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

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SETUP

The game board is 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.

Shuffle the 26 standard **challenge cards** and place them with the **bonus play** side facedown next to the space marked with . Then deal the top 3 cards into the 3 active challenge card spaces, 1 in each space.

The coach that lost the toss sets up their players 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 places their **score marker** on the 0 space of the score track and puts their **team coin** near the board.

Place a ball (of any colour and shape) on the **trapdoor**. If you are using a pitch with multiple trapdoors, randomly determine which one it is placed on. You do not need to see if the ball bounces.

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

If rule states that something needs to be *within* a number of squares from something else, count the squares by the shortest route, including through other players or blocked squares.

If 2 rules are in conflict and one of them says *cannot*, that rule takes precedence over the other rule.

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 and 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 equal to or higher than the player's **THROW** or **ARMOUR** value respectively, the check succeeds; otherwise it fails. A check can never be modified by more than +/-1, even when more than 1 modifier applies. Also, an unmodified roll of 1 always fails and an unmodified roll of 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; if they move into a square containing the ball, or a ball bounces onto them, it automatically bounces again from the square the player is in.

BALL POSSESSION

A player takes possession of the ball if:

- They move into the same square as a ball while making a **run** action.
- They are the target of a successful **throw** action or a hand-off.
- A ball bounces into the square they occupy and the player is **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 given 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, or be marked, 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.

INTERRUPT

If an interrupt effect happens, pause the current action step and apply the interrupt effect, then resume the current action step. You cannot interrupt an interrupt.

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.

In each coach's first turn, skip the Pre-Turn Sequence. Coach A cannot claim challenge cards during their first turn.

PRE-TURN SEQUENCE

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

2. PLAYER ACTION 1

Claim challenge card

3. PLAYER ACTION 2

Claim challenge card

4. PLAYER ACTION 3

Claim challenge card

REFRESH CHALLENGE CARDS

Draw new challenge cards from the deck to fill any of the free spaces in the active challenge cards area.

If all 3 active challenge cards are still present, the coach taking their turn can choose to discard any one 1 of those cards and replace it with the top card of the deck. This is not done during either coach's first turn.

NO BALL IN PLAY

If there is no ball on the pitch during this step, a new ball enters play through one of the trapdoors (if there are multiple trapdoors, randomly determine which one).

If a player is standing on the square, they are immediately **injured**, and if they were holding a ball it is removed from play. If there was a ball on the trapdoor, that ball is removed from play.

Then place the new ball on the square; it immediately **bounces**.

EMERGENCY RESERVES

During the emergency reserves step of a team's pre-turn sequence, if the number of reserves players in a team's dugout is equal to or greater than that team's **EMERGENCY RESERVES** value, they may immediately make 1 free **reserves** action.

ACTIONS

On your turn, you make a total of 3 actions, one in each player action of your turn, dividing them between the players in your team however you wish. A player can make multiple different actions, 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 cannot be saved for later. 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**. 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 a 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 to determine the number of squares they can move.

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** instead. A player that already has possession of a ball cannot take possession of another.

MARK ACTION

An **open** player may move up to 2 squares as though taking a **run** action, but they must finish this move **marking** an opponent. The player may move adjacent to open or marked opponents as they move, but must finish this move as soon as they do so.

THROW ACTION

An **open** player in 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 team-mate is in range if any part of the ruler can reach the centre of the square the team-mate is standing in. If they are in the black section, it is a **short throw**, and if they are in the red section, it is a **long throw**. Obstructions do not block a throw. You cannot throw to a prone team-mate.

The throwing player makes a **throw check**, subtracting 1 from the result (min 1) if either 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 team-mate is **marked**, or any part of the ruler between the thrower and the target crosses over a blocked square or one containing an **open** opponent.

If the check succeeds, the target team-mate takes possession of the ball. If it fails, the ball **bounces** from the target's square.

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

- If the ball bounces into an empty square, it remains in that square and nothing further happens.
- If the ball bounces into a square containing an **open** player, they take possession of the ball.
- If the ball bounces into a square containing a **marked** or prone player, it bounces again from that square.

- If the ball bounces into an obstructed square or off the board, it does not bounce in that direction. Instead, work clockwise around the bounce chart (from 1-8) until you reach a result which means the ball would bounce into square that doesn't contain an obstruction. Use that result instead.

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 team-mate's square.

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

BLOCK ACTION

Pick a **marked** opponent as the target and roll a number of block dice equal to the player's **BLOCK**. The symbol rolled determines the result. If multiple block dice are rolled, the coach making the roll chooses 1 result to apply.



Smash!: The target is **knocked down** and placed prone in the square they are in. If they are carrying the ball, it **bounces**. Then, the knocked down player's coach must make an **armour check** for them. If it succeeds the player remains prone; if it fails the player is **injured**.



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



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 the target 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.



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



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

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. They are now a **reserves** player.

SIDESTEP ACTION

A **marked** player may make a **sidestep** action to move 1 square, but they must finish the move **open**.

If a player moves on to a ball when making a sidestep action, that 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 **reserves** player can only make a **reserves** action. Place the player in any square in their team's end zone. They cannot be placed adjacent to a standing opponent, or in a square containing a ball unless there is no other option (in which case the ball bounces). If every square is occupied by players, a reserves action may not be made.

If a player makes a reserves action and has already made another type of action during the same turn in order to score a touchdown, they are allowed to make the same action again if the team still has actions remaining.

SCORING TOUCHDOWNS

After completing a player action, but before the claim challenge card step, 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 a square 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 was in possession of is removed from play and that player's team scores 4 points. Also, the player that scored is placed in their team's dugout and is now a reserves player.

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

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 at a time. If a player in possession of 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 in possession of 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 **bonus play** side of the challenge cards until they take them into their hand.

The coach taking their turn can claim an active challenge card during one of their claim challenge card steps, after completing an action with a player (including a free action), providing all the conditions on the card have been met, and at least 1 of the conditions was fulfilled as a result of the action just completed. If more than 1 challenge card's conditions have been met simultaneously, only one can be claimed during that step.

When you claim a challenge card, add its points value to your team's score and take the card, adding the **bonus play** on the back to your hand. Keep this side secret from your opponent. If you have more than 3 challenge cards in your hand at the end of your turn (not counting any cards played in front of you), you must discard cards from your hand until you have 3.

Each **bonus play** states when it can be played. You may play any number of bonus plays during a turn as long as you meet the conditions, however you cannot play multiples of the same bonus play in the same turn.

Clean sweep: If you claim all 3 active challenge cards in a single turn it is a **clean sweep**, and your team scores 2 bonus points.

Discarding challenge cards: When a challenge card is discarded, place it onto the challenge card discard pile space (🗑️) on the edge of the board, **bonus play** side showing.

WINNING THE GAME

SUDDEN DEATH

If, at the start of your turn, before the pre-turn sequence, your team's score is 10 or more points ahead of the opposing team's score, the game ends and you win a sudden death victory.

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 a points victory. If both teams have the same score, the game ends in a draw.

ADVANCED RULES

RANDOM EVENT CARDS

After placing the challenge cards during setup, shuffle the 12 **random event cards** facedown. Then shuffle the top 6 cards into the challenge deck facedown so the front of the card cannot be seen. Return any remaining cards to the box.

Every time a challenge card is moved from the deck into an active challenge space, if the new top card is a random event card, the coach whose turn it is must draw and resolve it. Repeat this process if multiple random events are revealed. Random event cards are discarded after being resolved.

SPECIAL ACTIONS

FOUL ACTION

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



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



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 is unaffected. 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

An ogre, troll, or treeman can make this action to throw other, smaller team-mates. This 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 1 adjacent standing team-mate (either **open** or **marked**) and not of the same position.
- Pick a target square within range of the thrower, and then make a throw check.
- If the check **succeeds** and the target square is unoccupied, place the thrown player standing in the target square. If they had possession of a ball, they keep 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, it bounces from the target square.
- If the target square contains another player, then unless the throw check is a **fumble**, place the player in the target square prone and make an armour check for them (-1 if the throw check was successful). If the player in the target square had a possession of a ball, it bounces from the target square. The thrown player is **injured**, and if they had possession of a ball, it bounces from the target square.
- If the throw 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 from the target square.

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 25 of the rules to see which arena is being used.

BLITZ BOWL

BASICS

THROW AND ARMOUR CHECKS

Roll D6. If the result is equal to or higher than the player's **THROW** or **ARMOUR**, the check succeeds. 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 again from their square.

BALL POSSESSION

A player takes possession of the ball if:

- They move into the same square while making a **run** action.
- They are the target of a successful **throw** action or a hand-off.
- A ball bounces into their square 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: Standing and is not adjacent to any opponent.

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

Prone: Laying on the ground. They cannot mark or be marked, and are not an active participant in the game. If they have possession of the ball, it bounces from their square.

Reserves: A player in their team's dugout.

SEQUENCE OF PLAY

In each coach's first turn, skip the Pre-Turn Sequence. Coach A cannot claim challenge cards during their first turn.

PRE-TURN SEQUENCE

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

2. PLAYER ACTION 1

Claim challenge card

3. PLAYER ACTION 2

Claim challenge card

4. PLAYER ACTION 3

Claim challenge card

REFRESH CHALLENGE CARDS

Draw new challenge cards to fill any of the free spaces in the active challenge cards area. If all 3 cards are still present, the coach taking their turn can choose to discard any one 1 of them and replace it with the top card of the deck.

NO BALL IN PLAY

If there is no ball on the pitch, a new ball enters play through a trapdoor and immediately **bounces**.

EMERGENCY RESERVES

If the number of reserves players in a team's dugout is equal to or greater than that team's **EMERGENCY RESERVES** value, they may immediately make 1 free **reserves** action.

ACTIONS

On your turn, you make a total of 3 actions, one in each player action of your turn, dividing them between the players in your team however you wish. A player can make multiple different actions, 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. **Prone players:** Stand up.

Marked players: Block, sidestep. **Reserves players:** Reserves.

Free actions are free, but also have a claim challenge card step.

RUN ACTION

An **open** player can move up to their **MOVE** into adjacent unblocked squares not occupied by a standing or prone player. You cannot move adjacent to an **open** or **marked** opponent, but you can move adjacent to prone players.

Picking up the ball: A player that 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** instead.

MARK ACTION

An **open** player may move up to 2 squares, but must finish this move **marking** an opponent. The player may move adjacent to opponents as they move, but must stop as soon as they do so.

THROW ACTION

An **open** player with the ball can pass it to a standing team-mate in range. Obstructions do not block a throw. Make a **throw check**, subtracting 1 (min 1) if it is a **long throw** or an **obstructed throw** (the target team-mate is **marked**, or the ruler crosses a blocked square or one containing an **open** opponent). If the check succeeds, the target team-mate takes the ball. If it fails, the ball **bounces** from the target'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: An adjacent team-mate automatically takes the ball.

BLOCK ACTION

Pick a **marked** opponent as the target and roll block dice equal to the player's **BLOCK**. If multiple block dice are rolled, the coach making the roll chooses 1 result to apply.



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



Kerrunch!: **Knock down** the target. When the **armour check** is made, subtract 1 from the result (min 1).



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



Tackle: **Knock down** the target. The blocking player cannot make *any* more actions this turn.



Miss: The target is unaffected. The blocking player cannot make *any* more actions this turn.

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

SIDESTEP ACTION

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

STAND UP ACTION

A prone player can only make this action. Stand them up.

RESERVES ACTION

A **reserves** player can only make this action. Place them in any square in their team's end zone. They cannot be placed adjacent to a standing opponent, or in a square with a ball.