

BLOOD BOWL TURN SEQUENCE CHART

Putting together good turns is the key to good coaching in Blood Bowl, but getting the order down can be daunting for new players. Learning to spot situations where you don't need to roll dice and taking advantage of those first, then taking on riskier actions is an important step on the path to success. To help you master the art of taking good turns, we've put together a helpful sequential list for coaches to use when planning their turns:

CONSEQUENCE-FREE MOVEMENT

1. Moves and stand-ups

CONSEQUENCE-FREE SKILL CHECKS

2. Hypnotic Gaze, Chainsaw, Stab, Projectile Vomit, etc.

SAFEST BLOCKS

3. 3-dice blocks with the Block or Wrestle skills.

SAFER BLOCKS AND SKILL CHECKS

4. 2-dice blocks with the Block or Wrestle skills or skill checks of 2+ with a re-roll.

LESS SAFE BLOCKS

5. Single-dice blocks with the Block or Wrestle skills.
6. 3-dice blocks with no skills.

SAFER SKILL CHECKS

7. Skill checks of 3+ with a reroll or 2-dice blocks with no skills.
8. Skill checks of 2+ without a re-roll.
9. Skill checks of 4+ with a re-roll.

RISKIER BLOCKS

10. 2-dice, Defender-choice blocks with the Block or Wrestle skills.
11. Single-dice blocks with no skills or skill checks of 3+ without a reroll.
12. 3-dice, Defender-choice blocks with the Block or Wrestle skills.

RISKIER SKILL CHECKS

13. Skill checks of 5+ with a reroll.
14. Skill checks of 4+ without a reroll.

VERY RISKY BLOCKS AND SKILLS

15. 2-dice, Defender-choice blocks with no skills
16. Skill checks of 5+ without a re-roll
17. Skill checks of 6+ with a re-roll

10. TURN-ENDERS

18. 3-dice, Defender-choice blocks with no skills.
19. Skill checks of 6+.