exercise 10

All players are ST3.
No relevant skills.

	A	B	C	D	E	F
1						
2		2		2		
3			1	3		
4		4	1	3		
5				4		

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 4 - Exercises

Level 4 - Exercise 1

Strength: X1 = ST4. All other players = ST3.
No relevant skills.

	A	B	C	D	E
1					
2			2		
3			1		
4			1	2	
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 4 - Exercise 2

Strength: X1 = ST3; Y1 = ST4. All other players = ST3.
No relevant skills.

	A	B	C	D	E
1					
2			2		
3			1		
4			1		
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 4 - Exercise 3

Strength: X1 = ST3; Y1 = ST4. All other players = ST3.
No relevant skills.

	A	B	C	D	E
1					
2			2		
3			1		
4			1	2	
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 4 - Exercise 4

Strength: X1 = ST3; Y1 = ST4. All other players = ST3.
No relevant skills.

	A	B	C	D	E
1					
2		2	3		
3			1		
4			1	2	
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 4 - Exercise 5

Strength: X1 = ST5; Y1 = ST3. All other players = ST3.
No relevant skills.

	A	B	C	D	E
1					
2			2		
3			1		
4			1	2	
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 4 - Exercise 6

Strength: X1 = ST5; Y1 = ST3. All other players = ST3.
No relevant skills.

	A	B	C	D	E
1					
2		2	3		
3			1		
4			1		
5				2	

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 4 - Exercise 7

Strength: X1 = ST5; Y1 = ST3. All other players = ST3.
No relevant skills.

	A	B	C	D	E
1					
2		2	3		
3			1		
4			1		
5					2

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 4 - Exercise 8

Strength: X1 = ST2; Y1 = ST5. All other players = ST3.
No relevant skills.

	A	B	C	D	E
1					
2		2	3		
3			1		
4			1	2	
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 4 - Exercise 9

Strength: X1 = ST4; Y1 = ST2. All other players = ST3.
No relevant skills.

	A	B	C	D	E
1					
2		2	3		
3			1	2	
4			1		
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 4 - Exercise 10

Strength: X1 = ST3; Y1 = ST5. All other players = ST3.
No relevant skills.

	A	B	C	D	E
1					
2		2	3		
3			1	2	
4			1		
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 5 - Exercises

Level 5 - Exercise 1

All players are ST3.
Guard: X2.
No other relevant skills.

	A	B	C	D	E
1					
2		2	2		
3			1		
4			1		
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 5 - Exercise 2

All players are ST3.
Guard: Y2.
No other relevant skills.

	A	B	C	D	E
1					
2			2		
3			1	2	
4			1	3	
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 5 - Exercise 3

All players are ST3.
Guard: Y2.
No other relevant skills.

	A	B	C	D	E
1					
2		2			
3			1	2	
4			1	3	
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 5 - Exercise 4

All players are ST3.
Guard: X3.
No other relevant skills.

	A	B	C	D	E
1					
2					
3					
4					
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

 = Your player  = Opponent Number = player identifier

Level 5 - Exercise 5

All players are ST3.
Guard: X2, Y2.
No other relevant skills.

	A	B	C	D	E
1					
2					
3					
4					
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

 = Your player  = Opponent Number = player identifier

Level 5 - Exercise 6

All players are ST3.
Guard: X2, Y2.

	A	B	C	D	E
1					
2					
3					
4					
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 5 - Exercise 7

All players are ST3.
Guard: X3, Y2.
No other relevant skills.

	A	B	C	D	E	F
1						
2						
3						
4						
5						

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 5 - Exercise 8

All players are ST3.
Guard: X2, Y2, Y3.

	A	B	C	D	E
1					
2					
3					
4					
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 5 - Exercise 9

All players are ST3.
Guard: X2, X3, Y2.

	A	B	C	D	E
1					
2					
3					
4					
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 5 - Exercise 10

All players are ST3.
Guard: X2, Y2.

	A	B	C	D	E
1					
2					
3					
4					
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 5 - Exercise 11

All players are ST3.
Guard: X3, Y3.

	A	B	C	D	E
1					
2					
3					
4					
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 5 - Exercise 12

All players are ST3.
Guard: X2, X3, Y3.

	A	B	C	D	E
1					
2					
3					
4					
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 5 - Exercise 13

All players are ST3.
Guard: X2, X4, Y3.

	A	B	C	D	E
1					
2					
3					
4					
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 5 - Exercise 14

All players are ST3.
Guard: X2, Y3.

	A	B	C	D	E
1					
2		2	2		
3		3	1	4	
4			1	3	
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 5 - Exercise 15

All players are ST3.
Guard: X3, Y2.

	A	B	C	D	E
1					
2		3	2	3	
3		4	1	2	
4			1		
5					

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercises

Level 6 - Exercise 1

Strength: X3 = ST4; Y3 = ST4. All other players = ST3.
Guard: X3, Y3.

	A	B	C	D	E	F	G
1							
2		2	2	3			
3		4	1	3	5		
4			1	5			
5							

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercise 2

Strength: X1 = ST4; Y3 = ST4. All other players = ST3.
Guard: X2, Y3.

	A	B	C	D	E	F	G
1							
2		4	2	3			
3		4	1	3	5		
4			1	5			
5							

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercise 3

Strength: X3 = ST4; Y1 = ST4. All other players = ST3.
Guard: X3, Y2.

	A	B	C	D	E	F	G
1							
2		2	4	3			
3		5	1	2	4		
4		5	1	3			
5							

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercise 4

Strength: X1 = ST4; Y3 = ST4. All other players = ST3.
Guard: X3, Y3.

	A	B	C	D	E	F	G
1							
2		4	2	3	2		
3		4	1	3	5		
4			1	5			
5							

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercise 5

Strength: X1 = ST2; Y1 = ST4; X3 = ST4. All other players = ST3.
Guard: X3, Y3.

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercise 6

Strength: X1 = ST5; Y3 = ST4. All other players = ST3.
Guard: X3, Y3.

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercise 7

Strength: X1 = ST4; Y1 = ST4. All other players = ST3.
Guard: X2, Y3.

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercise 8

Strength: X1 = ST4. All other players = ST3.
Guard: X3, Y2.

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercise 9

Strength: X1 = ST5; Y1 = ST2; Y4 = ST4. All other players = ST3.
Guard: X4, Y3.

	A	B	C	D	E	F	G
1							
2		2	2	3	4		
3		4	1	3	5		
4			1	5			
5							

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercise 10

Strength: X1 = ST5; Y1 = ST2. All other players = ST3.
Guard: X3, X4.

	A	B	C	D	E	F	G
1							
2		4	2	3	2		
3		4	1	3	5		
4			1		5		
5							

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercise 11

Strength: Y1 = ST5; Y3 = ST4. All other players = ST3.
Guard: X2, Y3, Y5.

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercise 12

Strength: X1 = ST4; Y1 = ST4. All other players = ST3.
Guard: X3, Y2.

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercise 13

Strength: X1 = ST4; Y5 = ST4. All other players = ST3.
Guard: X2, Y5.

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercise 14

Strength: Y1 = ST4. All other players = ST3.
Guard: X3, X5, Y3.

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							

X1 blocks Y1. How many Block dice?
Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 6 - Exercise 15

Strength: X1 = ST4; Y1 = ST4; Y4 = ST5. All other players = ST3.
Guard: X2, X5, Y3, Y5.

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							

X1 blocks Y1. How many Block dice?

Answer: 1D / 2D / 3D / -2D / -3D Choice: _____

At Level 7, the desired block situation must be created through movement, block sequence or push direction.

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercises

Level 7 - Exercise 1

All players are ST3.
Guard: X3.

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							

You may make one normal Move with X2 before the block. The goal is a 2D block for X1. Where do you move X2?

Answer: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercise 2

All players are ST3.
No relevant skills.

	A	B	C	D	E	F	G
1							
2		2	2				
3		3	1	4			
4			1				
5							

You ultimately want X1 on C4 to block Y1 on C3 with 2D. You must first make one block with X3. Who should X3 block first?
Answer: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercise 3

All players are ST3.
No relevant skills.

	A	B	C	D	E	F	G
1							
2		2	2				
3		3	1	3			
4		4	1				
5							

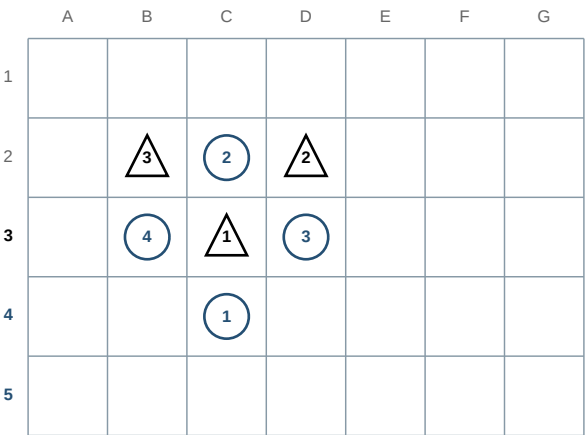
The goal is for X1 on C4 to block Y1 on C3 with 2D. You must first make one block with X2. Who should X2 block first?
Answer: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercise 4

All players are ST3.
Guard: X3.



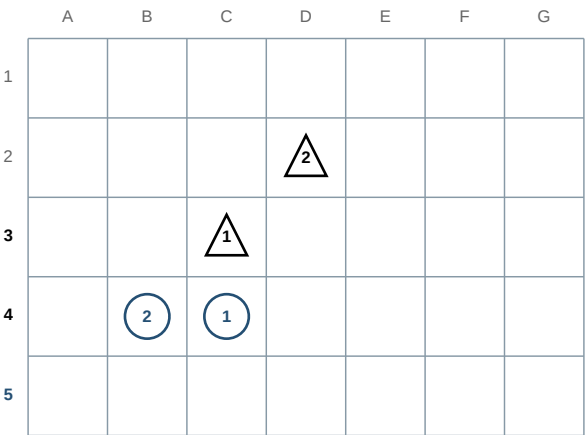
You may move exactly one player exactly one square before the block: X2 or X4. The goal is to create a 2D block for X1. Which player do you move, and to which square?
Answer: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercise 5

All players are ST3.
No relevant skills.



X2 is on B4. You may move X2 exactly one square before the block. The goal is to create a 2D block for X1. Where do you move X2?
Answer: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercise 6

All players are ST3.
Guard: X3.

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							

You may make one normal Move with X2 before the block. The goal is a 2D block for X1. Where do you move X2?
Answer: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercise 7

All players are ST3.
No relevant skills.

	A	B	C	D	E	F	G
1							
2							
3							
4							
5							

Right now, X3 gives one offensive assist, Y2 gives one defensive assist, and X1's block is 1D. You may move X2 exactly one square before the block. The goal is a 2D block for X1. Where do you move X2?
Answer: _____

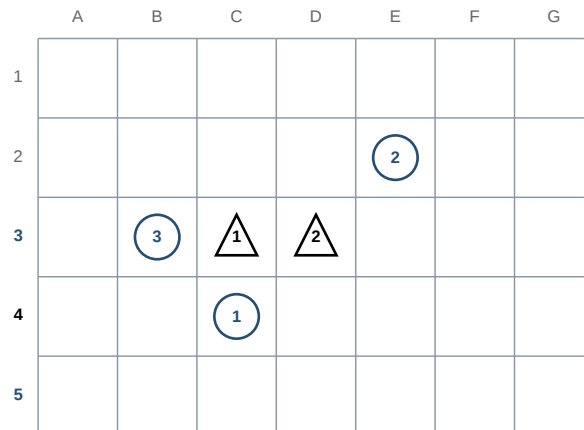
YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercise 8

All players are ST3.

Guard: X2.



X2 on E2 has Guard. You may move X2 exactly one square. The goal is a 2D block for X1 against Y1.
Where do you move X2?

Answer: _____

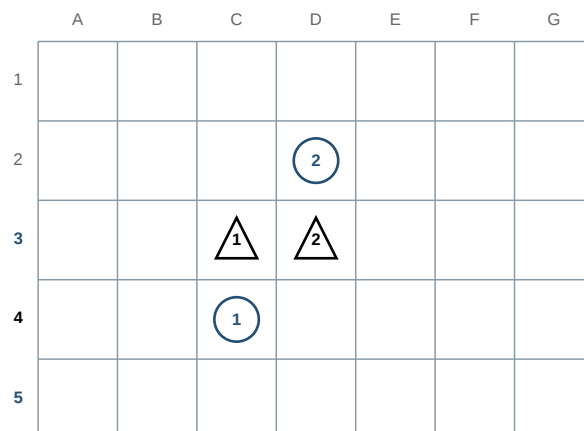
YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercise 9

All players are ST3.

Guard: X2.



Right now the block is -2D because Y2 assists Y1. You may move X2 exactly one square. The goal is a 2D block for X1. Where do you move X2?

Answer: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercise 10

All players are ST3.
Guard: X3.

	A	B	C	D	E	F	G
1							
2		2	2				
3		3	1	3			
4			1				
5							

The final goal is for X1 on C4 to block Y1 on C3 with 2D. You must first make one block with X2. Who should X2 block first?
Answer: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercise 11

All players are ST3.
No relevant skills.

	A	B	C	D	E	F	G
1							
2		2	2				
3		3	1	3			
4		4	1				
5							

The final goal is X1 on C4 against Y1 on C3 with 2D. Before that, you may make one block with either X2 or X4. Which X-player should block first?
Answer: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercise 12

All players are ST3.
No relevant skills.

	A	B	C	D	E	F	G
1							
2		2	2				
3		3	1	3	4		
4			1				
5							

The final goal is X1 on C4 against Y1 on C3 with 2D. First, you may make one block with either X2, who can block Y2, or X4, who can block Y3. Which player do you block with first?

Answer: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercise 13

All players are ST3.
No relevant skills.

	A	B	C	D	E	F	G
1							
2		2	2				
3		3	1	3			
4			1	4			
5							

The goal is still for X1 on C4 to end with a 2D block on Y1 on C3. Before X1 blocks, you may make one other block with an X-player. Which opponent should you block first?

Answer: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercise 14

All players are ST3.
No relevant skills.

	A	B	C	D	E	F	G
1							
2		2	2				
3		3	1	3			
4			1	4			
5							

The final goal is X1 on C4 against Y1 on C3 with 2D. Before X1 blocks, you may make one other block. You can choose to remove either Y2 or Y3 from the scrum with a suitable push. Which opponent do you block first?

Answer: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 7 - Exercise 15

All players are ST3.
No relevant skills.

	A	B	C	D	E	F	G
1							
2		2	2				
3		3	1	3			
4			1		4		
5							

X2 blocks Y2. Assume the Block die gives a normal Push. Where do you push Y2 so the following X1 -> Y1 block becomes 2D?

Answer: _____

YOUR ANSWER / MARKINGS

■ = Your player ■ = Opponent Number = player identifier

Level 1 - Answer Key

Level 1 - Exercise 1

Answer: 1D

The attacker receives no offensive assists.

The final Strength is ST3 versus ST3. This gives 1D.

Level 1 - Exercise 2

Answer: 2D

X2 can assist the attacker and gives +1 ST.

The final Strength is ST4 versus ST3. This gives 2D.

Level 1 - Exercise 3

Answer: 2D

X2 and X3 can assist the attacker. This gives a total of +2 ST.

The final Strength is ST5 versus ST3. This gives 2D.

Level 1 - Exercise 4

Answer: 2D

X2, X3 and X4 can assist the attacker. This gives a total of +3 ST.

The final Strength is ST6 versus ST3. This gives 2D.

Level 1 - Exercise 5

Answer: 3D

X2, X3, X4 and X5 can assist the attacker. This gives a total of +4 ST.

The final Strength is ST7 versus ST3. This gives 3D.

Level 2 - Answer Key

Level 2 - Exercise 1

Answer: 1D

The attacker receives no offensive assists. X2 cannot assist because the player is marked by Y2.

The final Strength is ST3 versus ST3. This gives 1D.

Level 2 - Exercise 2

Answer: 2D

X2 can assist the attacker and gives +1 ST. X3 cannot assist because the player is marked by Y2.

The final Strength is ST4 versus ST3. This gives 2D.

Level 2 - Exercise 3

Answer: 2D

X2 can assist the attacker and gives +1 ST. X3 cannot assist because the player is marked by Y2.

The final Strength is ST4 versus ST3. This gives 2D.

Level 2 - Exercise 4

Answer: 2D

X2 and X4 can assist the attacker. This gives a total of +2 ST. X3 cannot assist because the player is marked by Y2.

The final Strength is ST5 versus ST3. This gives 2D.

Level 2 - Exercise 5

Answer: 1D

The attacker receives no offensive assists. X2 cannot assist because the player is marked by Y2 X3 cannot assist because the player is marked by Y3 X4 cannot assist because the player is marked by Y2 X5 cannot assist because the player is marked by Y3.

The final Strength is ST3 versus ST3. This gives 1D.

Level 2 - Exercise 6

Answer: 2D

X2 can assist the attacker and gives +1 ST. X3 cannot assist because the player is marked by Y2.

The final Strength is ST4 versus ST3. This gives 2D.

Level 2 - Exercise 7

Answer: 2D

X2 can assist the attacker and gives +1 ST. X3 cannot assist because the player is marked by Y2 X4 cannot assist because the player is marked by Y3.

The final Strength is ST4 versus ST3. This gives 2D.

Level 2 - Exercise 8

Answer: 1D

X3 can assist the attacker and gives +1 ST. X2 cannot assist because the player is marked by Y2. Y3 assists the defender and gives +1 ST.

The final Strength is ST4 versus ST4. This gives 1D.

Level 2 - Exercise 9

Answer: 2D

X2 and X4 can assist the attacker. This gives a total of +2 ST. X3 cannot assist because the player is marked by Y2. The defender receives no defensive assists. Y2 cannot assist because the player is marked by X3.

The final Strength is ST5 versus ST3. This gives 2D.

Level 2 - Exercise 10

Answer: 2D

X4 can assist the attacker and gives +1 ST. X2 cannot assist because the player is marked by Y2, Y3 X3 cannot assist because the player is marked by Y3. The defender receives no defensive assists. Y3 cannot assist because the player is marked by X2, X3.

The final Strength is ST4 versus ST3. This gives 2D.

Level 3 - Answer Key

Level 3 - Exercise 1

Answer: 1D

The attacker receives no offensive assists. X2 cannot assist because the player is marked by Y2 X3 cannot assist because the player is marked by Y2. The defender receives no defensive assists. Y2 cannot assist because the player is marked by X2, X3.

The final Strength is ST3 versus ST3. This gives 1D.

Level 3 - Exercise 2

Answer: 1D

X2 can assist the attacker and gives +1 ST. Y2 assists the defender and gives +1 ST.

The final Strength is ST4 versus ST4. This gives 1D.

Level 3 - Exercise 3

Answer: 2D

X2 and X3 can assist the attacker. This gives a total of +2 ST. Y2 assists the defender and gives +1 ST.

The final Strength is ST5 versus ST4. This gives 2D.

Level 3 - Exercise 4

Answer: 2D

X2 and X4 can assist the attacker. This gives a total of +2 ST. X3 cannot assist because the player is marked by Y2, Y3. The defender receives no defensive assists. Y3 cannot assist because the player is marked by X3.

The final Strength is ST5 versus ST3. This gives 2D.

Level 3 - Exercise 5

Answer: 2D

X2 and X4 can assist the attacker. This gives a total of +2 ST. X3 cannot assist because the player is marked by Y2, Y3.

The final Strength is ST5 versus ST3. This gives 2D.

Level 3 - Exercise 6

Answer: 2D

X2 can assist the attacker and gives +1 ST. X3 cannot assist because the player is marked by Y2, Y3 X4 cannot assist because the player is marked by Y4. The defender receives no defensive assists. Y3 cannot assist because the player is marked by X3 Y4 cannot assist because the player is marked by X4.

The final Strength is ST4 versus ST3. This gives 2D.

Level 3 - Exercise 7

Answer: 2D

X2 and X4 can assist the attacker. This gives a total of +2 ST. X3 cannot assist because the player is marked by Y2, Y3. Y4 assists the defender and gives +1 ST.

The final Strength is ST5 versus ST4. This gives 2D.

Level 3 - Exercise 8

Answer: 2D

X2 and X4 can assist the attacker. This gives a total of +2 ST. X3 cannot assist because the player is marked by Y2, Y3. The defender receives no defensive assists. Y3 cannot assist because the player is marked by X3.

The final Strength is ST5 versus ST3. This gives 2D.

Level 3 - Exercise 9

Answer: 2D

X2 can assist the attacker and gives +1 ST. X3 cannot assist because the player is marked by Y2, Y3 X4 cannot assist because the player is marked by Y4. The defender receives no defensive assists. Y4 cannot assist because the player is marked by X4.

The final Strength is ST4 versus ST3. This gives 2D.

Level 3 - Exercise 10

Answer: 2D

X2 and X4 can assist the attacker. This gives a total of +2 ST. X3 cannot assist because the player is marked by Y2, Y3. Y4 assists the defender and gives +1 ST. Y3 cannot assist because the player is marked by X3.

The final Strength is ST5 versus ST4. This gives 2D.

Level 4 - Answer Key

Level 4 - Exercise 1

Answer: 2D

X2 can assist the attacker and gives +1 ST. Y2 assists the defender and gives +1 ST.

The final Strength is ST5 versus ST4. This gives 2D.

Level 4 - Exercise 2

Answer: 1D

X2 can assist the attacker and gives +1 ST.

The final Strength is ST4 versus ST4. This gives 1D.

Level 4 - Exercise 3

Answer: -2D

X2 can assist the attacker and gives +1 ST. Y2 assists the defender and gives +1 ST.

The final Strength is ST4 versus ST5. This gives -2D.

Level 4 - Exercise 4

Answer: 1D

X2 and X3 can assist the attacker. This gives a total of +2 ST. Y2 assists the defender and gives +1 ST.

The final Strength is ST5 versus ST5. This gives 1D.

Level 4 - Exercise 5

Answer: 2D

X2 can assist the attacker and gives +1 ST. Y2 assists the defender and gives +1 ST.

The final Strength is ST6 versus ST4. This gives 2D.

Level 4 - Exercise 6

Answer: 2D

X2 and X3 can assist the attacker. This gives a total of +2 ST. Y2 assists the defender and gives +1 ST. The final Strength is ST7 versus ST4. This gives 2D.

Level 4 - Exercise 7

Answer: 3D

X2 and X3 can assist the attacker. This gives a total of +2 ST. The final Strength is ST7 versus ST3. This gives 3D.

Level 4 - Exercise 8

Answer: -2D

X2 and X3 can assist the attacker. This gives a total of +2 ST. Y2 assists the defender and gives +1 ST. The final Strength is ST4 versus ST6. This gives -2D.

Level 4 - Exercise 9

Answer: 3D

X2 can assist the attacker and gives +1 ST. X3 cannot assist because the player is marked by Y2. The defender receives no defensive assists. Y2 cannot assist because the player is marked by X3. The final Strength is ST5 versus ST2. This gives 3D.

Level 4 - Exercise 10

Answer: -2D

X2 can assist the attacker and gives +1 ST. X3 cannot assist because the player is marked by Y2. The defender receives no defensive assists. Y2 cannot assist because the player is marked by X3. The final Strength is ST4 versus ST5. This gives -2D.

Level 5 - Answer Key

Level 5 - Exercise 1

Answer: 2D

X2 assists the attacker. X2 has Guard, so Y2's marking does not prevent the assist. The defender receives no defensive assists.

The final Strength is ST4 versus ST3. This gives 2D.

Level 5 - Exercise 2

Answer: -2D

X2 and X3 cannot assist the attacker because Y2 marks them. Y2 does, however, assist the defender. Y2 has Guard, so X3's marking does not prevent the defensive assist.

The final Strength is ST3 versus ST4. This gives -2D.

Level 5 - Exercise 3

Answer: 1D

X2 assists the attacker and gives +1 ST. X3 cannot assist because Y2 marks X3. Y2 assist the defender; Guard means that X3's marking does not remove the assist.

The final Strength is ST4 versus ST4. This gives 1D.

Level 5 - Exercise 4

Answer: 2D

X2 assists the attacker. X3 also assists: even though X3 is marked by Y2 and Y3, Guard keeps the assist valid. Y2 is not next to X1 and therefore cannot assist the defender. Y3 is next to X1, but X3 marks Y3, so the defensive assist is cancelled.

The final Strength is ST5 versus ST3. This gives 2D.

Level 5 - Exercise 5

Answer: 2D

X2 and X3 both assist the attacker. X2 is marked by Y3, but Guard still makes the assist valid. Y2 assist the defender; Y2 has Guard, so being marked by the X side does not prevent the assist.

The final Strength is ST5 versus ST4. This gives 2D.

Level 5 - Exercise 6

Answer: 2D

X2 and X4 can assist the attacker. This gives a total of +2 ST. X3 cannot assist because the player is marked by Y2. Y2 assists the defender and gives +1 ST.

The final Strength is ST5 versus ST4. This gives 2D.

Level 5 - Exercise 7

Answer: 2D

X2, X3 and X4 all assist the attacker. X3 is marked by Y2 and Y3, but Guard still makes the assist valid. Y2 assist the defender; Y2 has Guard and can therefore assist despite being marked. Y3 is not next to X1 and gives no defensive assist.

The final Strength is ST6 versus ST4. This gives 2D.

Level 5 - Exercise 8

Answer: -2D

X2 can assist the attacker and gives +1 ST. X3 cannot assist because the player is marked by Y2. Y2 and Y3 assist the defender. This gives a total of +2 ST.

The final Strength is ST4 versus ST5. This gives -2D.

Level 5 - Exercise 9

Answer: 2D

X2 and X3 can assist the attacker. This gives a total of +2 ST. X4 cannot assist because the player is marked by Y3. Y2 assists the defender and gives +1 ST.

The final Strength is ST5 versus ST4. This gives 2D.

Level 5 - Exercise 10

Answer: 1D

X2 can assist the attacker and gives +1 ST. X3 cannot assist because the player is marked by Y2 X4 cannot assist because the player is marked by Y3 X5 cannot assist because the player is marked by Y2. Y2 assists the defender and gives +1 ST.

The final Strength is ST4 versus ST4. This gives 1D.

Level 5 - Exercise 11

Answer: 2D

X3 and X5 can assist the attacker. This gives a total of +2 ST. X2 cannot assist because the player is marked by Y2 X4 cannot assist because the player is marked by Y2, Y3. Y3 assists the defender and gives +1 ST.

The final Strength is ST5 versus ST4. This gives 2D.

Level 5 - Exercise 12

Answer: 2D

X2, X3 and X5 can assist the attacker. This gives a total of +3 ST. X4 cannot assist because the player is marked by Y2, Y3. Y3 assists the defender and gives +1 ST.

The final Strength is ST6 versus ST4. This gives 2D.

Level 5 - Exercise 13

Answer: 2D

X2, X4 and X5 can assist the attacker. This gives a total of +3 ST. X3 cannot assist because the player is marked by Y2. Y3 assists the defender and gives +1 ST.

The final Strength is ST6 versus ST4. This gives 2D.

Level 5 - Exercise 14

Answer: 1D

X2 can assist the attacker and gives +1 ST. X3 cannot assist because the player is marked by Y2 X4 cannot assist because the player is marked by Y2, Y3. Y3 assists the defender and gives +1 ST.

The final Strength is ST4 versus ST4. This gives 1D.

Level 5 - Exercise 15

Answer: 1D

X3 can assist the attacker and gives +1 ST. X2 cannot assist because the player is marked by Y3, Y2 X4 cannot assist because the player is marked by Y3. Y2 assists the defender and gives +1 ST.

The final Strength is ST4 versus ST4. This gives 1D.

Level 6 - Answer Key

Level 6 - Exercise 1

Answer: 1D

X3 can assist the attacker and gives +1 ST. X2 cannot assist because the player is marked by Y2. X4 cannot assist because the player is marked by Y2. Y3 assists the defender and gives +1 ST. Y5 cannot assist because the player is marked by X5.

The final Strength is ST4 versus ST4. This gives 1D.

Level 6 - Exercise 2

Answer: 2D

X2 can assist the attacker and gives +1 ST. X3 cannot assist because the player is marked by Y3. X4 cannot assist because the player is marked by Y4. Y3 assists the defender and gives +1 ST. Y5 cannot assist because the player is marked by X5.

The final Strength is ST5 versus ST4. This gives 2D.

Level 6 - Exercise 3

Answer: -2D

X3 can assist the attacker and gives +1 ST. X2 cannot assist because the player is marked by Y4. Y5 X5 cannot assist because the player is marked by Y5. Y2 assists the defender and gives +1 ST. Y5 cannot assist because the player is marked by X2, X5. Y3 cannot assist because the player is marked by X4.

The final Strength is ST4 versus ST5. This gives -2D.

Level 6 - Exercise 4

Answer: 2D

X3 can assist the attacker and gives +1 ST. X2 cannot assist because the player is marked by Y4, Y3 X4 cannot assist because the player is marked by Y4. Y3 assists the defender and gives +1 ST. Y5 cannot assist because the player is marked by X5.

The final Strength is ST5 versus ST4. This gives 2D.

Level 6 - Exercise 5

Answer: -2D

X3 can assist the attacker and gives +1 ST. X2 cannot assist because the player is marked by Y2 X4 cannot assist because the player is marked by Y2. Y3 assists the defender and gives +1 ST. Y5 cannot assist because the player is marked by X5.

The final Strength is ST3 versus ST5. This gives -2D.

Level 6 - Exercise 6

Answer: 2D

X3 can assist the attacker and gives +1 ST. X2 cannot assist because the player is marked by Y4, Y3 X4 cannot assist because the player is marked by Y4. Y3 assists the defender and gives +1 ST. Y5 cannot assist because the player is marked by X5.

The final Strength is ST6 versus ST4. This gives 2D.

Level 6 - Exercise 7

Answer: 2D

X2 can assist the attacker and gives +1 ST. X4 cannot assist because the player is marked by Y4 X5 cannot assist because the player is marked by Y2, Y3, Y5. The defender receives no defensive assists. Y5 cannot assist because the player is marked by X5.

The final Strength is ST5 versus ST4. This gives 2D.

Level 6 - Exercise 8

Answer: 2D

X3 can assist the attacker and gives +1 ST. X2 cannot assist because the player is marked by Y4, Y3 X4 cannot assist because the player is marked by Y4. The defender receives no defensive assists. Y3 cannot assist because the player is marked by X2, X3, X5 Y5 cannot assist because the player is marked by X5.

The final Strength is ST5 versus ST3. This gives 2D.

Level 6 - Exercise 9

Answer: 2D

X4 can assist the attacker and gives +1 ST. X2 cannot assist because the player is marked by Y2 X3 cannot assist because the player is marked by Y2, Y4, Y3. Y3 assists the defender and gives +1 ST. Y5 cannot assist because the player is marked by X5.

The final Strength is ST6 versus ST3. This gives 2D.

Level 6 - Exercise 10

Answer: 3D

X3 and X4 can assist the attacker. This gives a total of +2 ST. X2 cannot assist because the player is marked by Y4, Y3. The defender receives no defensive assists. Y3 cannot assist because the player is marked by X2, X3, X5.

The final Strength is ST7 versus ST2. This gives 3D.

Level 6 - Exercise 11

Answer: -2D

X2 can assist the attacker and gives +1 ST. X4 cannot assist because the player is marked by Y4. Y3 and Y5 assist the defender. This gives a total of +2 ST.

The final Strength is ST4 versus ST7. This gives -2D.

Level 6 - Exercise 12

Answer: 2D

X3 and X6 can assist the attacker. This gives a total of +2 ST. X2 cannot assist because the player is marked by Y4, Y3. X4 cannot assist because the player is marked by Y4. The defender receives no defensive assists. Y3 cannot assist because the player is marked by X2, X3, X5. Y5 cannot assist because the player is marked by X5.

The final Strength is ST6 versus ST4. This gives 2D.

Level 6 - Exercise 13

Answer: 2D

X2 and X6 can assist the attacker. This gives a total of +2 ST. X4 cannot assist because the player is marked by Y4. X5 cannot assist because the player is marked by Y2, Y3, Y5. Y5 assists the defender and gives +1 ST.

The final Strength is ST6 versus ST4. This gives 2D.

Level 6 - Exercise 14

Answer: 1D

X3 and X6 can assist the attacker. This gives a total of +2 ST. X2 cannot assist because the player is marked by Y4, Y3 X4 cannot assist because the player is marked by Y4. Y3 assists the defender and gives +1 ST. Y5 cannot assist because the player is marked by X5.

The final Strength is ST5 versus ST5. This gives 1D.

Level 6 - Exercise 15

Answer: 1D

X2 and X6 can assist the attacker. This gives a total of +2 ST. X4 cannot assist because the player is marked by Y4. Y3 and Y5 assist the defender. This gives a total of +2 ST.

The final Strength is ST6 versus ST6. This gives 1D.

Level 7 - Answer Key

Level 7 - Exercise 1

Answer: B3

Move X2 from A3 to B3. From here, both X2 and X3 can assist X1, while Y2 is too far away to assist Y1. X1 therefore ends at ST5 versus Y1's ST3, which gives 2D.

Level 7 - Exercise 2

Answer: Y2

Have X3 block Y2 first and push Y2 away from X2. Then X2 no longer is marked by Y2 and can assist X1 in the subsequent block against Y1.

Level 7 - Exercise 3

Answer: Y2

Have X2 block Y2 first. When Y2 is pushed away, X3 becomes free to assist X1. Y3 cannot assist Y1 because X4 marks Y3. X1 ends at ST4 versus ST3, which gives 2D.

Level 7 - Exercise 4

Answer: X4 -> B4

Move X4 from B3 to B4. From here, X4 assists X1 without being marked by Y3. X3 can also assist thanks to Guard. X1 ends at ST5 versus ST3, which gives 2D.

Level 7 - Exercise 5

Answer: B3

Move X2 from B4 to B3. From here, X2 is next to Y1 and can assist X1, while Y2 is too far away to prevent the assist or assist Y1. X1 ends at ST4 versus ST3, which gives 2D.

Level 7 - Exercise 6

Answer: B3

Move X2 from B4 to B3. X3 already provides the required assist with Guard, so X1 ends at ST4 versus Y1's ST3. This gives 2D.

Level 7 - Exercise 7

Answer: D4

Move X2 from E5 to D4. X2 does not need to assist X1; the point is that X2 now marks Y2, so Y2 can no longer assist Y1. X3 can still assist X1. This gives ST4 versus ST3 and therefore 2D.

Level 7 - Exercise 8

Answer: E3

Move X2 from E2 to E3. X3 can assist X1, and X2 also marks Y2, so Y2 can no longer assist Y1. X1 ends at ST4 versus ST3, which gives 2D.

Level 7 - Exercise 9

Answer: C2

Move X2 from D2 to C2. Guard means that X2 can still assist X1 even though Y2 marks X2. At the same time, X2 marks Y2, so Y2 cannot assist Y1. This gives ST4 versus ST3 and therefore 2D.

Level 7 - Exercise 10

Answer: Y2

Have X2 block Y2 first and push Y2 away, so X3 can assist X1 with Guard. Y3 also cannot assist Y1. X1 ends at ST4 versus ST3, which gives 2D.

Level 7 - Exercise 11

Answer: X2

Have X2 block Y2 and push Y2 away. Then X3 is free to assist X1. X4 marks Y3, so Y3 cannot assist Y1. X1 ends at ST4 versus ST3, which gives 2D.

Level 7 - Exercise 12

Answer: X2

Have X2 block Y2 first. When Y2 is pushed away, X3 becomes free to assist X1. X4 marks Y3, so Y3 cannot assist Y1. This gives ST4 versus ST3 and therefore 2D.

Level 7 - Exercise 13

Answer: Y2

Have X2 block Y2. When Y2 is pushed away from X3, X3 can assist X1. X4 marks Y3, so Y3 cannot assist Y1. X1 ends at ST4 versus ST3, which gives 2D.

Level 7 - Exercise 14

Answer: Y2

Have X2 block Y2 and push Y2 away. Then X3 assists X1. Y3 cannot assist Y1 because X4 marks Y3. X1 ends at ST4 versus ST3, which gives 2D.

Level 7 - Exercise 15

Answer: D1

Push Y2 to D1. From there, Y2 no longer marks X3, so X3 can assist X1. X4 already marks Y3, so Y3 cannot assist Y1. X1 ends at ST4 versus ST3, which gives 2D.

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