

# BLOOD BOWL

## XXXV - 2495

**Jim:** So here we are, sports fans, the final of Blood Bowl XXXV! I'm Jim Johnson and today I'm joined, as ever, by my stalwart co-commentator – Bob 'the Biff' Bifford!

**Bob:** Thanks, Jim, and what a game we should be in for today, as the Elfheim Eagles take on the Gougued Eye.

**Jim:** This should be a cracking game, Bob! The Gougued Eye especially are on top form at the moment.

**Bob:** Right you are there, Jim! They have been the dominant force in this year's competition.

**Jim:** Then again, the Elfheim Eagles have seen a bit of a resurgence in the past few years, and look where it has got them.

**Bob:** You're not wrong, Jim; no-one expected them to reach the knockout stages, let alone the final!

**Jim:** Indeed! Their exceptional passing game has seen them scoring seemingly for fun in this competition. I don't think anyone was prepared to face such pinpoint accuracy.

**Bob:** It won't help them if the Gougued Eye can get hold of their catchers, though, will it, Jim?

**Jim:** Quite right there Bob, The Gougued Eye have racked up a very impressive number of casualties in this year's competition. In fact, should they win, they are close to breaking the record for the most casualties caused by a winning team across the tournament. They only need three more – and to win, of course!

**Bob:** And Elves are quite fragile, which was my favourite thing about Elven teams when I was playing. Good times...

**Jim:** Though let's not count out the Elfheim Eagles just yet, Bob, they are also on the verge of making Blood Bowl history. Should they score three or more touchdowns this game, they will break the record for the most touchdowns scored across the tournament by a finalist team!

**Bob:** I think their 7-0 drubbing of the Greenfield Grasshuggers in their opening match helped somewhat. Though, as much as I hate to say it, that is still mightily impressive, Jim!

**Jim:** It really is! So, let's quickly recap how these two teams made it through the knockout stages.

**Bob:** They were some great games, weren't they, Jim?

**Jim:** Absolutely, Bob! The quarter finals saw the Gougued Eye smash aside the Grudge-bearers, causing no less than six casualties and winning by two touchdowns to nil.

**Bob:** What a game that was! Utter carnage from the first whistle; the Dwarfs never knew what hit them!

**Jim:** In fairness, Bob, I don't think Gurg 'eadsmasha knew what he was hitting either – not that he cared much!

**Bob:** It was great to see from the rookie, Jim.

**Jim:** For Gougued Eye fans, of course! The Elfheim Eagles, on the other hand, ran out five-nil winners against the Skavenblight Scramblers.

**Bob:** A humiliating result for the Scramblers, Jim. I heard they sacked their coach after that result.

**Jim:** And by 'sacked' you mean 'fed to the team's Rat Ogre', don't you, Bob?

**Bob:** Of course, Jim! How else would you do it?

**Jim:** Quite... Well the semi-finals were both classic matches. The Gougued Eye scraped through to the final, beating the Champions of Death 2-1.

**Bob:** That was quite a brawl – Jim, plenty of good, old-fashioned tackles. Delightful to see!

**Jim:** Meanwhile, the Elfheim Eagles caused perhaps the upset of the tournament so far; eliminating the Darkside Cowboys!

**Bob:** That one left me shocked, Jim!

**Jim:** You and me both, Bob. Even after they went a touchdown down very early on, the Eagles fought back well and utilised their quality passing to turn it around and win 3-1!

**Bob:** I hate to admit it, Jim, but I was impressed with the Elves that day.

**Jim:** Big praise from you there, Bob, and I agree. Though I think most of the credit needs to go to star thrower, Jorral Brightarm – his passing has been on point this season!

**Bob:** It certainly has, though he can't throw the ball if the Gougued Eye snap his arm!

**Jim:** Quite right, Bob! Well, the teams have hit the pitch, and it's the Gougued Eye who are kicking in this half. Who do you think will win, Bob?

**Bob:** The Gougued Eye, of course!

**Jim:** I'm not so sure, but we'll find out very shortly!

# THE TEAMS

The 2495 Blood Bowl final saw the Gougued Eye face off against the Elfheim Eagles in what would become a classic match! To commemorate the momentous occasion, we present you with the teams that played that legendary punch-up, as well as a selection of special rules so that you can recreate this memorable match at home.

	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	HURKA DA FIST	BLITZER	6	3	4	9	BLOCK, TACKLE
2	BORAG TOOFRIFFA	BLITZER	6	4	3	9	BLOCK, MIGHTY BLOW
3	ZARG KNICKLEKRIINCHA	BLITZER	6	3	3	9	BLOCK, GUARD
4	MIRGAZ FOOTSTOMPA	BLITZER	6	3	3	9	BLOCK, GUARD
5	SAVAGE RORRA	BLACK ORE BLOCKER	4	5	2	9	MIGHTY BLOW
6	BRICK NIZNR	BLACK ORE BLOCKER	4	4	2	9	BLOCK, GUARD
7	ARDARM DHRTZ	THROWER	6	3	4	8	PASS, SHRE HANDS
8	LIRGOG HEADKRIINCHA	LINEMAN	5	3	3	9	PRO, STRIP BALL
9	GHRKAX DA KRIPPEA	LINEMAN	5	3	3	9	TACKLE
10	VARGHRZ LIMPLEG	LINEMAN	5	2	3	9	KICK
11	KRAZY KORG	LINEMAN	5	3	3	8	FRENZY
12	ORGINX NOSEPINCHA	LINEMAN	5	3	3	9	
13	GURG 'EADMASHA	TROLL	4	5	1	9	ALWAYS HUNGRY, BLOCK, GRAB, LOVER, MIGHTY BLOW, REALLY STUPID, REGENERATION, STAND FIRM, THROW TEAM-MATE
14	SNEAKY SCRITCHIT	GOLIN	6	2	4	7	DODGE, RIGHT STIFF, SIDE STEP, STUNTY, SHRE FEET
	GOUGED EYE		1	ASSISTANT COACHES			4 RE-ROLLS
	ORE TEAM		2	CHEERLEADERS			11 FAN FACTOR
			0	APOTHECARIES			

## SPECIAL RULES:


**And they're off!** – For this game, do not roll to determine which player kicks and which receives. Instead, the Gougued Eye are automatically the kicking team in the first half. Additionally, do not roll on the Weather table at the start of the game; the weather is automatically 'Nice' at the start of the game.

**Fearsome Troll** – Though it may be his rookie year, Gurg 'eadmasha has made a name for himself as a real brute; the Elfheim Eagles would be wise to stay away if they can!

Any Elfheim Eagles player that begins their activation next to Gurg 'eadmasha must roll a D6. On a 1 or a 2, they may not perform a Block against him and must try to finish their activation so that they are not in his Tackle Zone.

**Underdog Optimism** – The fact that they are the underdogs only spurs the Elfheim Eagles players on, making them determined to get back into the match at every opportunity.

Elfheim Eagles players recover from being KO'd on a 2+ rather than a 4+.

	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	SILVEN SWIFTSTEP	BLITZER	7	3	4	8	BLOCK, DODGE, SIDE STEP
2	VOREAN DAWNSTAR	BLITZER	7	4	4	8	BLOCK, SIDE STEP
3	JORRAL BRIGHTARM	THROWER	6	3	5	7	ACCURATE, DUMP-OFF, PASS, PRO
4	LYROREL LANERREEZE	THROWER	6	3	4	7	DODGE, PASS
5	FORLEON SHIMMERDRAFT	CATCHER	8	3	5	7	CATCH, NERVES OF STEEL, SIDE STEP
6	HARELYON TALLHELM	CATCHER	8	3	4	7	CATCH, DODGE, NERVES OF STEEL
7	ODERAEN HIGHREACH	CATCHER	8	3	4	7	CATCH, DODGE, NERVES OF STEEL
8	NYRESOL FEATHERSTEP	CATCHER	8	3	4	7	CATCH, JUMP UP, NERVES OF STEEL
9	DISORYL SEAWIND	LINEMAN	6	3	4	7	BLOCK, FEND
10	RAICHOEL RIVERFLOW	LINEMAN	6	3	4	7	KICK
11	CATHYAREN FAIRLOCK	LINEMAN	6	3	4	6	
12	MORAES QUICKSTEM	LINEMAN	6	3	4	7	
13	LITHORYL PALESILVER	LINEMAN	5	3	4	7	BLOCK
14	NORELOS QUIVERSTEP	LINEMAN	6	3	4	7	WRESTLE
	ELFHEIM EAGLES		3	ASSISTANT COACHES			3 RE-ROLLS
	ELVEN UNION TEAM		4	CHEERLEADERS			10 FAN FACTOR
			1	APOTHECARY			

## ACHIEVEMENTS

To make your game even more exciting, and even more of a challenge, why not try to complete these achievements as you play your game. There are three achievements per team that you can try to accomplish; can you score all three and still lead the team into the annals of Blood Bowl history?

## GOUGED EYE

**Strongest Team in the Blood Bowl** – Inflict at least three Casualties in the game.

**Raaaargh!** – Inflict a Casualty with Gurg 'eadmasha.

**Not So Fast, Elf!** – Cause Jorral Brightarm to lose the ball and force a turnover; either by having him Knocked Down, causing him to fail a Dodge roll, or intercepting a ball thrown by him.

## ELFHEIM EAGLES

**History Makers** – Score at least three touchdowns in the game.

**Go Long!** – Make a successful Long Bomb throw with Jorral Brightarm, which is then successfully caught.

**Two Can Play at that Game!** – Force Gurg 'eadmasha to leave the pitch by inflicting a KO'd or Casualty result on him.

