

BLOOD BOWL

One Turn Touchdowns

Love'em or hate'em here's how to do it!

By Rob Elliott

Ask anyone about a One Turn Touchdown and you get mixed responses, some hate MA11 guys who can just run in to score with little difficulty, such as Wood Elves and Skaven. Some like the way you can chuck a Goblin down the pitch for a score, and is usually quite fun! Some people believe that the slower teams are left out of this fun, but believe it or not, you can still score a TD in one natural turn, with the likes of Chaos Dwarfs, or even Norse, with brand new rosters! Scoring with MA11 players is easy, so I will concentrate on Norse and Chaos Dwarfs, but this applies to may of the "slower" teams.

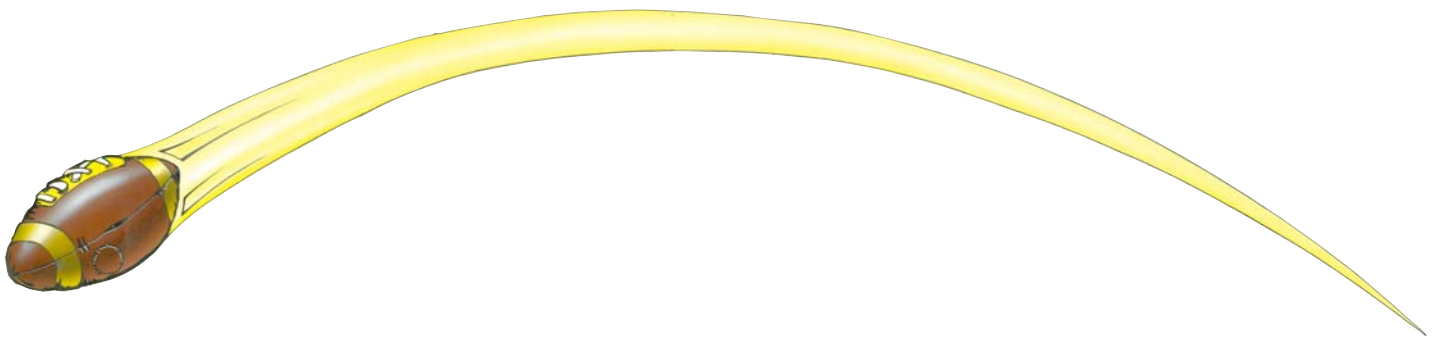
This is done by chain-pushing, filling up all the required squares and pushing an opponent into your player, which in turn pushes him. This can be easily used to your advantage, freeing assists, adding assists, freeing a ball carrier etc, but I will concentrate on various ways to use chain-pushing to score you touchdowns. First, I will show you the Chaos Dwarf OTT (One Turn Touchdown).





Another chain-push will now occur, with the aim of pushing the Bull further into the opponents half, but first one of the squares needs to be filled up before the chain-push can happen! Always be careful of this when attempting any chain-pushes, your well laid out plan could be ruined if you forget an empty square!



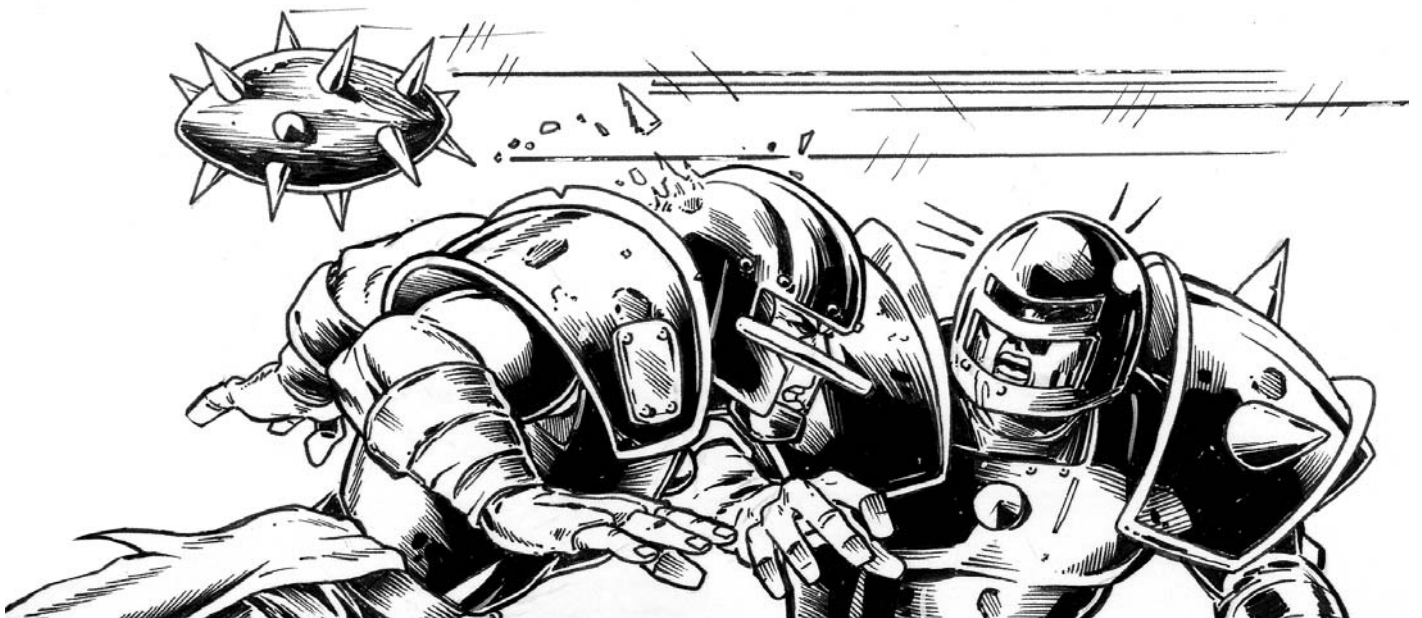




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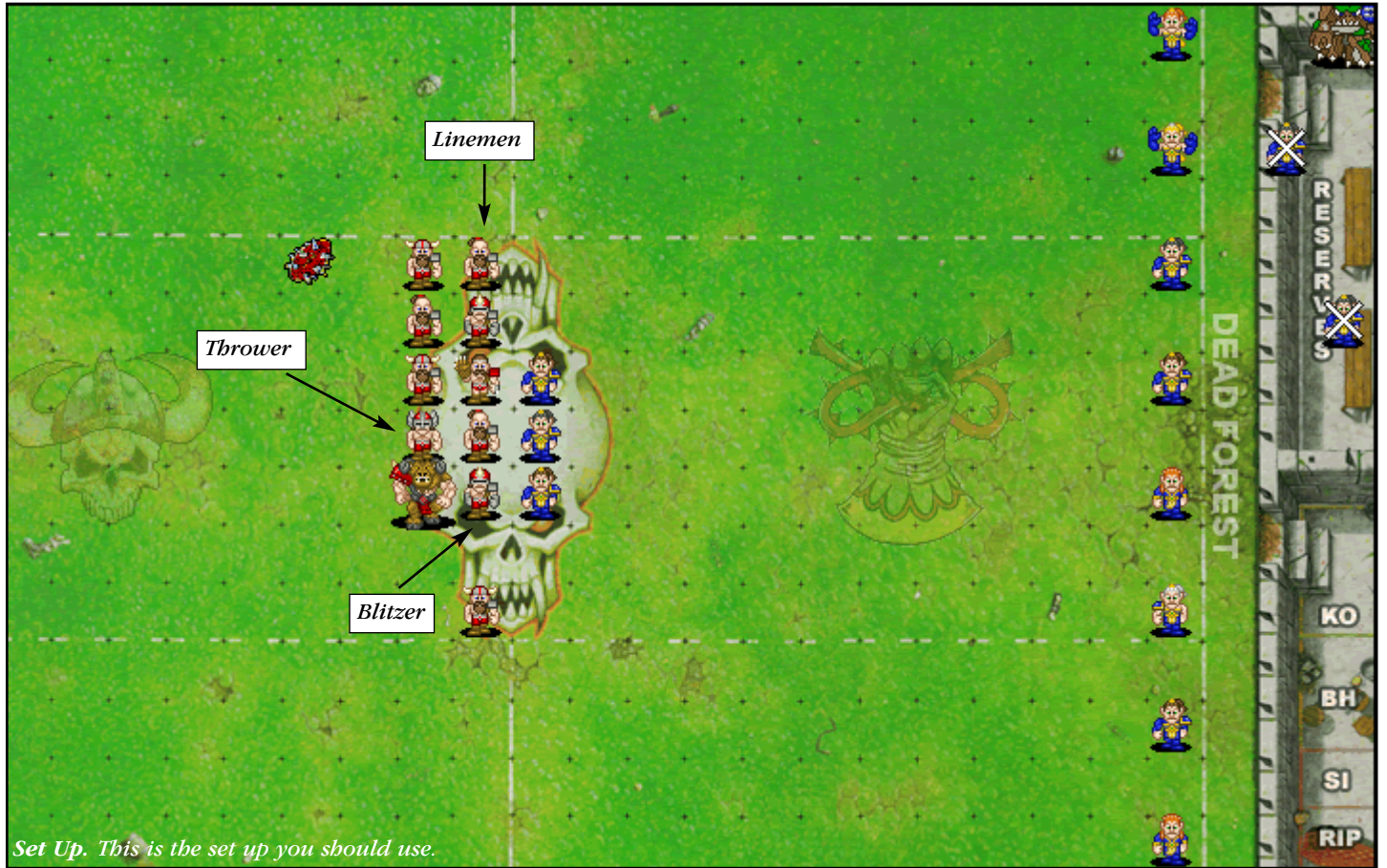
At this point, the Bull Centaur is only 9 squares from the endzone and can just squeeze over the line, if at all possible knock down the last block on the Frenzy so that the Bull doesn't need to dodge away! It is quite a risky manoeuvre, but in the last turn of the match, tied at 1-1 what else have you to lose?



THE NORSE

A more difficult OTT is with the Norse team, whose fastest player is MA6, so to score, you will need to push him 5 squares towards the endzone! It sounds difficult doesn't it! Read on to find out how it is done!

You can score OTT's with Norse with many defensive setups, but I have chosen this one, as many coaches use this as a preventative measure to scoring.



Set Up. This is the set up you should use.



Blitz. The first blitz occurs, the lineman causes an immediate chain-push which results in the Norse catcher being moved one square into the opponent half, the Lineman does not follow up, but instead moves to that particular spot in the field (this will become apparent soon enough!).

Filling Gaps. The two Linemen move forward to allow further chain-pushes to take place.



The minotaur now uses his Frenzy and strength to push the catcher a further 2 squares towards the endzone, notice how the linemen we moved last time were important to this action. You could always use a Norse Blitzer here as well, as they have Frenzy, and plenty of assists are present, and he is a lot more reliable than a Minotaur! At this stage the Thrower and Catcher are free, and if you like, you can throw the pass, hopefully the ball hasn't gone too deep for this!





Having seen 2 examples of extreme chain-pushing you should find it easier to score with Rookie Human and Elven Cathers, who only need to be pushed a few squares.

Things to remember when chain-pushing for OTT's is that push backs are your friend, maximise your blocks so that you have the best chance for getting a pushback (if you plan, you can get easy 3 dice blocks), try not to use players who have Tackle, when opposing players have Dodge, you need the opponents standing (for the time being!) so you can push them about.

COUNTERING

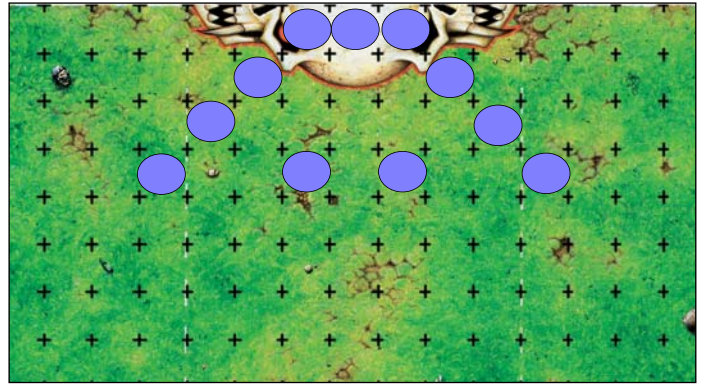
I've shown you how to do it, now I will show you how to try to stop it as well! Firstly skill picks. Common sense tells you that Stand firm is a perfect skill to use in this situation, if you have 3 Stand Firm players, then the chances of scoring are slim! Side Step is another useful skill to use here as you can choose to be pushed where your opponent doesn't want to be pushed (this will be able to be countered using Grab in the upcoming LRB 5.0) However, if the Offence has a Side Step high MA player, it becomes easier to score this way!

Players without Block and Dodge are excellent for stopping this tactic as well, as they will more likely fall over and end your opponents attempt to score.

ABOUT THE AUTHOR

Rob Elliott was just out of nappies when BB was invented, but has been playing on and off for roughly 10 years, and plays a lot of BB online too.

Defensive setups can also be used too. This one relies on the fact that its harder to setup the opening blitz another one is the defence I just showed with the Norse!



You can apply chain-pushing to any scenario, hopefully this will have been an eye opener as to how useful a tactic this is! Do bear in mind this doesn't work all that often, so don't build a team around this strategy, if it works and you win in the final of your leagues playoffs then you will go down a legend!