

BB SCHOOL OF BLOCK



SCREENS & SPACE

Training Workbook

Blood Bowl – control, connection, screens, gaps,
open routes, relevant space and pitch geometry

A – H | 28 EXERCISES AND ANSWER KEY

SEE THE BOARD. UNDERSTAND THE GAME. PLAY BETTER.

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Screens & Space - Exercises

Work from the board, not from the Answer Key. The exercises progress from reading control on individual empty squares to connected control, screens, gaps, open routes, relevant space, edge geometry and mastery.

Workbook use

Circle or mark answers directly on the board. For BOARD INPUT exercises, draw the required final positions or place miniatures on the printed board. Where an exercise tests structure rather than movement mechanics, movement allowance, routes, Dodge rolls and Rushes are not part of the question unless explicitly stated.

Board notation

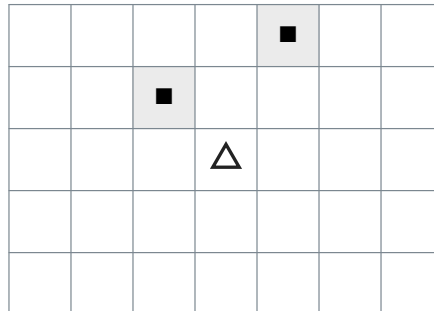
	Circle	your player
	Triangle	opponent
	Tilted token	Prone / no Tackle Zone
	Highlight / target	candidate or relevant space

A · THE EMPTY SPACE

A1 · EMPTY OR OPEN?

Both squares are empty. Which one is open?

Circle the open square.



YOUR ANSWER / MARKINGS

△ = Opponent · Highlight = Candidate / relevant space

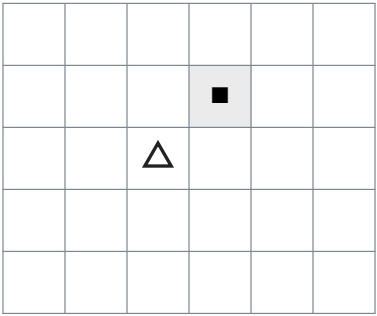
A · THE EMPTY SPACE

A2 · SAME EMPTY, DIFFERENT SPACE

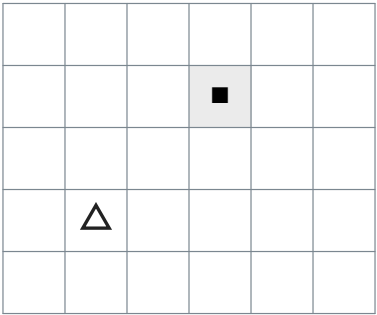
The marked square is empty on both boards. Where is it open?

Circle A or B.

POSITION A



POSITION B



YOUR ANSWER / MARKINGS

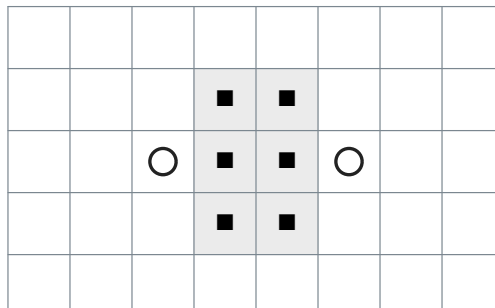
△= Opponent · Highlight = Candidate / relevant space

B · THE SPACE BETWEEN

B1 · THE SPACE BETWEEN

Where does their control connect?

Mark the connected controlled space between the defenders.



YOUR ANSWER / MARKINGS

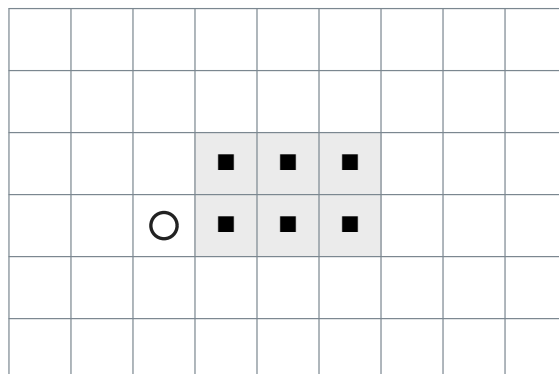
○= Your player · Highlight = Candidate / relevant space

B · THE SPACE BETWEEN

B2 · CLOSE THE SPACE

Place the player so the control connects across the space.

Mark the movable defender's final square, or place a miniature on the board.



BOARD INPUT - the final position is judged by connected control, not by copying a formation.

YOUR ANSWER / MARKINGS

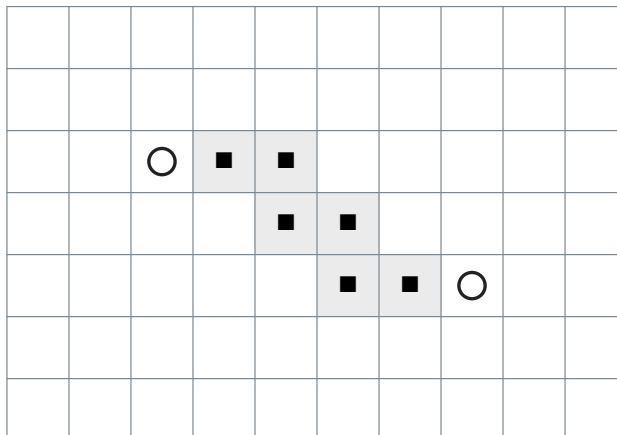
O = Your player · Highlight = Candidate / relevant space

B · THE SPACE BETWEEN

B3 · CONTROL THE BLANKS

Block the route by connecting their control across the highlighted space.

Place the movable defenders. Mark their final squares.



THE TWO-SQUARE PRINCIPLE - the spacing may change; the principle does not.

YOUR ANSWER / MARKINGS

○ = Your player · Highlight = Candidate / relevant space

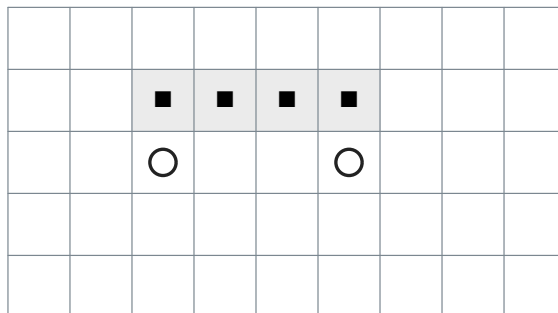
C · BUILD THE SCREEN

C1 · BUILD WIDTH

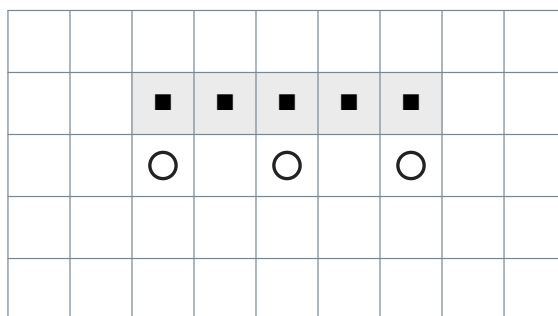
Which structure has sufficient connected width across the marked space?

Circle A or B.

A



B



YOUR ANSWER / MARKINGS

○ = Your player · Highlight = Candidate / relevant space

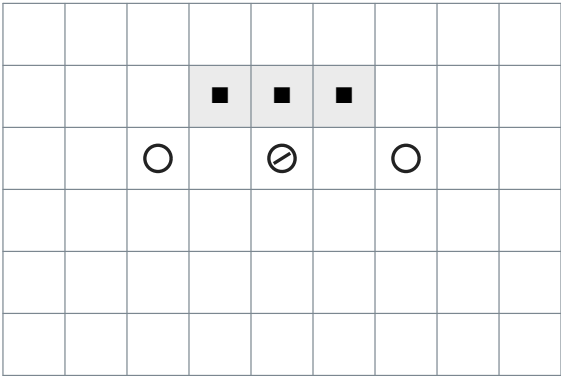
C · BUILD THE SCREEN

C2 · TOO THIN

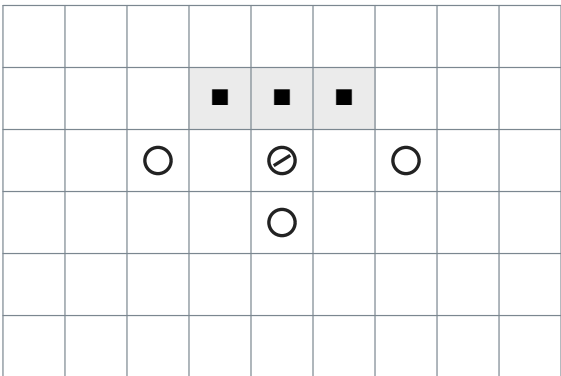
Same damage. Different result. Which structure still controls the passage?

Circle A or B.

A



B



YOUR ANSWER / MARKINGS

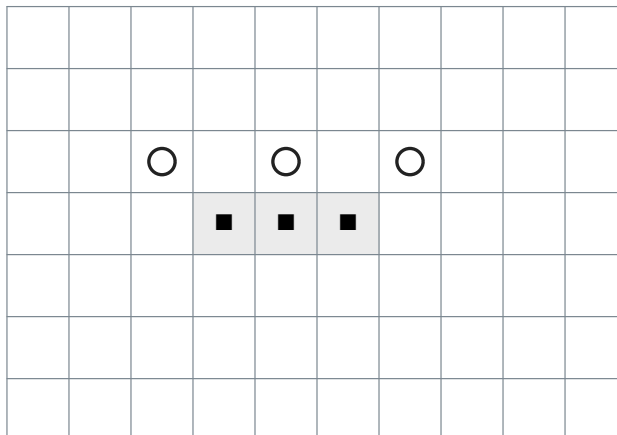
○= Your player · Tilted token = Prone / no Tackle Zone · Highlight = Candidate / relevant space

C · BUILD THE SCREEN

C3 · ADD DEPTH

Add depth behind the screen.

Mark a final position that adds relevant control behind the first layer while preserving the connected screen.



BOARD INPUT - more than one structurally correct solution may exist.

YOUR ANSWER / MARKINGS

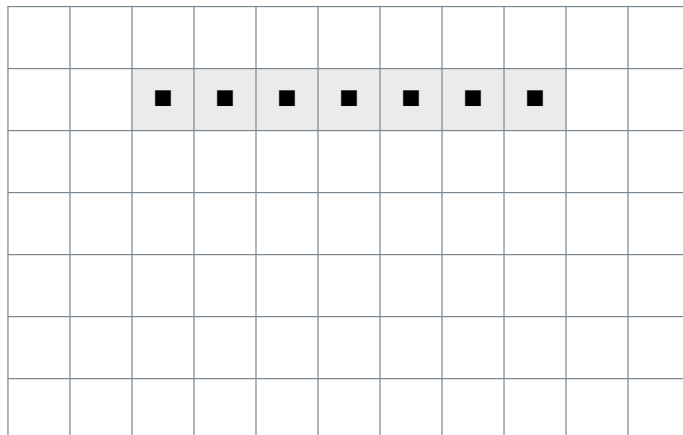
○ = Your player · Highlight = Candidate / relevant space

C · BUILD THE SCREEN

C4 · BUILD THE SCREEN

Build a screen that controls the marked space.

Use the available defenders. Combine connection, spacing, width and depth.



BOARD INPUT - evaluate the space, not the formation.

YOUR ANSWER / MARKINGS

Highlight = Candidate / relevant space

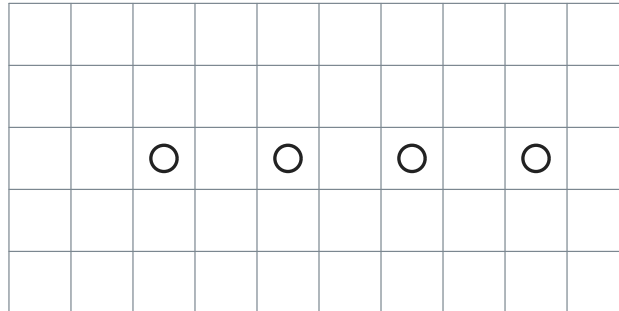
D · THE GAP

D1 · SAME SCREEN?

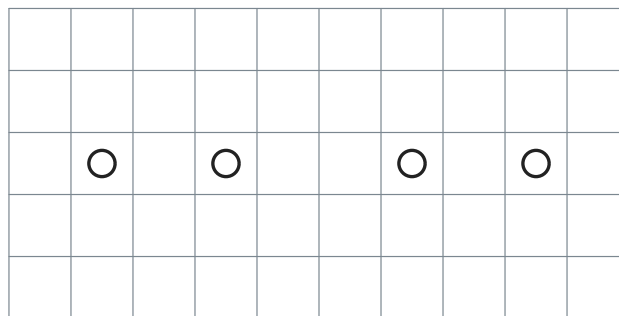
Which screen has a gap in connected control?

Circle A or B.

A



B



YOUR ANSWER / MARKINGS

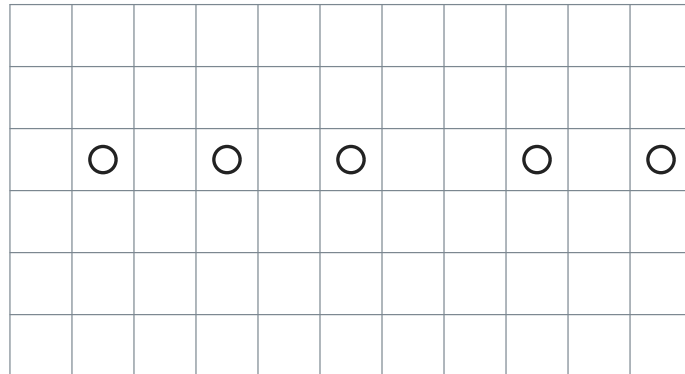
○= Your player

D · THE GAP

D2 · FIND THE GAP

Find the gap.

Circle the area where connected control breaks.



YOUR ANSWER / MARKINGS

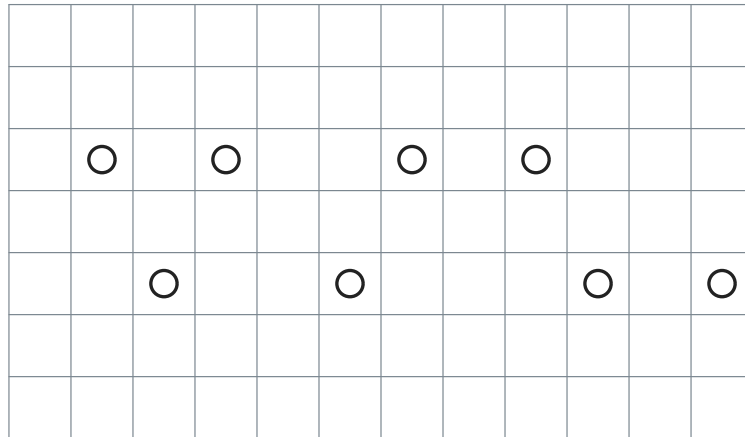
○ = Your player

D · THE GAP

D3 · MORE THAN ONE GAP?

Find every gap in the structure.

Mark all gap areas before checking the Answer Key.



YOUR ANSWER / MARKINGS

○ = Your player

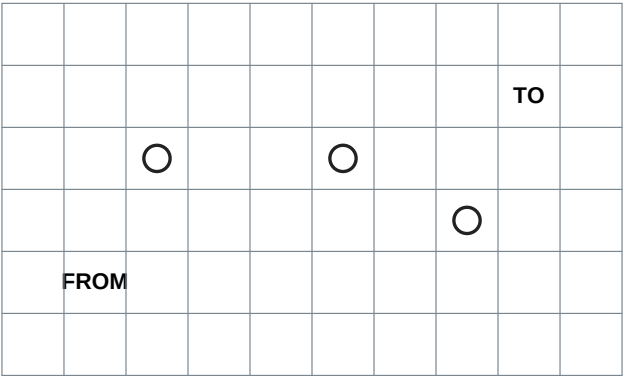
E · THE OPEN ROUTE

E1 · GAP ≠ OPEN ROUTE

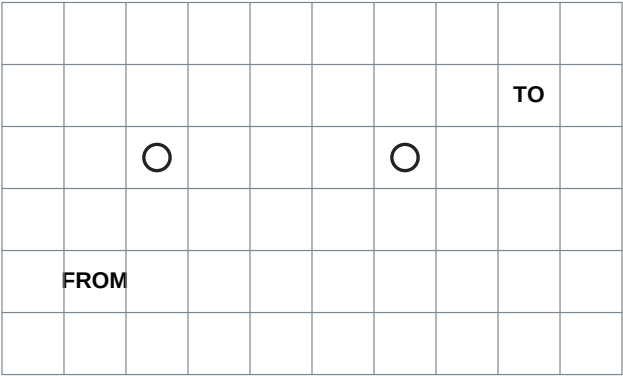
Both screens have a gap. Which one leaves open space from FROM to TO?

Circle A or B.

A



B



YOUR ANSWER / MARKINGS

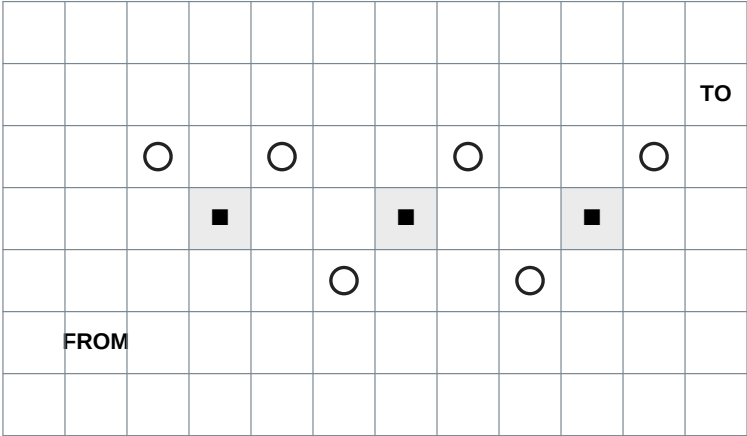
○= Your player · FROM / START = Starting area · TO / TARGET = Objective area

E · THE OPEN ROUTE

E2 · WHICH WAY THROUGH?

Which way has an open route?

Mark the area that provides connected open space between FROM and TO.



YOUR ANSWER / MARKINGS

○= Your player · Highlight = Candidate / relevant space · FROM / START = Starting area · TO / TARGET = Objective area

E · THE OPEN ROUTE

E3 · WHERE DOES IT GO?

Which open route reaches the target area?

Mark the connected open region that reaches TO.

											TO
		○			○			○			
						○			○		
	FROM										

Read connectivity only - no player movement allowance, Dodge or Rush is part of the question.

YOUR ANSWER / MARKINGS

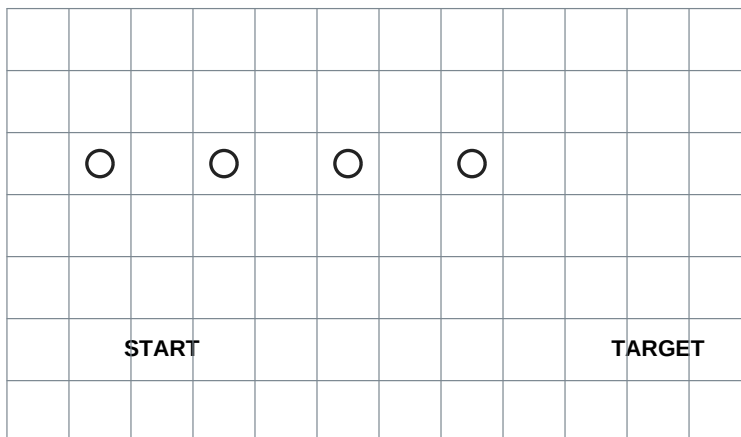
○= Your player · FROM / START = Starting area · TO / TARGET = Objective area

F · CONTROL THE PLAY

F1 · GOOD SCREEN. WRONG PLACE.

Is the screen controlling the relevant space?

Circle YES or NO. Use the defined start/current area and target area.



YOUR ANSWER / MARKINGS

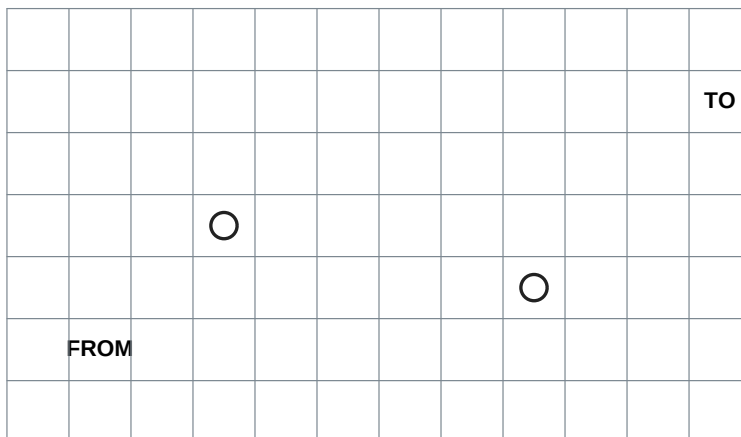
O = Your player · FROM / START = Starting area · TO / TARGET = Objective area

F · CONTROL THE PLAY

F2 · SHAPE THE ROUTE

Use your defenders to break the open route between FROM and TO.

Mark the defenders' final positions.



BOARD INPUT - success means no connected open route remains between FROM and TO.

YOUR ANSWER / MARKINGS

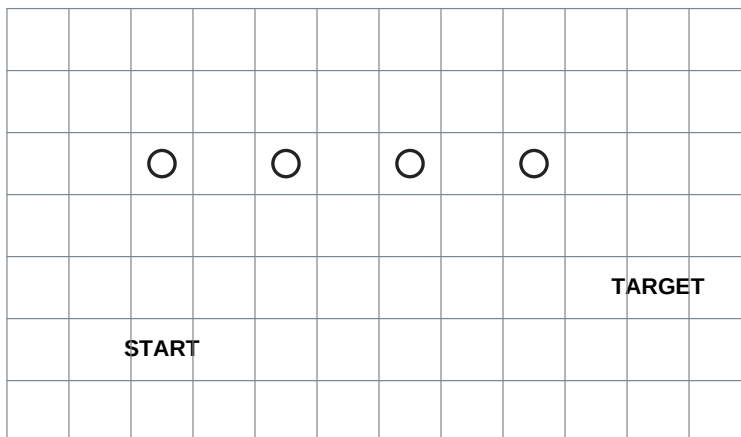
○ = Your player · FROM / START = Starting area · TO / TARGET = Objective area

F · CONTROL THE PLAY

F3 · THE PLAY MOVED

Does the screen still control the relevant open route?

Circle YES or NO.



YOUR ANSWER / MARKINGS

○ = Your player · FROM / START = Starting area · TO / TARGET = Objective area

F · CONTROL THE PLAY

F4 · MOVE OR HOLD?

For each position, does the existing control still cover the relevant space?

Write HOLD or SHIFT for each board.

POSITION A

		○		○		○			
	START							TARGET	

POSITION B

								TARGET	
		○		○		○			
	START								

YOUR ANSWER / MARKINGS

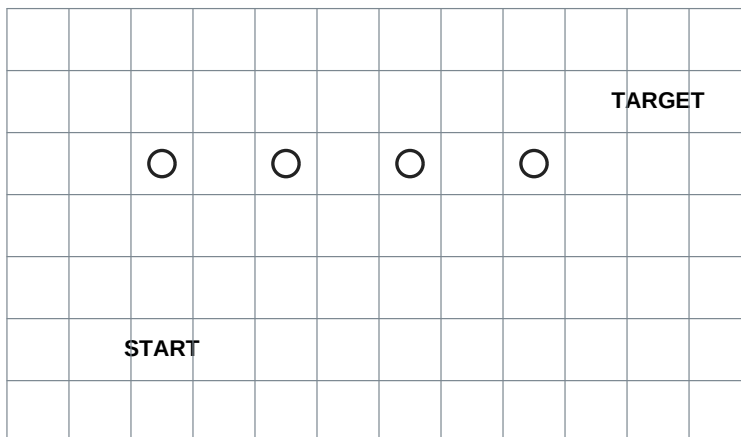
○ = Your player · FROM / START = Starting area · TO / TARGET = Objective area

F · CONTROL THE PLAY

F5 · SHIFT

The relevant space has changed. Adjust the existing control to cover the new connection.

Mark the final positions.



BOARD INPUT - adapt the control; this is not an action-sequencing exercise.

YOUR ANSWER / MARKINGS

○ = Your player · FROM / START = Starting area · TO / TARGET = Objective area

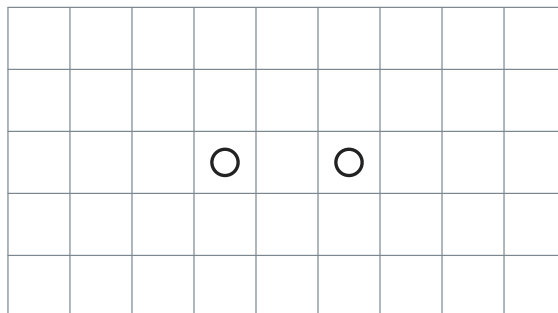
G · THE EDGE

G1 · SAME PLAYERS. DIFFERENT SPACE.

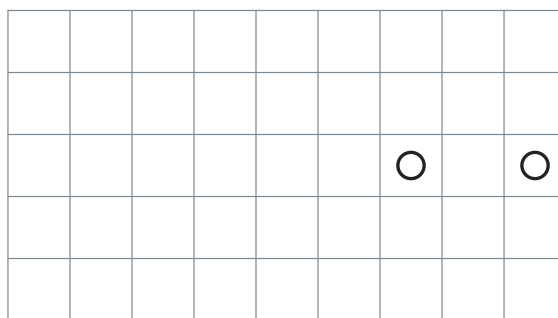
Does the space around the same players change when the pitch ends at the sideline?

Circle YES or NO.

CENTRE



SIDELINE



YOUR ANSWER / MARKINGS

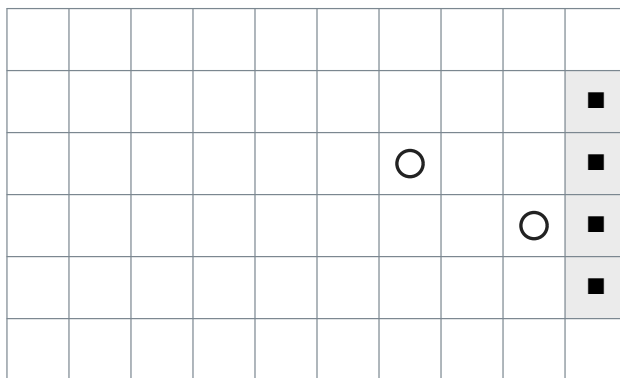
○ = Your player · Thick edge = Sideline

G · THE EDGE

G2 · THE MISSING SIDE

Which open route would exist away from the sideline but does not exist here?

Mark the missing route/space.



YOUR ANSWER / MARKINGS

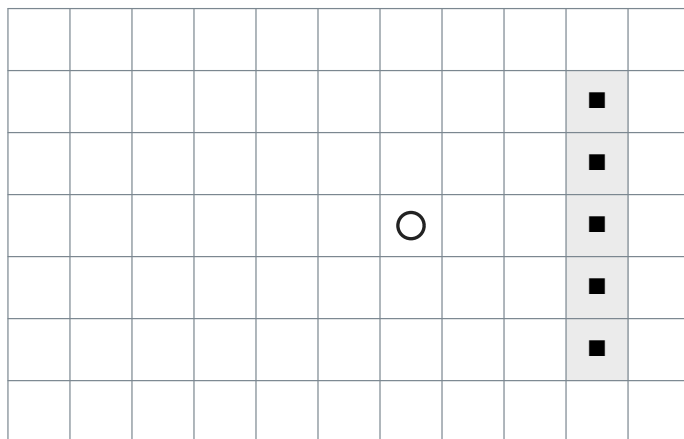
○ = Your player · Highlight = Candidate / relevant space · Thick edge = Sideline

G · THE EDGE

G3 · WORK WITH THE EDGE

Use the available defenders to control the marked route beside the sideline.

Mark their final positions.



BOARD INPUT - the sideline changes playable space; it does not exert a Tackle Zone.

YOUR ANSWER / MARKINGS

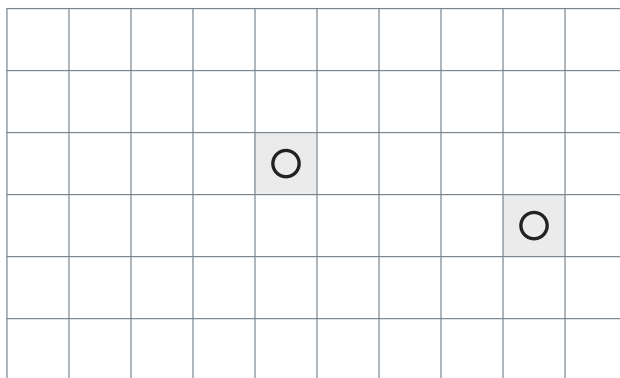
○ = Your player · Highlight = Candidate / relevant space · Thick edge = Sideline

G · THE EDGE

G4 · OPEN DOESN'T MEAN SAFE

Which open position is exposed to the crowd?

Circle the exposed position.



YOUR ANSWER / MARKINGS

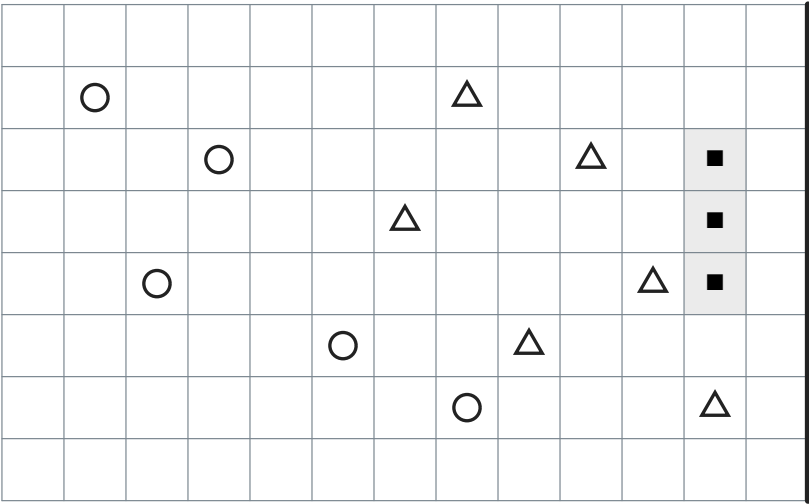
○ = Your player · Highlight = Candidate / relevant space · Thick edge = Sideline

G · THE EDGE

G5 · THE REAL BOARD

Which area gives an open route into the marked space?

Mark the relevant region.



YOUR ANSWER / MARKINGS

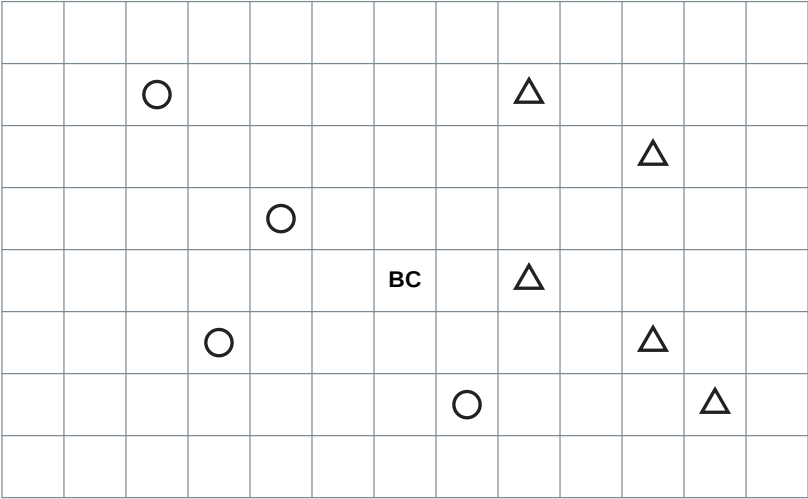
○= Your player · △= Opponent · Highlight = Candidate / relevant space · Thick edge = Sideline

H · MASTERY

H1 · HOLD THE SPACE

CONTROL THE ADVANCE.

Place the movable defenders. No hint identifies which earlier lesson applies.



MASTERY - evaluate the space, not the formation.

YOUR ANSWER / MARKINGS

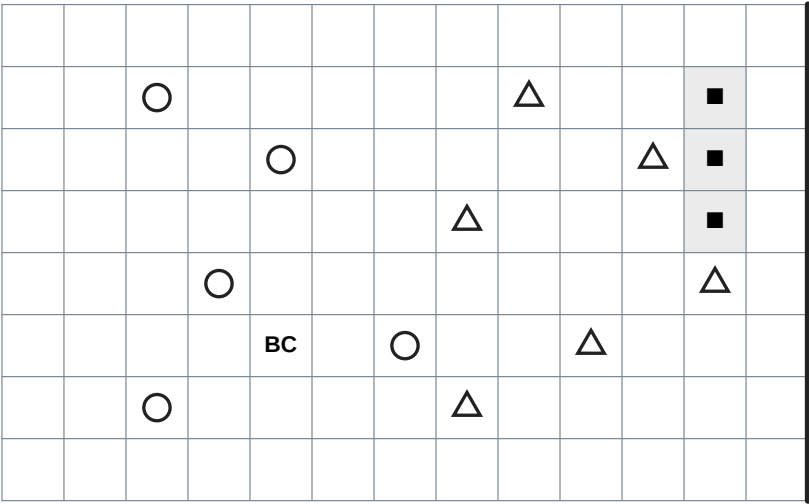
○= Your player · △= Opponent · BC = Ball Carrier

H · MASTERY

H3 · WHAT MATTERS?

Select the area that matters to this objective.

Mark the relevant area. Nothing else is required.



YOUR ANSWER / MARKINGS

O= Your player · Δ= Opponent · BC = Ball Carrier · Highlight = Candidate / relevant space · Thick edge = Sideline

ANSWER KEY

Use the explanations to reveal the control/space logic after completing the exercises. Structural BOARD INPUT tasks are judged by the stated end condition, not by copying one preferred formation.

A1 - The open candidate is the square outside the opponent's Tackle Zone. The other square is empty, but controlled.

A2 - Position B. The marked square is empty on both boards; only in B is it outside the opponent's Tackle Zone.

B1 - The defenders' controlled spaces connect through the space between them.

B2 - Any placement that creates connected control across the required space is correct. THE TWO-SQUARE PRINCIPLE: spacing is a principle, not a formation.

B3 - Any final arrangement that connects control across the whole highlighted space is correct. CONTROL THE BLANKS.

C1 - The structure with sufficient connected width across the marked area is correct. WIDTH REQUIRES CONNECTION.

C2 - The deeper structure still controls the passage after the same front-layer damage. DEPTH makes control harder to break.

C3 - A correct solution adds relevant control behind the first layer while preserving the connected screen.

C4 - A correct screen combines connected control, sufficient width and useful depth across the marked space. More than one solution may be valid.

D1 - The correct screen is the one where connected control is broken. A GAP IS A BREAK IN CONNECTED CONTROL.

D2 - Mark the area where the connected controlled space stops and resumes.

D3 - Every break in connected control must be marked; do not stop after finding the first.

E1 - Board B. Both structures contain a gap, but only B leaves connected open space from FROM to TO. A GAP IS NOT NECESSARILY AN OPEN ROUTE.

E2 - The correct area is the one that both contains a genuine gap and remains connected as open space between FROM and TO.

E3 - Choose the open connection that remains connected all the way to the target. OPEN ROUTE = connected open space between relevant areas.

F1 - NO. The screen can function perfectly and still control the wrong space. RELEVANT SPACE is the area that matters to the defined board problem.

F2 - Any placement that removes every connected open route between FROM and TO is correct. CONTROL SPACE. SHAPE THE ROUTE.

F3 - Re-read the position: the screen did not change; the relevant space did.

F4 - Judge each board independently. HOLD where the existing control still covers the relevant connection; SHIFT where it does not.

F5 - Any adjustment that makes the existing control cover the new relevant connection is correct.

G1 - YES. The players are in the same relative positions; the pitch is not. The boundary changes the available playable space.

G2 - The missing route is the one that would require playable squares beyond the sideline.

G3 - Any arrangement that controls the relevant playable side of the route is correct. The sideline removes space; it does not create a Tackle Zone.

G4 - The open position beside the sideline is exposed to the crowd. OPEN DOESN'T MEAN SAFE.

G5 - The correct region is the one whose open space connects into the marked destination area. YOU READ THE BOARD.

H1 - A valid solution controls the relevant advance. Evaluate the space, not the formation.

H2 - Mark the open region that actually remains connected through the full board problem.

H3 - The relevant area is the one that matters to the stated objective. CORRECT. You found what matters.

Credits

School of Screens & Space 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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Website: bbsob.net