



THE GOUGED EYE

The humans don't have things all their own way on the Blood Bowl field, and nowhere is this more true than at the Doom Dome, dismal dingy home of The Gougued Eye. Under the auspices of tribal overlord Gobsuck Skullcrush XII and the extremely sadistic training methods of Severlimb, the team have risen from being a laughing stock to chief contenders for top team on the continent. It is unfortunate that the Gougued Eye tend to play in the same leagues as the Reavers, as one side must defeat the other if they are to proceed into the upper reaches of the various cups and championships.

2403 Slaves captured by Orc raiding parties tell the Gougued Eye tribe of a wondrous game played by humans. A group of Orc spies manage to kidnap a coach, and soon the Gougued Eye are playing their first few matches. Unfortunately, since the man they captured was a specialist rushing trainer, the team have great trouble passing the ball – trouble which sees them lose all but one of their first seventy-two games.

2429 Undaunted by early failures, the Gougued Eye finally realise what they are doing wrong, and manage to kidnap passing expert Vimmy Gloam after a late-night Middenheim Marauders' training session. After just a little persuasion, he tells all he knows, and under his guidance the Orc team develops into a formidable fighting, er, playing machine.

2431 First year in the Central Division, and under the captaincy of

Eruk Ogrehack, the Eye manage a respectable third. A recruiting drive pioneered by Blood Bowl-fan Emperor Skullcrush XI allows Orcs a chance to choose between a spell in the army or in the team. Thousands flock to join the Gougued Eye.

2464 Unbelievably, the Gougued Eye beat the Reavers in a last-ditch play-off scramble bloodbath, and go all the way to the champions' rostrum when they defeat the Dwarf Giants at the Middenheim Stadium. Captain on the day was Hurk Verminsmasher, but Orc of the match must go to thrice-scorer Bolg Stonemangle (later known as "Dwarf mangle"!). The Giants' coach was too busy scribbling in his book of grudges to offer any comment.

2475 A rookie Varag Ghou-Chewer joins the Eye and is an immediate hit.

2488 The Gougued Eye, now under the inspired leadership of long-serving

(Former) Conference: AFC

(Former) Division: Central

Team Colours: Red and White

Symbol: Eyeball and scar

Owner: His Most Grossest Majesty Gobsuck Skullcrush XII

Head Coach: Gort Severlimb

Home Stadium: The Doom Dome, Drakwald (capacity c.88,000, surface astrogranite)

Players: Orcs

Varag Ghou-Chewer, go from strength to strength and massacre to massacre. Another Blood Bowl title cannot be far off.

Varag Ghou-Chewer

Major Blood Bowl stars come in all shapes and sizes from the ubiquitous Thrud to the diminutive Fungus. Some fans idolise players because they are handsome, or strong or very charismatic. A few rare aficionados actually notice and appreciate good tactical playing. However, all true Blood Bowl fans appreciate the enthusiastic vandalism and outright mayhem that Varag Ghou-Chewer brings to the game. Despite the regular handicap of having to lead a team who couldn't collectively count the segments of orange at half time, the mix of Varag's tactical brain and violent playing style has ensured him a good-sized crowd of rabid fans.

Varag was originally a foreman at the Wolfleg lead mines in eastern Drakwald, but was captured by slavers from the rival Gougued Eye tribe in 2471. The following year, he was spotted by the coach of their football team, the celebrated Gort Severlimb, while he was putting one of his captors in the critical list. Quickly recognising the potential playing advantages of having a player who could make a few rudimentary decisions, Coach Severlimb took a tremendous chance and put the inexperienced Varag at the head of his resurrected 2475 team (most of the 2474 Eye team had been

Gougued Eye Offensive Line-up



Gougued Eye Star Player and Team Captain Varag Ghou-Chewer, faces off against old rival Griff Oberwald.



massacred by 'Axe-face' Mangelsson of the Vynheim Valkyries in Blood Bowl XIV the year before).

Ghou-Chewer was an instant hit, and despite a few complications involving some over-drastring punishments for player insubordination, has remained at the head of the increasingly successful Gougued Eye team. His finest hour so far was leading his team of young braves to a second Chaos Cup win a few years ago. Now he has his sights set on moulding the Gougued Eye into a team worthy of winning the Blood Bowl championship too!

Going Strong

Coming out of the Reavers' shadow, watch the Gougued Eye this year. Forget their consistent failure to qualify for the later stages of the Championship; this is a team that is going to be able to boast "we'z kill'd summa dem" about any team which makes it to the Blood Bowl Final. This year, the Eye want blood! Their limited goodwill has been sapped by close-season rumours of internal division. Coach Gort Severlimb announced "We'z only lost a few 'n' a cuppal of boyz in traynin' dis yeer, datz better'n yushul". Was this a sign that the Eye weren't up to their normal tough-tackling game? We took the answer as "no" when Severlimb made an NBC forecaster eat his crystal ball. He'll be able to see where he's coming from in future.

Last season, the Eye shocked many people with the breadth and accuracy of their passing game. Harg Vainkill's transfer from the Ironcrag Decimators made the Eye's first season with him as starting thrower a strong improvement on the previous half dozen. The fans came back, there were some key pitch invasions that swung the tide in a few games, and the old attitude returned.

I've never seen so many referees with shoe-laces to tie as I saw this season when the Gougued Eye were trying one of their special plays.

But it was always going to take more than just calling for the heavy roller while the game was still in progress to make the Eye a formidable force. Harg Vainkill has opened up their game, although he is still dependent on some lesser lights to be under the bombs he fires! Skullhack lacks a bit of pace for my liking, and Izzi the Frog's vaunted jumping talents aren't so special, but defences are having to play with a bit more depth these days, which is leaving more room up front for class runners like Varag Ghou-Chewer.

Varag Ghou-Chewer is the most complete Blitzler any Orc team has ever had, and he's a great captain, able to keep the unpredictable Eye players in line. More of the violence is conducted on the pitch (or at least in the opposition dressing room where it has a chance of affecting the result) and less of it is directed at getting the last bit of fluid out of an already pulped opponent. Varag's motto is that his team should keep breaking legs until there are only enough left for the Orcs to count. A few teams have come to realise just how low numeracy is among the Gougued Eye players!

The Chaos Cup is still a better bet for the Eye than the Blood Bowl, since it is unlikely that they can make enough from their tougher games to challenge the Reavers; some say the Nightwings might be a safer wager in that department. The Chaos Cup is just the sort of trophy the Eye likes to see in the chief's hut; it slavers at all his best jokes, belches in unison and doesn't need dusting. Look out Chaos – the Eye will be after this bauble again!

Hall of Fame

Eruk Ogrehack,
Bolg Stonemangle,
Garg Worm-face

Team Honours



Chaos Cup Winners
2441, 2445, 2450,
2451, 2452, 2453,
2454, 2460, 2469,
2473, 2477, 2482,
2483



Blood Bowl Winners
2464
Blood Bowl IV
2473
Blood Bowl XIII
2495
Blood Bowl XXXIV

Gougued Eye Starting Eleven

1. **Varag**Captain
2. **Harg Vainkill**.....Thrower
3. **Krug Painspear**.....Blitzer
4. **Rip Soarpain**Black Orc
5. **Urfrick Skullhack**..Black Orc
6. **Hak Demoncutter**.Lineman
7. **Trok Elfspitter**Lineman
8. **Gort Skullhack**.....Blitzer
9. **Izzi the Frog**Lineman
10. **Da Rock**.....Black Orc
11. **Burnstuntie Joy**....Lineman

Substitutes

Gurk Halfload.....Lineman
Ugly RackspiteLineman
Cannonball Bennie.....Thrower
Igor Blazetown.....Black Orc



Team Rating

317