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Game: **BLITZ BOWL (ULTIMATE EDITION)**

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BLITZ BOWL

SETUP

The game board is called the **pitch**, and is divided into squares (red bordered squares are blocked). The real-life players are called **coaches**; the miniatures are called **players**.

Flip a **team coin**; the coach who wins the toss chooses the pitch they want to use and places the board with that side faceup. Place a **dugout** at each end of the board.

The coaches decide who controls each **team** and take their 6 miniatures and team card. Place your team card faceup in front of you.

Shuffle the deck of 24 standard **challenge cards** with the *bonus play* side facedown, and place it *challenge*-side up in the space next to the board with []. Then deal out the top 3 cards into the active challenge card spaces.

The coach that lost the coin toss sets up their team in their **end zone**, then the other coach does the same. A coach can choose which square each of their players is placed in, but each square can only have 1 player in it.

Each coach puts their **score marker** on the 0 space of the score track and puts their **team coin** near the board.

Place a ball on the **trapdoor** (its colour and shape does not matter). If the coaches are using the side of the board that has 2 trapdoors, the coach who won the toss rolls a D6. On 1, 2 or 3 the ball is placed on the trapdoor closest to their end zone; on 4, 5 or 6 it is placed on the trapdoor closest to their opponent's end zone.

You cannot reroll a dice more than once, and you cannot use a reroll on another's coach's dice.

Record your team's score with your score marker on the score track. Once it reaches 10 points, place your team coin on the +10 space and return your marker to 0. The same happens when your score reaches 20 or 30.

BASICS

THROW AND ARMOUR CHECKS

If a coach has to make a **throw check** or an **armour check**, roll D6. If the result is lower than the player's **THROW** or **ARMOUR** value, the check fails; otherwise it succeeds. A check can never be modified by more than +/-1, even when more than 1 modifier would apply. Also, an unmodified roll of 1 always fails and an unmodified roll of 6 always succeeds.

A player with '-' for their **ARMOUR** value automatically fails all armour checks. A player with '-' for their **THROW** value cannot take possession of the ball; if they move into a square containing the ball or a ball bounces onto them it automatically bounces.

BALL POSSESSION

A player takes possession of the ball if:

- They are the target of a successful throw action or a hand-off.
- They move into the same square as a ball while making a run action.
- A ball bounces into the square they occupy and they are **open**.
- Through a unique player ability or **bonus play** card ability.

When a player takes possession of a ball, move it onto that player's base; the ball now moves with them.

PLAYER STATUS

Open: A player who is standing and is not adjacent to any opponent. Each of the 8 squares around a square are adjacent to it.

Marked: A player who is standing adjacent to an opponent who is not prone. A player can mark, and be marked by, multiple opponents at once.

Prone: A player who is laying on the ground. A prone player cannot mark another player and is not an active participant in the game. If a player has possession of the ball when they become prone, the ball bounces from their square.

Reserves: A player in their team's dugout.

SEQUENCE OF PLAY

The coach who set up their team first (coach A) takes the first turn, followed by the other coach (coach B). Players alternate taking turns until the game ends. On your turn, complete the following game sequence.

During each coach's first turn, do not complete the Pre-Turn Sequence, and you cannot claim challenge cards.

Pre-turn sequence

1. Refresh challenge cards step
2. No ball in play step
3. Emergency reserves step

2. Player action 1

Claim challenge card step

3. Player action 2

Claim challenge card step

4. Player action 3

Claim challenge card step

ACTIONS

On your turn, you make a total of 3 actions, dividing those actions between the players in your team however you wish.

A player can take more than 1 action in a turn, but cannot make the same action more than once.

The actions a player can make depend on their current status:

Open players: Run, mark, throw.

Marked players: Block, sidestep.

Prone players: Stand up.

Reserves players: Reserves.

If a player is allowed to make a free action, this is done in the same way as a regular action, but does not count towards the 3 actions a coach can make in a turn. Free actions are also accompanied by a claim challenge card step.

RUN ACTION

Choose an **open** player and move them a number of squares up to their **MOVE** value. A move can be made into any adjacent square not occupied by a standing or prone player or blocked, and players cannot move off the pitch. A move cannot take the player adjacent to an **open** or **marked** opponent, but they can move adjacent to prone players. Trapdoors do not block movement.

If a player's **MOVE** is shown as D6, roll D6 each time they make a run action for their value.

Picking up the ball: A player that makes a run action and moves into a square that contains a ball takes possession of that ball. If they move onto the ball in any other way, the ball **bounces**. In addition, a player that already has possession of a ball cannot take possession of another.

MARK ACTION

This action is a move by an **open** player of up to 2 squares, but when you make this action you must finish it adjacent to an opponent. In addition, the player can move adjacent to opponents as they move.

THROW ACTION

An **open** player with possession of the ball can make a throw action to pass it to another player on their team who is in range. Place the throw ruler so the curved end is in line with the edge of the throwing player's base; a player is in range if any part of the ruler can reach the centre of the square that player is standing in. Obstructions do not block a throw.

Make a throw check for the throwing player, subtracting 1 from the result (min 1) if any of these modifiers apply:

- **Long throw:** The centre of the target square is in the half of the ruler marked long throw.
- **Obstructed throw:** The target player is **marked**, or any part of the throw ruler between the thrower and the target is touching a blocked square or a square occupied by an **open** opponent.

If the check succeeds, the target player takes possession of the ball. If the check fails, the ball **bounces** from the target player's square.

Fumble: If the result of the throw check is a 1 (before or after modifiers), the throw fails and the ball **bounces** from the thrower's square instead of the target player's square.

Hand-off: If the target square is occupied by a team-mate who is adjacent to the thrower, they automatically take possession of the ball.

Bouncing ball: When the ball bounces, it is placed into an adjacent square. Roll a D8 and look at the bounce chart on the board to see which square it is placed in.

- If the ball bounces into a square that is occupied by an **open** player, they take possession of the ball.
- If the ball bounces into an empty square, it remains in that square and nothing further happens.
- If the ball bounces into a square occupied by a **marked** or **prone** player, it bounces again from that square.
- If the ball bounces into an obstructed square or off the board, the ball does not bounce in that direction. Instead, work clockwise around the bounce chart until you reach a result which means the ball would bounce into square that doesn't contain an obstruction. Use that result instead.

BLOCK ACTION

When a player makes a block action, pick an adjacent **marked** opponent (the target) and roll a number of block dice equal to the player's **BLOCK** value. The symbol rolled determines the result of the action. If rolling more than 1 block dice, the coach making the roll chooses 1 result from those rolled to apply.



Miss: The target is unaffected. In addition, the player making the block action cannot make any more actions (including free actions) this turn.



Tackle: The target is **knocked down**. In addition, the player making the block action cannot make any more actions (including free actions) this turn.



Shove: If possible, the target is pushed 1 square directly away from the player making the block action, who can then choose to make a follow-up move into the square they left. If this is not possible because the push would take the target into an occupied or blocked square, or off the board, the target is **knocked down** instead.



Smash!: The target is **knocked down**. A knocked down player is placed prone in the square they are in. If they are carrying the ball, it **bounces**. Then, the target player's coach must make an **armour check** for them. If it succeeds there is no further effect, but if it fails the player is **injured**.



Kerrunch!: The target is **knocked down**. In addition, when the **armour check** is made, subtract 1 from the result (min 1).

Assisting a block: If the target of a block is also **marked** by one or more team-mates of the player making the block action, the block is **assisted**. The coach rolls 1 extra block dice and then chooses which result to use.

Injured players: An injured player is removed from the board and placed in their team's dugout.

SIDESTEP ACTION

A sidestep action is a move by a **marked** player of 1 square, but when a player makes this action they must finish the move **open**.

If a player moves on to the ball when using a sidestep action the ball **bounces**.

STAND UP ACTION

A prone player can only make a stand up action. If a player takes this action, stand them up in the square they are occupying.

RESERVES ACTION

A **reserve** player can only make a reserves action. Place the player in a free square in their team's end zone. They cannot be placed adjacent to an opponent or in a square containing a ball, unless there is no other option.

SCORING TOUCHDOWNS

After completing an action with a player, but before claiming a challenge card, check to see if a touchdown has been scored. To score a touchdown, a player from your team must fulfil these 3 criteria at the end of any action made during your turn:

- They must be in the other team's end zone
- They must be in possession of a ball
- They must be **open**

If a player scores a touchdown, the ball that player is carrying is removed from play and that player's team scores 4 points. In addition, the player that scored is placed in their team's dugout.

The coach may complete their turn, even though there is no ball on the pitch.

No ball in play: If there is no ball on the pitch during the No Ball in Play step of the Pre-Turn Sequence of a coach's turn, a new ball enters play.

New ball: If there is more than 1 trapdoor on the pitch, the coach whose turn it is rolls D6 to determine which trapdoor the new ball emerges from. On 1, 2 or 3 the ball will emerge from the trapdoor to their left; on 4, 5 or 6 from the trapdoor to their right.

If there is a player standing on that trapdoor, that player is immediately injured, and if they were holding a ball, it disappears down the trapdoor with them.

Finally place a ball on the trapdoor square the new ball emerged from. That ball then bounces.

Multiple balls in play: When there is more than 1 ball in play at once, only 1 ball can occupy a square, and each player can only carry 1 ball. If a player carrying a ball moves into a square containing another ball, that ball bounces. If a ball bounces into a square containing another ball, or a player carrying another ball, that ball bounces again.

CHALLENGE CARDS


Challenge cards in the spaces marked 1-3 are active, and can be claimed during a coach's turn. The card on top of the challenge deck is not active, although it is visible to both coaches. Coaches are not allowed to look at the backs of any challenge cards until they take them into their hand.

The coach taking their turn can claim an active challenge card during any claim challenge card step, after completing an action with a player (including a free action), providing all the conditions on the challenge card have been met, and at least 1 of the conditions was fulfilled as a result of the action just completed.

When a challenge card is claimed by a coach, its points value is added to their team's score and the coach takes the card, adding the **bonus play** on the back to their hand. If a coach has more than 3 challenge cards in their hand at the end of their turn (not counting any cards that they have played in front of them), they must discard cards from their hand until they are left with 3.

Clean sweep: If a coach claims all 3 active challenge cards in a single turn, this is a **clean sweep**, and their team scores 2 bonus points.

Replace challenge cards: During the pre-turn sequence of a coach's turn, the active challenge cards are refreshed. If all 3 active challenge cards are still present, the coach taking their turn can choose to discard any one 1 of those cards. Then, draw new challenge cards from the top of the deck to fill any free spaces.

Discarding challenge cards: When a challenge card is discarded, place it onto the  space along the edge of the board, with its **bonus play** side showing.

BONUS PLAYS

The reverse of each challenge card shows a **bonus play**. Some cards state that they must be played immediately, but otherwise, each bonus play card states when a coach can choose to play it. However, a coach cannot play duplicate cards in the same turn.

WINNING THE GAME

Sudden death: If, at the end of a coach's turn, their team's score is 10 or more points behind the opposing team's score, the game immediately ends and opposing coach wins the game.

Points victory: Once the last challenge card is dealt out and becomes active, each team has 1 more turn. The game then ends and the team with the highest score wins. If both teams have the same score, the game ends in a draw.

ADVANCED RULES

THE ENDGAME

During setup, shuffle the 16 **endgame challenge cards** *challenge*-side up. Then deal 6 cards onto the challenge deck space next to the board. Place any remaining cards back in the box without looking at them.

The 24 standard challenge cards are then shuffled *challenge*-side up and placed on top of the endgame challenge cards with all cards *challenge*-side up. This creates a challenge deck of 30 cards in total, the bottom 6 of which are endgame challenge cards.

The endgame occurs as soon as one of the endgame challenge cards becomes active. From that point on, a **sudden death victory** cannot be won; the game will only end with a **points victory**.

ADDITIONAL TEAMS

Cards are supplied for other teams available separately.

SPECIAL ACTIONS

FOUL ACTION

An **open** player that is adjacent to a prone player can make a foul action that targets that opponent. Their coach rolls 1 block dice:



Spotted!: The player making the foul action is spotted and sent off – place them in their team's dugout. The target player is unaffected.



Take that!: The target player is **injured**. Place them in their team's dugout. In addition, the player making the foul action is **spotted** (see above).



Slipped!: The target player remains prone, but the player making the foul action cannot make any more actions (including free actions) this turn.



Got them!: The target player is **injured**. Place them in their team's dugout.

THROW TEAM-MATE ACTION

This action allows ogre, troll, and treeman players to throw other, smaller players on the same team. It is considered a **throw** action with these changes:

- The player making the action must be **open** and cannot have possession of a ball.
- The player making the action can throw another player on the same team that is standing adjacent to them (either **open** or **marked**) and not of the same position.
- Pick a target square that is not occupied by another player and is within range of the thrower, and then make a throw check.
- If the check **succeeds**, place the thrown player standing in the target square. If they had possession of a ball, they retain possession of it.
- If the check **fails**, place the thrown player prone in the target square, but do not make an armour check for them. If they had possession of a ball, the ball bounces from the target square.
- If the check is a **fumble**, the thrown player is injured, and if they had a possession of a ball, it bounces from the player making the throw team-mate action.
- If a player is thrown to a square that already contains a ball, that ball bounces.

BLITZ BOWL ARENAS

Before the coach that won the coin toss chooses which pitch they want to use, they roll D8 and consult the table on page 17 of the rules to see what regional rules apply.

BLITZ BOWL

BASICS

THROW AND ARMOUR CHECKS

Roll D6. If the result is lower than the player's **THROW** or **ARMOUR**, the check fails. A check can never be modified by more than +/-1. An unmodified 1 always fails and an unmodified 6 always succeeds.

A player with '-' for their **ARMOUR** automatically fails all armour checks. A player with '-' for their **THROW** cannot take possession of the ball; it automatically bounces from their square.

BALL POSSESSION

A player takes possession of the ball if:

- They are the target of a successful throw action or a hand-off.
- They move into the same square while making a run action.
- A ball bounces into their square and they are **open**.
- Through a unique player ability or **bonus play** card ability.

PLAYER STATUS

Open: Standing and not adjacent to any opponent.

Marked: Standing adjacent to an opponent who is not prone.

Prone: Laying on the ground. They cannot mark another player and is not an active participant in the game. If they have possession of the ball, the ball bounces from their square.

Reserves: A player in their team's dugout.

SEQUENCE OF PLAY

During each coach's first turn, do not complete the Pre-Turn Sequence, and you cannot claim challenge cards.

Pre-turn sequence

- a. Refresh challenge cards step
- b. No ball in play step
- c. Emergency reserves step

2. Player action 1

Claim challenge card step

3. Player action 2

Claim challenge card step

4. Player action 3

Claim challenge card step

ACTIONS

On your turn, you make 3 actions. A player can take more than 1 action in a turn, but cannot make the same action more than once. Possible actions make depend on their current status:

Open players: Run, mark, throw.

Marked players: Block, sidestep.

Prone players: Stand up.

Reserves players: Reserves.

Free actions do not count, but are also accompanied by a claim challenge card step.

RUN ACTION

An **open** player can move a number of squares up to their **MOVE** into any adjacent squares not occupied by a standing or prone player or blocked. You cannot move adjacent to an **open** or **marked** opponent, but you can move adjacent to prone players. Trapdoors do not block movement.

Picking up the ball: A player moves into a square that contains a ball takes possession of that ball. If they move onto the ball in any other way, the ball **bounces**.

MARK ACTION

An **open** player can move up to 2 squares, but must end adjacent to an opponent. You can move adjacent to opponents as you move.

THROW ACTION

An **open** player with the ball can pass it to another player on their team who is in range. Obstructions do not block a throw. Make a **throw check**, subtracting 1 from the result (min 1) if it is a long throw or an obstructed throw (the target player is **marked**, or any part of the throw ruler is touching a blocked square or a square occupied by an **open** opponent).

If the check succeeds, the target player takes the ball. If the check fails, the ball **bounces** from the target player's square.

Fumble: If the result is a 1 (before or after modifiers), the throw fails and the ball **bounces** from the thrower's square.

Hand-off: If the team-mate is adjacent to the thrower, they automatically take the ball.

Bouncing ball: Roll D8 on the bounce chart to find the adjacent square the ball is placed in. If the square occupied by a **marked** or prone player, it bounces again.

BLOCK ACTION

Pick an adjacent **marked** target and block dice equal to the player's **BLOCK**. If rolling more than 1, the coach making the roll chooses 1 result to apply.



Miss: The target is unaffected. The blocking player cannot make any more actions (including free) this turn.



Tackle: The target is **knocked down**. The blocking player cannot make any more actions (including free) this turn.



Shove: The target is pushed 1 square directly away from the blocking player, who can make a follow-up move. If not possible, the target is **knocked down** instead.



Smash! The target is **knocked down** and placed prone; make an **armour check** for them, if it fails the player is **injured**. If they are carrying the ball, it **bounces**.



Kerrunch! The target is **knocked down**. Make an **armour check**, subtracting 1 from the result (min 1).

Assisting a block: If the target of a block is also **marked** by any team-mates of the blocking player, roll 1 extra block dice and choose which result to use.

Injured players: An injured player is placed in their dugout.

SIDESTEP ACTION

A **marked** player can move 1 square, but must finish the move **open**. If a player moves on to the ball, the ball **bounces**.

STAND UP ACTION

A **prone** player can only make this action. Stand them up in the square they are occupying.

RESERVES ACTION

A **reserve** player can only make this action. Place them in a free square in their team's end zone. They cannot be placed adjacent to an opponent or in a square containing a ball.

CHALLENGE CARDS

Clean sweep: If a coach claims all 3 active challenge cards in a single turn, their team scores 2 bonus points.

If you have more than 3 challenge cards at the end of your turn (not counting played cards), you must discard down to 3.