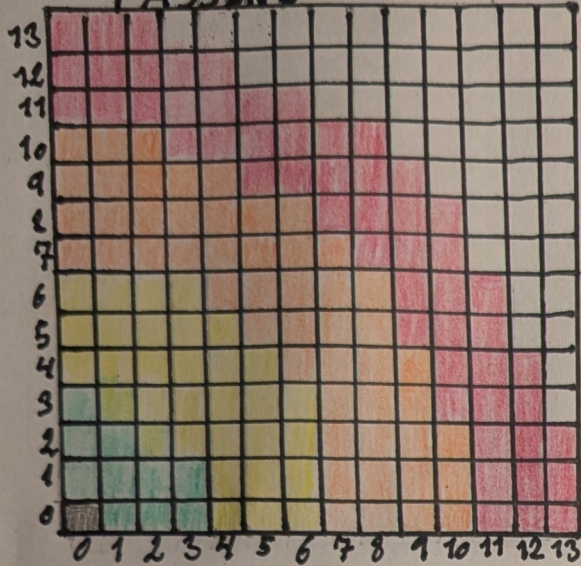


BLOOD BOWL 2025

CHEAT SHEET 1/2

PASSING



RANGE

- QUICK +0
- SHORT -1
- LONG -2
- LONG BOMB -3

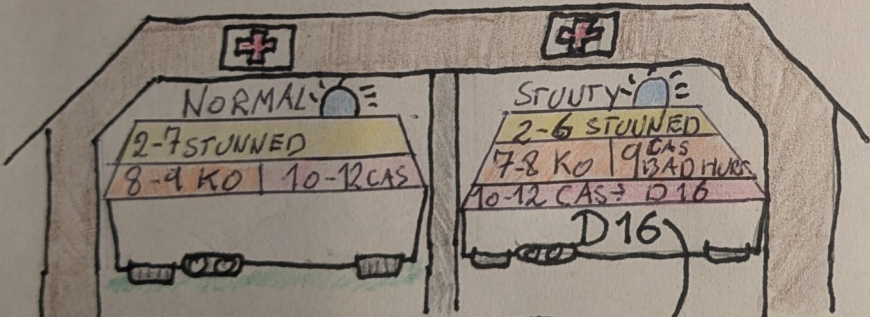
PASS

- 1 TARGET
- 2 RANGE
- 3 ACCURACY
- 4 INTERCEPTION
- 5 RESOLVE

PA: -1 PER MARKER

INTERCEPT: CATCH:
 ACCURATE: -3 BOUNCED -1
 INACCURATE: -2 THROWN -1
 MARKED: -1 EACH MARKED -1 EACH

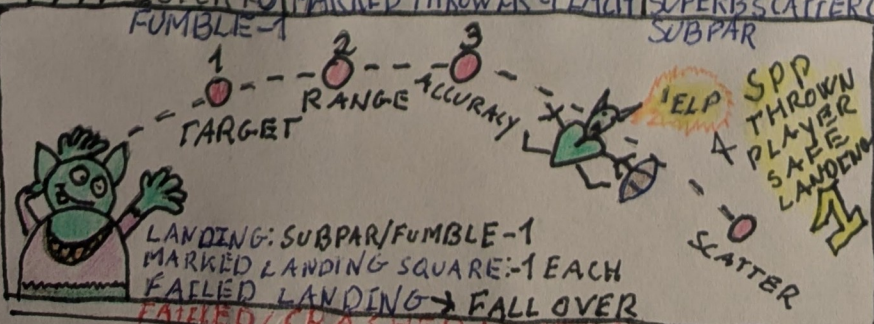
ACCURATE: SUCCESS/NAT 6
 INACCURATE: FAIL → SCATTER 3
 FUMBLE: MOD 1/NAT 1
 → BOUNCE + TURNOVER



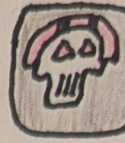
1-8 BH, 9-10 SH/MNG
 11-12 SI/NIGGLING + MNG
 13-14 LASTING/MNG
 15-16 DEAD

CROWD: STUNNED → RESERVES; OTHERWISE NORMAL RESULT

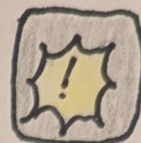
TTM: QUICK +0 MARKED THROWER -1 EACH SUPERB SCATTER (3)
 FUMBLE -1 SUBPAR



FAILED/CRAshed LANDING: TURNOVER ONLY IF THROWN PLAYER HAS THE BALL



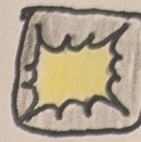
SKULL/PLAYER DOWN



STUMBLE



BOTH DOWN



PUSH



PUSH

BLOCK DICE



SPP

LEAGUE

- COMPLETION 1
- INTERCEPTION 2
- BLOCK CASUALTY 2
- TOUCH DOWN 3
- MVP 4

BRAWLING BRUTES

- CAS 3 TD 2
- BLOCC, DWARF, KHORNE, NURGLE, ORC, OGRE



TTM (SUPERB THROW) (SAFE LANDING) CAN ALSO SCORE SPP!

FOUL

ARGUE! BRIBE!

- ARMOUR +1 OFFENSIVE -1 DEFENSIVE

- NATURAL DOUBLE ARMOR OR INJURY → SENT OFF + TURNOVER

- ARGUE 1: OUT + NO MORE | 2-5: OUT | 6: RETURNS TO STAYS

- BRIBE AFTER ARGUE 2+ RETURNS + NO TO | 1 LOST + OUT!

- B&C: ONCE/GAME REROLL A 1 ON ARGUE. BLOCC, DWARF, GOBLIN, SNOTLING, UNDERWORLD DEN

BLOOD BOWL 2025

CHEAT SHEET 2/2

WEATHER - 2D6

2 ☀️
SWeltering HEAT
END OF DRIVE
ROLL D3 =
PLAYERS →
RESERVES

3 ☀️
VERY
SUNNY
-1 TO
PASSING-
ADELTY
CHECKS

4-10 ✓
PERFECT
CONDITIONS
NO
EFFECT

11 ☁️
POURING
RAIN
-1 TO PICKUP
CATCH &
INTERCEP-
TION

12 ❄️
BLIZZARD
-1 TO RUSH.
PASS ACTIONS
LIMITED TO
QUICK/SHORT

KICK-OFF - 2D6

2 GET THE REF 1/36
EACH TEAM GETS 1 FREE BREBE
USE BY END OF GAME OR LOSE IT.

3 TIME-OUT 2/36
IF KICKING TEAMS TURNS IS 6, 7 OR 8
BOTH MARKERS BACK 1.
OTHERWISE BOTH FORWARD 1

4 SOLID DEFENCE 3/36
KICKING COACH REDEPLOYS UP TO
D3+3 OPEN PLAYERS

5 HIGH KICK ONE OPEN 4/36
RECEIVING-PLAYER MAY BE
PLACED WHERE THE BALL WILL LAND

6 CHEERING FANS 5/36
BOTH D6 + CHEERLEADERS. TIE = BOTH
HIGHEST = +1 OFF ASSIST ON 1ST BLOCK

7 BRILLIANT COACHING
BOTH D6 + ASS. COACH TIE = BOTH. 6/36
HIGHEST = 1 FREE RR (PROVE)

8 CHANGING WEATHER 5/36
ROLL WEATHER AGAIN.
IF PERFECT WEATHER SCATTER (3)
IN AIR BEFORE LANDING

9 QUICK SNAP! 4/36
RECEIVING COACH UP TO
D3+3 OPEN PLAYERS MAY MOVE 1 SQUARE

10 CHARGE! KICKING COACH 3/36
UP TO D3+3 OPEN PLAYERS
1 BLEIZ, 1 TTM, 1 KTM. FALL/KO = END

11 DODGY SNACK 2/36
BOTH D6. LOWEST RANDOMLY
SELECTS ONE ON-PITCH PLAYER
2+ = -1 MV / -1 AV THIS DRIVE, 1 = RESERVES

12 PITCH INVASION 1/36
BOTH D6 + FAN FACTOR TIE = BOTH
LOWEST = D3 DOWN PLAYERS = PRONE + STUN

KICK IT! NUMBERS
= ODDS ON
2D6

POST GAME SEQUENCE

1. RECORD OUTCOME & COLLECT WINNINGS	95
2. UPDATE DEDICATED FANS	95
3. PLAYER ADVANCEMENT	96
4. HIRING, FIRING & TEMP. RETIRING	99
5. EXPENSIVE MISTAKES	100
6. PREPARE FOR NEXT FIXTURE	100

PRAYERS TO
NUFFLE
P. 143 FOR TABLE

SPECIAL RULES
LIKE SWARMING &
TEAM CAPTAIN CAN
BE FOUND AT P. 154

HAVE FUN