

Issue 6

BLOOD BOWL

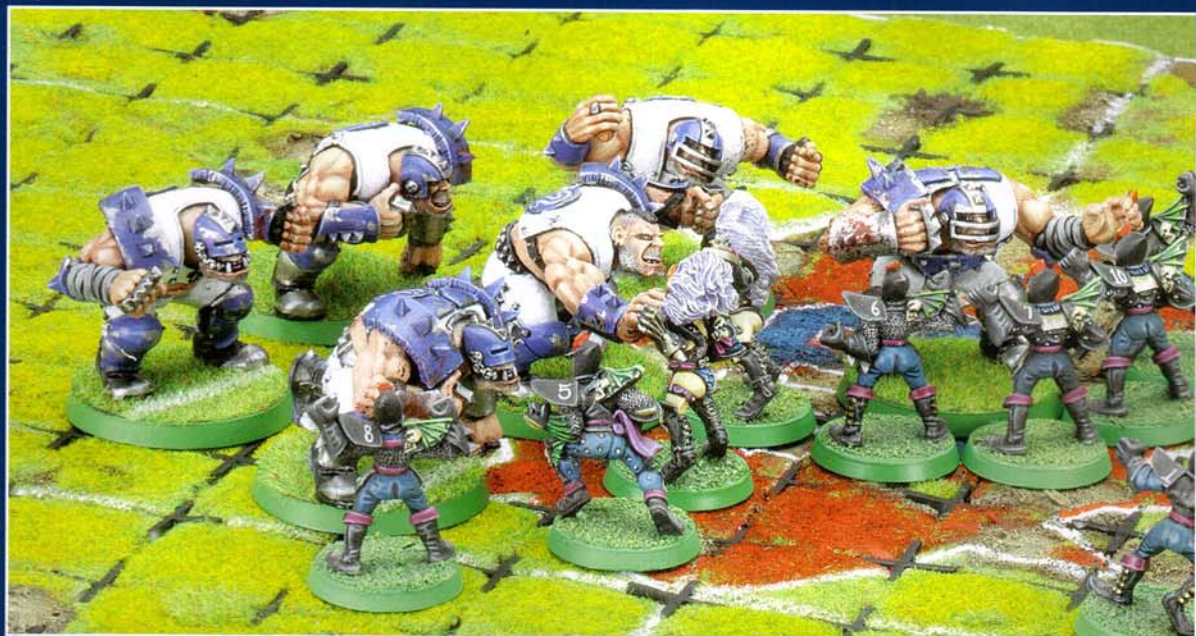
MAGAZINE



**OVER HERE BONE HEAD!
OGRE TEAMS ON THE PITCH**

**HALFLING PLAYBOOK
SPIKE! MAGAZINE**

**GAMES
WORKSHOP**

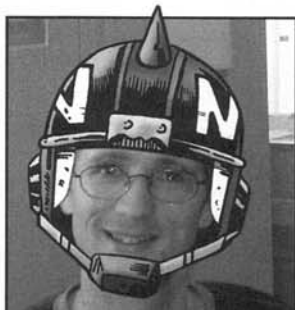


The Oldheim Ogres battle it out with the Darkside Cowboys



BLOOD BOWL

MAGAZINE



Andy gives a nervous smile as he steps on to the pitch for the first time

As I write this two very important things have just happened in the world of Blood Bowl. Firstly Blood Bowl Tournament tickets went on sale the Saturday just gone (at the time of writing) and sold out within a day. There have been a few nay-sayers who believed a Blood Bowl tournament would not sell, I can now go to them and say "I told you so" and get a bigger budget for an even larger tournament next year.

The other event of importance to Blood Bowl coaches is the completion of the 2002 Rules Review. Unlike last year's review, this year's October meeting has been very small with no major changes to the core rules, just a few small tweaks. If you haven't seen the 2002 Rules Review yet then hop over to BloodBowl.com and download the Living Rulebook or simply look in the Rules Review section of the website to see what has been changed.

So, what's in the issue? We have the first ever Blood Bowl Magazine match report. I'm sure most of you will remember the match reports first published in White Dwarf, when Third Edition was originally released and this is what I'm trying to hark back to. The format is experimental and will no doubt evolve as we do more.

Other features include the first in the Playbook series. This issue is the turn of the Halflings but we hope to work our way through all the races, which should prove fun!

I've been really impressed with the letters for Coach's Corner, the readership has made this their section of the magazine, giving us what I think is the best correspondence page in all the Fanatic publications. Well done and long may it continue!

Andy

Fourth Official

Jervis Johnson

Match Referee

Andy Hall

Linesman

Gary Roach

Ball Girl

Talima Fox



Most Valuable Players

Che Webster and
Mike Mason for
organising
The Blood Bowl

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A Fanatic Studio
Publication

NEW RELEASES

Did anyone mention Ogres?

Are the new Ogre models the best ever Blood Bowl models? I'm going to put my neck out (and it's rather long) and say – Yes!

I think the new Ogre models are great and what's more they are multi-part which means you get to put them in any position you like so no two Ogre models will be the same.

The Blood Bowl Ogre range will be packaged in two blisters – the Ogre Thrower blister and a Blood Bowl Ogre blister.

The Ogre Thrower blister will contain one Ogre with the throwing arm and the Goblin with ball.



*In the Ogre Thrower blister
(Note that head and left arm may vary)*

The Blood Bowl Ogre blister will contain enough bits to make one random Ogre.



*A selection of Ogres available in the
Blood Bowl Ogre blisters.*

To supplement your Ogre team don't forget the Goblins which are also available in a blister of three.



Next Issue:

The Major Trophies



CONTACTS PAGE

COMING SOON...

Mordheim Skaven Rat Ogre,
Inquisitor Navis Nobilitai, Boson
Battlefleet Gothic Daemonic Cruiser
Warmaster Skaven Army
Blood Bowl New Elf Team

EVENTS CALENDAR

Conflict Leeds 6th April 2003
Conflict Edinburgh 19th April 2003
Salute 26th April 2003
French Games Day 27th April 2003



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BIG AND STUPID

Experimental rules for Ogre Teams

By Andy Hall & Jervis Johnson

At face value a team full of Morg'n'Thorgs sounds a devastating combination. Luckily for all the other Blood Bowl playing races, the truth is quite the opposite.

With a few notable exceptions like Morg, most Ogres are extremely stupid, for example, the Oldheim Ogres are notoriously bad for not turning up to matches as they inevitably get lost or sometimes even forget they are playing!

However once an Ogre is on the pitch and remembers he is playing Blood Bowl you have a potentially good player. They are fearsome Blockers and some make frighteningly efficient Blitzers. This makes them very popular with the fans.

The shadowy money men (and things) behind Blood Bowl realised the popularity of Ogres a long time ago and ever since have been trying

to get Ogre teams into the Conferences, with mixed success. The Oldheim Ogres have even won the Blood Bowl but this is the exception rather than the rule.

A breakthrough came only recently when it was realised that adding Goblins to the mix could foster some success. While Ogres are big and stupid, Goblins are small and evil but possess a cunning, malign intelligence.

With the Goblins keeping the Ogres' minds from wandering, Ogre teams started to perform more consistently, of course if the occasional Goblin was mushed to pulp (it's not wise to slap an Ogre around the face) then this was classed as acceptable or collateral damage as coaches in the New World call it.

TEAM PROFILE: OLDHEIM OGRES



Team Colours: Blue & White

Owner: Mr Bone

Head Coach: Glasra Gones

Players: Ogres and Goblins

This ferocious bunch have found it difficult to find many opponents on the open tournament circuit for two reasons. Most people are afraid of their terrible reputation – tales of how they eat their opponents abound. But more often than not it's simply a case of them getting lost on the way to the match.

- 2425: The mysterious being known only as Mr Bone bank rolls a mercenary band of Ogres, who, up until then had been terrorising the town of Oldheim, into a Blood Bowl team.
- 2461: The Ogres turn up to the first ever Bloodweiser Blood Bowl final fully intending to play even though they are not in it! A powerful mage manages to summon a holding spell, which is the only reason they are kept off the pitch.
- 2476: After turning up every year to play in the final, for the first time the Ogres are meant to be playing and then proceed to beat the Reikland Reavers 3-2. Rumours spread that agents of Mr Bone poisoned the Reavers water supply at half-time are uncorroborated.
- 2496: The Ogres play a game against fellow Ogre team – the Deadrock Devastators. At the end of the match both teams swap kit and then forget to change back. It takes a couple of weeks for fans and even Oldheim backroom staff to realise what's happening and by then the players seem quite happy wearing their new team colours.

Present: The Ogres continue to play and hopefully emulate their success of 2461.

Team Honours: Blood Bowl winners 2461 (XV).

Hall of Fame: Buster'N'Rybes, Nodrog Fishlips

Spike! Magazine Rating: 168 points

FAMOUS OGRE TEAMS

Oldheim Ogres: This ferocious bunch have found it difficult to find many opponents on the open tournament circuit for two reasons. Most people are afraid of their terrible reputation – tales of how they eat their opponents abound. But more often than not it's simply a case of them getting lost on the way to the match.

Deadrock Devastators: The Devastators were one of the many teams formed after the collapse of the NAF. For the first couple of seasons they fared quite badly, they had no problem causing the other team serious casualties but constantly forgot about the ball.

However, their fortunes changed when they played the Oldheim Ogres. The game was all but a wrestling match in name but as the full time whistle was blown the two teams dutifully swapped their kit. Being Ogres they instantly forgot they had changed kits and so the Devastators began playing in the Oldheim kit of red and yellow while the Oldheim Ogres continued to play in the Devastators colours of blue and white. It took a while for fans and even the teams' coaches to work out what had actually happened and during this time the Oldheim Ogres playing as the Devastators had accrued an impressive run of victories, allowing the team from Deadrock to break through from relative obscurity.

The Devastators have continued to play in the old Oldheim strip and are now one of the better Ogre teams, only time will tell if they can mirror the Oldheim Ogres and win the Blood Bowl.



The most famous Ogre of them all – Morg!

OGRE TEAM LIST

Ogre teams have existed since the forming of NAF and have even had some success such as winning the XV Blood Bowl. However, as any right-minded person will tell you, having more than one Ogre in the same place at the same time is a disaster in the making. The key to an Ogre team is the Goblins, if they are close enough to jab an Ogre in the ribs to remind him that they are playing in a match then you may have the makings of a team.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-8	Ogres	120k	5	5	2	9	Mighty Blow, Thick Skull, Racial: Bone-Head, Throw Team mate
0-8	Goblins	40K	6	2	3	7	Dodge, Stunty Racial: Right Stuff

Re-roll counter: 70,000 gold pieces

OGRE SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Ogre	Y	N	Y	N	N
Goblin	N	Y	N	N	N

MATCH REPORT

The Borderland Brutes Vs Krelle's Killers

by Tom Merrigan, Keith Krelle & Andy Hall

This is the first Match Report to appear in BBmag. I'm keen to stress from the start that this is more an experiment in format rather than a match report concentrating on team tactics, as will normally be the case. As already stated in my editorial I'm trying to emulate the first few match reports that appeared in the WD 170's however we don't have as much space as so it may seem quite condensed for the first attempt but I'm working on that! So without further ado it's over to Jim and Bob as Tom's Borderland Brutes Ogre team take on Krelle's Killers Norse team.

THE FIRST HALF

Jim: A bad kick-off from Krelle's Killers means a touchback for the Borderland Brutes and the possibility of a one-turn touchdown. But before attempting to score, a task almost impossible for an Ogre both on and off the pitch, the idea of hitting a few heads and softening up the opposition seems to have proven more appealing.

Bob: Seems so, Bob. And with Ogres being of the big and strong type, two Norse players are knocked down, their faces impacting heavily with dirt. A third Killers' player is badly hurt, and will miss the rest of the match.

Jim: Think his nose may be broken Bob?

Bob: Yes Jim, and what about that dent in his helmet. That can't be good?

Jim: I don't think so, Bob, and the Norse team seem to be standing around a bit dumbfounded after that opening onslaught from the Brutes (actually, Keith forgot to move his turn counter and was called for illegal procedure - Andy).

Bob: And look at this Jim. One of the Ogres on the Brutes team has picked up the Goblin carrying the ball and is about to throw him downfield. Could this be a quick early touchdown for the Brutes?

Jim: There goes the Goblin, Bob. But hold on... is that other Ogre trying to catch the little feller?

Bob: Maybe he has mistaken the Goblin for the ball, Jim?

Jim: I think so, Bob. This isn't going to be very pretty... Ough!! Well, the old saying of "Two hands for catching, but don't bother if you're an Ogre!" seems to have proven true Bob?

Bob: Yes, but luckily for the Goblin, the Ogre has broken his fall. Not so lucky for the Ogre though as he appears to have been knocked over and stunned.

Jim: But the dropped ball has fallen nicely to another Goblin, Bob, and he's off down the pitch.

Bob: And in he goes for a touchdown. 1-0 to the Brutes! The crowd goes wild!

* * * * *

Jim: Well, the Killers retake the field, a touchdown and a man down. Things seem to already be looking grim.

Bob: They do Jim, but I think we might still see some aggressive play from the Norse team. And there's the whistle and, just like I said, the Killers immediately get stuck in.

★ THE LINE-UP ★

6 Ogres	720K
5 Goblins	200K
1 Re-Roll	70K
Fan-Factor 1	10K
Total	1000K



2 Blitzers	180K
2 Throwers	140K
2 Catchers	140K
5 Linemen	250K
4 Re-Rolls	240K
Fan-Factor 5	50K
Total	1000K



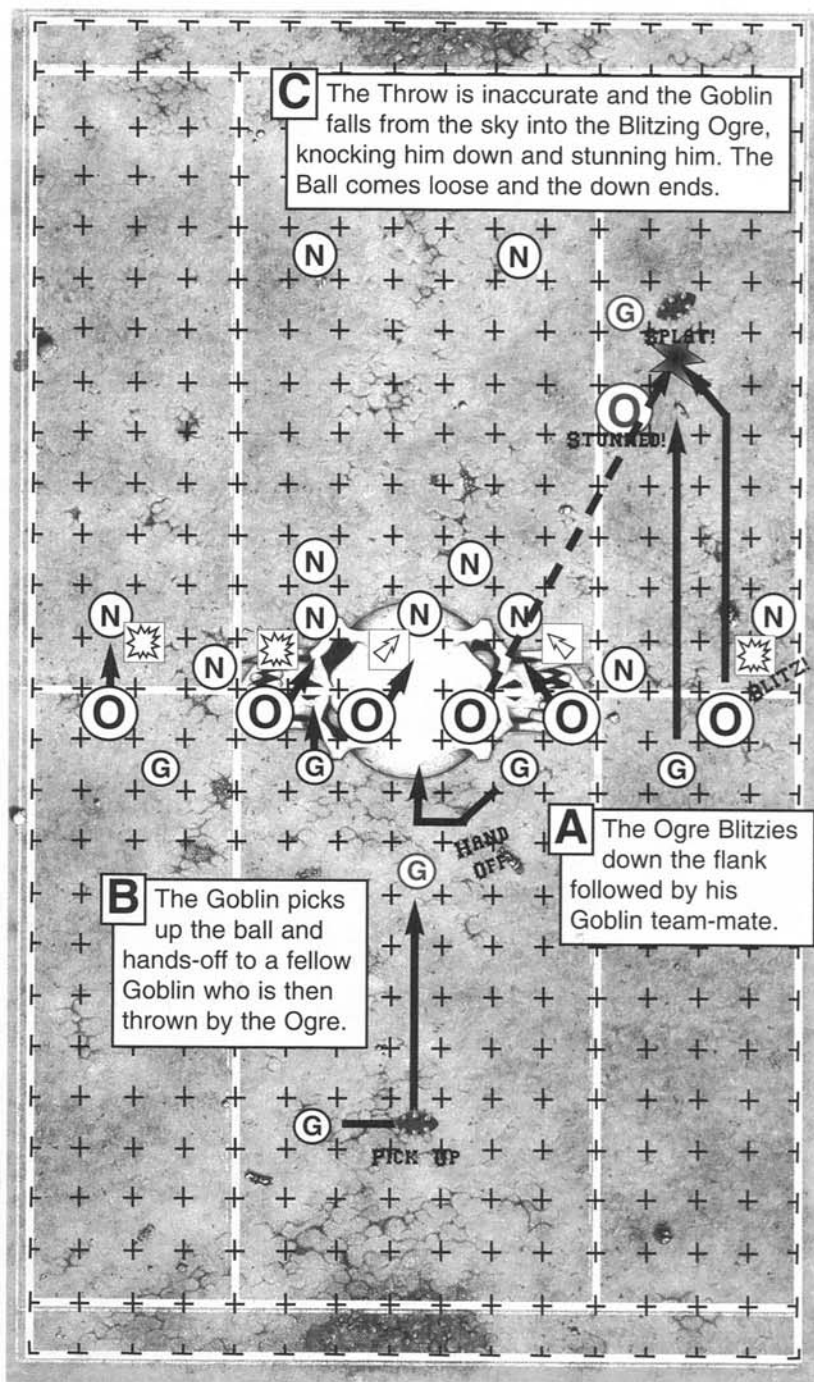
Jim: Down goes an Ogre and that Goblin is going to need some treatment before he is able to come back onto the field. And even more promising for the Norse, they have broken through the Brutes' line. With only Goblins in defense and a few Norse players in

scoring positions, this could be a quick reply by the Killers to the Brutes opening touchdown.

Bob: There goes the Norse teams star thrower, Gragoth the Fearless, Jim. He's collected the ball and, avoiding the headlong charge of an Ogre by making sure some other players get in the big lout's way, is off downfield to make that vital pass. Here we go Jim...

The First Half (1st down)

O Ogre **G** Goblin **N** Norse



Jim: Oh dear! Would you look at that Bob? He's fumbled the ball. That's a turnover and the Brutes' go.

Bob: Yes, that's Blood Bowl, Jim. Some days you make every pass and score a tonne of touchdowns but on other days it all goes wrong. And to make things worse for the Norse they are horribly out of position and the Brutes are on the offensive. I think the Norse could be hard pressed to reclaim the ball if the Brutes can gather it up.

Jim: And gather it up they have done, Bob. Once again it's a Goblin who snatches up the ball and makes his way towards the endzone.

Bob: He's running as fast as his little legs will carry him, Jim, but he won't do it all on his own. The Brutes frontline of Ogres, in truly predictable fashion are trying to hit any Norse player that may be able to get a block on the Goblin before he reaches the Endzone.

Jim: And there goes another Norse player

Bob, being carted off to the treatment bench. An exciting half is drawing to a close, and it could it be 2-0 to the Borderland Brutes.

Bob: Well the Norse will have one last attempt to stop the Brutes from scoring. Look at that player going up the wing, he may be able get a block in and knock the Goblin over.

Jim: It looks like he will Bob. Ready... here we go. Oh know, he's missed. The Goblins dodged out of the way and there he goes, in for a touchdown. 2-0 to the Brutes as the first half comes to a close.

Bob: The half may have ended Jim, but the Brutes frontline doesn't seem to have realized the whistles gone. A fight has broken out in the middle of the pitch, and the Ref doesn't seem to be able to get things under control.

Jim: I think it is the Ogres intimidating size that is causing the problem, Bob. Would you want to tell a Blood Bowl player that big what to do? You wouldn't come out alive.

Bob: You wouldn't Jim, but it looks like the Norse team might be able to get off the pitch for the half-time break after all. The Goblins on the Brutes team have left the pitch and it appears the Ogres have forgotten what they were meant to be doing.

Jim: And at this rate, Bob, it doesn't look like they'll figure out where the dugout is before the second half starts.

THE SECOND HALF

Bob: The Brutes look ready to go at the start of the second half, Jim?

Jim: Well, half the team didn't leave the pitch so that's no wonder. Look, here comes Krelle's Killers now, Bob.

Bob: Yes, Jim, but what's that? The first Norse player is barely on the pitch and the Brutes have kicked off. It looks like a Blitz from the Brutes, Jim?

Jim: It certainly does, Bob. There goes the ball downfield and there goes a Goblin after it. Do you think he'll be able to land this time Bob?

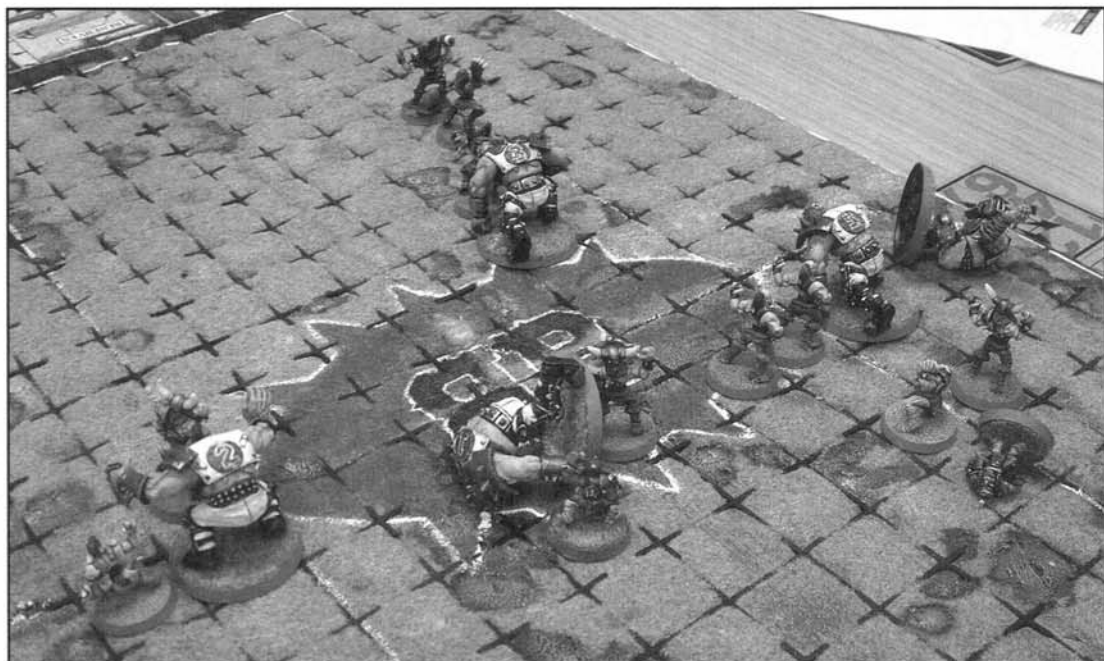
Bob: We'll soon find out Jim. Here come the Norse team though, trying to get into position before the Brutes score again.

Jim: Well, the throw is on target but will the Goblin land...

Bob: It doesn't look like it, Jim. And landing on a spiked ball like that can be very painful. I think it might take more than some magic mushrooms to heal that Goblin.

Jim: It certainly will, Bob. Clearly the terrible attempts of trying to throw a Goblin in the first half have not registered with the Ogres. Nor has the fact that the running game works best.

* * * * *



The Ogre attempts to sack the Norse Thrower



The view from the Badyear Blimp

defensive position. In fact the quicker movement of the Norse has left the Brutes out of position and given them an opportunity to score a quick running touchdown if they play their cards right.

Bob: But wouldn't you know it, Jim? In timely Blood Bowl fashion a Killers' player has been knocked over attempting to take down an Ogre when the team should have been concentrating on scoring. It's a turnover and The Borderland Brutes might be able to reorganize their line and sneak in a third touchdown.

Jim: Anything is possible in Blood Bowl Bob. Every player on the pitch is having their mental and physical abilities tested to the limits right now. Who knows what will happen?

Bob: That's right Jim, but it does look like the Brutes have managed to tie the Norse team down and stopped them from that quick touchdown we all thought was on the cards.

Jim: Yes, Bob, and a fight has broken out. Well, we know who is going to come off second best in this one don't we, Bob?

Bob: Ouch!! That's three more Norse players out of the match, Jim, and the ball has gone off the pitch.

Jim: And there's a scuffle in the crowd as every fan within reach tries to grab the ball. And here comes the throw... Oh dear! It's been thrown back deep in the Brutes own half. Will anyone be able to score now, Bob?

Bob: I think it's going to be a long shot for anyone now, Jim, but it isn't over until the fat Ogre cheerleader sings.

Jim: Well, there's one down on the sideline, but she isn't singing yet.

Bob: And just as well because a Goblin from the Brutes team has managed to pick up the ball and is attempting to run the length of the pitch!

Jim: No, he's handed it off to another Goblin Bob...this could be a third touchdown if the Killers aren't careful.

Bob: Well, it wouldn't surprise me Jim if the Brutes did score again. They've knocked the Norse team around today and there is only five Norse players left on the pitch.

Jim: Even so Bob, they only need to hang on for a couple more minutes and avoid a horribly humiliating defeat.

Bob: Well the Norse team has got one defensive player deep, and he's cutting across field and heading for the Goblin with the ball. It'll be a last ditch block, but it may just work.

Jim: The crowd holds it's breath Bob, and you can feel the tension around the stadium. Here comes the tackle...and he's missed. Once again a Goblin dodges out of the way and in he goes for the touchdown. 3-0 to the Brutes, and I do believe that's the whistle and the end of the match.

Bob: Yes, a thoroughly enjoyable match Jim, and the chance for the Brutes to shine after the 4-1 loss against the Woodland Wonder Kids last weekend. Up next it's the post match wrap, where we'll have all the match highlights and we'll be chatting to both teams coaches.

Jim: Excitement as always, Bob. See you all after this short break.

* * * * *

POST MATCH WRAP

Bob: Well, what a match, Jim. As always, we broadcast only the biggest matches right here. And we don't just cover the game, but go behind the scenes to make sure that you, the fan, has the best unrivalled coverage throughout the Old World.

Jim: That's right, Bob, and right now we can cross to Kirsty who will be chatting with both teams head coaches. Kirsty?

Kirsty: Thanks, Jim! I'm joined now by the Borderland Brutes head coach Tomas Merrigore. Tomas, what did you think of the match.

Tomas: Well, I thought we managed to get off to a flying start and although there was the early catching incident, I thought we looked good to go 1-0 up.



Kirsty: Yes, it was unfortunate that one of your Ogre players tried to catch the Goblin. If the Goblin had landed, that might have been one of the fastest touchdowns in Blood Bowl history.

Tomas: It's a problem I face every week Kirsty. Ogres, despite being big and strong just aren't very bright. That's why I have signed a number of Goblins to the team. Without them the Ogres would stand round all day acting like a bunch of boneheads and we'd never win a match.

Kirsty: So the little guys are quite important to the team plan then?

Tomas: Well, it's a secret I'd rather not give away, but they are without a doubt the players that hold the team together. Goblins can be nasty vicious creatures when they want to. They tell the Ogres what to do, and then the Ogres go and do it.

Kirsty: I presume that usually involves hitting somebody?

Tomas: Most of the time!

Kirsty: And what about the success, or lack of that your team has had with the throwing game?

Tomas: Well, I try to get the team to stick to the running game as much as possible. An Ogre can throw a goblin a long way, but the throw is unlikely to be on target, and the sheer force of the throw makes it hard for the Goblin to land.

Kirsty: So why do we see the Borderland Brutes continue to attempt what you are describing as a low success play.

Tomas: Try as I might, Kirsty to get them to play the running game, ogres like to see Goblins go splat! They find it almost as good as hitting someone.

Kirsty: Oh... I see! Well, any final comments before I let you get back to the locker room?

Tomas: I'd just like to thank all the Brutes fans that turn up each and every week...

Bob: Well, we've had to cut that interview short and go to another commercial break.

Jim: What a shame, Bob! Stay tuned, because when we come back we'll be talking to Kriethe Krelle, the Norse teams head coach.

★ ★ ★ ★ ★ ★ ★

Kirsty: Mr Krelle, Your thoughts on today's Match?



Kriethe: This was not a good day for us having drawn against an Ogre team a couple of days ago we went into the game full of confidence. We spent the week going through plays on the training field which

showed a few gaps in our defence a couple of times but they learnt quickly and were ready for the game.

I was disappointed in the way we attacked, I gave the Blockers specific instructions to hold the line and take down as many Ogres as possible so our runners had a clear break through the lines. As you saw this did not happen and we were punished just as they will be when we get back!

It does not help when your players fall down at the slightest touch. It's totally unacceptable for us to be beaten like this, they have let themselves down, me down and more importantly the fans who are crying for blood!

When we get back I will have them soundly beaten and paraded through the village in the hope of giving them the right frame of mind the next time they go out. I would just like to say to the fans, the management and training staff did all they could to get these men ready so its them that let you down. I just wanted to make that clear.



The Ogres celebrate the final touchdown

COACH'S CORNER

Blood Bowl coaches are a noisy lot and this page is here for them to rant, shout, applaud or praise. As long as you have an opinion we will print it. Send them to Fanatic@games-workshop.co.uk (with Coach's Corner in the subject line) or write to: Coach's Corner, Fanatic, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS, United Kingdom.

RAMBLING EMAILS

Blood Bowl was always our favourite game so the new edition of the Living Rulebook has prompted much excitement, a new league and, your sales team will be pleased to hear, the purchase and painting of new teams.

I have to agree with Jervis' assessment of the fouling rule, I have always thought much the same and in our previous league there was one unscrupulous Orc player whom everyone feared to play because his opponents usually ended up decimated. Don't get me wrong, as pointed out by this player, the game is called BLOOD Bowl and the occasional death, serious injury, etc, are all part of the game but I like to have a team left for further play afterwards. This got so bad that looking back at our old rosters even the Wood Elf teams had dirty players to help them survive – not really in character!

I was glad to see then that in the new rules much of the fouling and other dirty tactics employable to kill off the other team have been toned down. Having looked through the rules and played a few games I would just like to say that you've done a great job of tidying up any inconsistencies and improving the game balance. Thanks for making the rules available in this format, it is appreciated round our way.

Finally, there are just a few points where we thought the rules were a little unclear, nothing major though:

1. It is not clear where the ball scatters from when a player is knocked over, the square he was stood on, or the square he is pushed to. We have decided (or rather the dice did!) that it is the square he was pushed to.
2. It is not entirely clear what happens when the ball bounces onto a player's square as a result of a block; does he have to roll to catch it or do the new rules on page 9 about being pushed onto the ball apply. If a player has to

roll to catch the ball this can be a little unfair on teams who knock down the ball carrier only to find they must attempt to catch the ball with a low agility player who has no chance of success. Does it count as a turnover if the ball bounces into a player's square as a result of a block as the player has not 'tried to pick up the ball or received a catch?'

3. When throwing the ball it is often the case that a long bomb will result in success or a fumble with no middle ground. I would say that the only modifiers that should count towards the Fumble roll are players exerting a tackle zone on the thrower (as they may 'tip' the ball down) but not the ordinary throw modifiers. I realise this rule may not pass the beer test (can you remember it after a beer) so maybe fumbles should only occur on a natural roll of 1, after all they are supposed to be fairly rare occurrences.

Sorry for the rambling email but it seems I had more to say than I first thought. Thanks for improving an already great game.

Best regards

Gavin Kelly

Thanks for your comments, let's try and answer your queries.

1. *The ball scatters from the square the players is pushed to.*
2. *You do have to attempt to catch it, however it's not a turnover if you fail as this is still part of the previous action.*
3. *The fumbling stays as it is written in the rulebook. This is very deliberate as it makes it more risky if you want to fling the ball to the other end of the pitch.*



REGARDING DWARFS

Just a quick comment in response to the piece in the last BB mag concerning Dwarfs. Is that guy NUTS?!!! Dwarfs are fantastic! I have yet to lose with them and am averaging two casualties Vs my opponents per match!

I agree the alchemist rules are poor and I never use them as the max you gain is 30,000 GPs. Perhaps roll 2D6's but if you get a double you don't get anything could be suggested as an alternative? Just an idea. Keep up the excellent work.

Antoine Shardan

MORE REGARDING DWARFS

Greetings to you!

Firstly, a little note to add to the Dwarf debate. Although I've never played with Dwarfs, I've been severely whopped by them a number of times.

With AG3, the runners are as agile as the bulk of most teams, and have dodged nimbly round my defence a frustratingly large number of times. And a team where all linemen have block and tackle means that blocking them without at least one assist is often the last action of a turn. If you think Dwarfs are rubbish, then you're either playing them wrong, or have never seen them send nine Skaven players into the KO or Injured box.

Secondly, a note about the new Necromatic teams. I was all for not having to bother with apothecaries under the old rules, but the new team means that all my expensive players can't regenerate, and so risk being killed every game. I'd think that the chance to hire an apothecary (like an Igor assistant for the coach!) would be good, but only let him be used on non-regenerating players (like in the new Vampire team list).

And lastly, I agree with Dave in last months letter (Issue 4) – secret weapons should be allowed in the rules. I long to hear the buzzing of a chainsaw as I take to the field. Mmmmmm... carnage.

Thanks,

Andrew Grierson

Check out Issue 5 for Experimental Secret Weapon rules.

I think the Dwarf coaches have now made their point. Are there any other teams' coaches prepared to go out on a limb and state they are underpowered? (We know about Halflings!)

QUICK HOUSE RULE

Hi guys,

Here is a house rule we threw into a game the other day just for a laugh.

When you obtain a casualty, or knock-out we thought about the idea of "would the game really stop to allow the player to be removed from the field?"

So what we decided was...

When there was a death we put a marker on the field representing a dead body, basically it meant this square was blocked until there was a score or the end of a half.

With knocked-outs we turned them into bad stunned, and basically said that on a roll of 1, they could become stunned, otherwise they stayed on the field prone to more damage and also blocking the square.

Anyone who was badly hurt or seriously injured could move one square per turn to the nearest sideline to try to get off the field.

However all knocked-out, badly hurt and seriously injured players were still prone to fouls. All knocked-outs suffered a +3 to Armour rolls making them even more prone to further injury. with the BH & SI's as they were more then likely still conscious and able to fight back a bit we considered them a +2, however this meant they could sustain more then 1 SI.

It didn't turn the game into a major brawl, as the players involved were still in the thought of scoring is the main thing. But it just made it feel more realistic by blocking squares and not having players just disappear.

Also with the KO's, BH's and SI's on a score or end of half, they could then be removed from the field and treated in the normal manner.

Maybe this is just a crazy idea from some blood thirsty Aussies, but it would be great to hear others' ideas on a similar concept.

Regards and keep up the good work

Aussie Drew

It is indeed a crazy idea but sounds kind of cool. The sight of a tattered and broken High Elf dragging his prone form to the sidelines before the Goblin with the chainsaw sets upon him is what Blood Bowl is all about to me! However, is it practical? To me it looks like a fun thing to try out in the occasional friendly.

Thanks for your idea.

Until next time...

THE HALFLING PLAYBOOK

or Halflings: Know Your Limits

by Steve Morgan, Head Coach of the Perryvale Punishers

So, you have the daunting task of leading your mighty Halfling heroes onto the field of dreams, and need to devise a plan for getting the little blighters to full time without excessive use of the local casualty department.

First rule of devising your game plan – know your team's weaknesses and strengths.

Halflings are not world renowned in the following areas: running, catching, passing, tackling, or ability to take a firm blow (even from an ailing Snotling).

It is clear from the above that if you are the sort of Blood Bowl player for whom the result is everything, then clearly this is not the team for you. You can stop reading now and get back to your crushing death monster teams on combat drugs with spikey bits!

However, if you like a challenge, want a bit of a laugh, can eat five burgers during the course of a game and want to offer up serious humiliation to your foes should you win, then carry on.

DEFENCE

Halfling defence may, at first glance, look to be as effective as trying to halt a speeding train with a hamster.

Luckily, appearance can be deceptive. With a few basic rules you can do a great job of frustrating the opposition, slowing their advance and breaking down an attack.

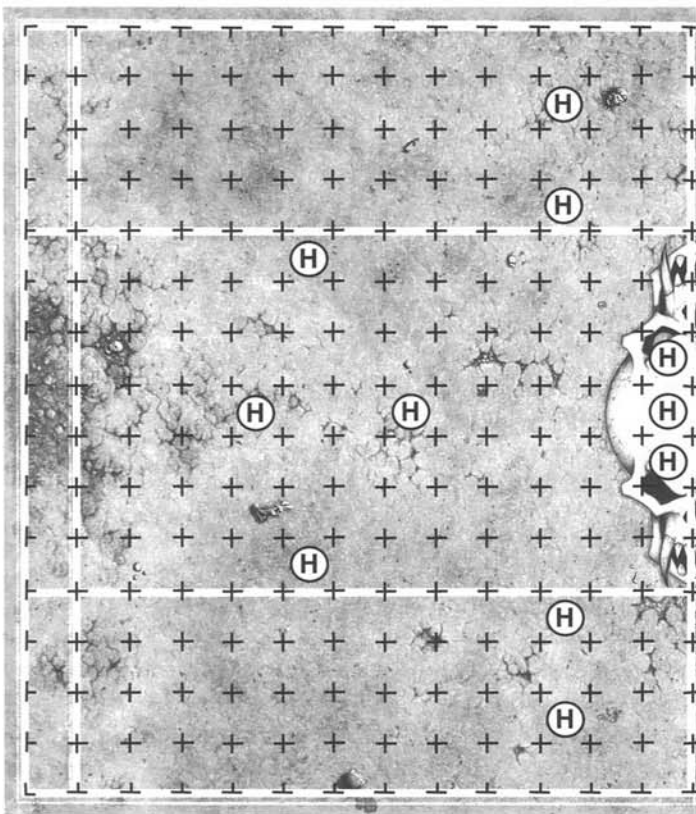
Defend in depth – Many teams can get away with a wide, thin defence of hard-hitting players that is tough to break through. Halflings can't. What I recommend is three lines of defence spaced evenly back to your end-zone. This will allow time to re-group each turn, falling back to a new position of strength (!!!) and restricting the damage to

your team. It is a delaying tactic, not allowing an easy score and thus will add to your opponent's frustration in not crushing you into the ground.

Damage limitation – Never allow your turn to end with lots of your little guys in tackle zones. This can only end one way and it ain't pretty. Use the innate 'Dodge' and 'Stunty' skills to full effect and drop back one square at a time (maintaining formation) as he will only be able

Defending

- *Keep your players spread out – force your opponent to dodge.*
- *Three on the line of scrimmage, typically one gets splattered and two get pushed back.*
- *Constantly fall back – do not block the enemy but force them to go through your tackle zones.*
- *Conceding a touch down is not always a bad thing.*
- *Use psychology against your opponent!*





The Perryvale Punishers play the All-Stars

to blitz one player per turn. Coupled with point 1 you will force him into some serious dodge roles if he wants to proceed into your lines.

Grab the opportunity – Your tactics may appear so negative, and the opponent so frustrated, that he will make the mistake of underestimating your team in a big way and break with his game plan (a rolling cage can look a bit OTT against a Halfling team). Many players I've played against get impatient, and make an ambitious play or make an optimistic dodge too far. With an isolated ball carrier or ball on the ground Halflings come into their own. Again it's all down to the Dodge and Stunt rules, those unmodified dodge rolls will get you into positions other players can only dream of – make the most of it!

Know when to take a small loss – Sometimes, you need to concede that touchdown for the greater good. If you're defensive plans go wrong, or your opponent is

playing well, don't get your little guy pummelled for nothing. Take it on the chin, open your next chocolate bar, and get ready for the offensive play.

OFFENCE

Now this is the fun bit! Hopefully, you have stopped your opponent from scoring, or at least annoyed the hell out of him in defence. Just imagine the look on his/her face when you go down the other end and do the unthinkable... the big TD! Muffins and fizzy pop all round!

Impossible? I think not, in fact it has been known for the mighty Perryvale Punishers (the finest BB specimens under 4' tall in the known world) to score five (yes five!) touchdowns in one game – just like watching Brazil!!!!

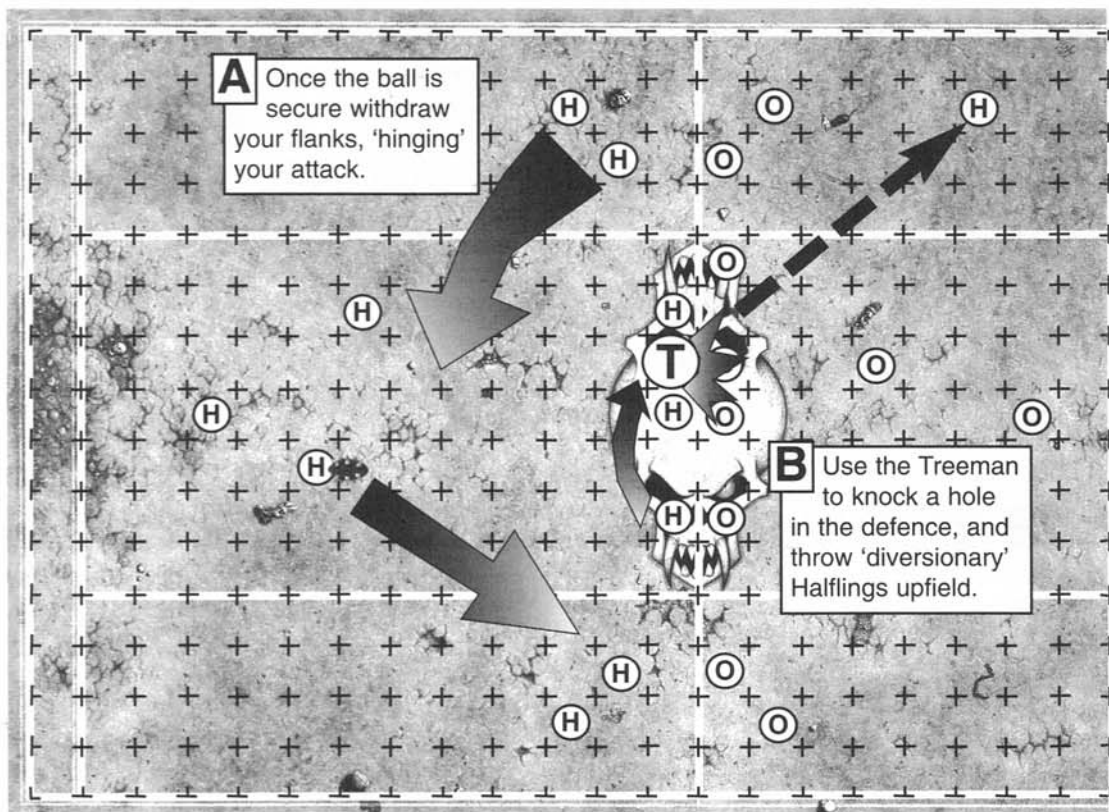
Some pointers...

The lunch box – Similar to the cage, but a little more fragile. Protect the ball carrier within three lines of Halflings and rumble down the flank. Remember the basic rule of not leaving your guys in tackle zones, and then pick off stray defenders by ganging up and blitzing them aside.

Aerial assault – Hugely entertaining and rather effective. Use a Treeman to launch Halfling avec ball downfield and to glory! Somewhat risky, but hey, why let all that 'Right Stuff' go to waste. Also good for pulling off that last minute winner, or capitalising on some good spoiling defensive work to get good field position.

The feint – One problem you should not have is breaking through a defensive line, not with





Attacking – The Lunch Box

- 'Hinge' your attack.
- Use your Treeman on the line of scrimmage to knock down any strong opposition on the defending side.
- Throw at least 2 halfings up-field.
- You can score in under 4 turns.

all those Dodge re-rolls. Make a sacrifice of a diversionary player to draw defenders away from the real point of attack. (It's amazing the lengths some players will go to get rid of one solitary Halfling downfield).

The elusive Halfling – If you get a sniff of the goal line, go for it. It's amazing how small a gap you need to get one of the little fellows through, so go for it!

TEAM SELECTION

Quantity over quality is definitely the way to go (you don't really have a choice here). I would recommend you go for as much 'extra' stuff as you feel comfortable with when starting out though.

Treeman – I only ever start with one of these (usually Deeproot). My aim is to have a Halfling team with the odd Treeman, not a Treeman team with some small blokes running about! Too many 'Big Guys' diminishes the achievement winning a game.

Master Chef – A definite no-brainer as far as I am concerned. You can keep your fancy pants wizards, these guys are great. Stealing re-rolls and a quick fry-up at half time. What more could you ask for?

Apothecary – Also essential from the start, just incase your Star Player or Treeman takes a pasting (do not waste his ability on a normal player – they just aren't worth it).

Re-rolls – I generally just get one of these, maybe two tops, relying on my Chef to get me the rest and deprive the opposition of theirs.

Fan-Factor – Usually I start with a Fan-Factor of 3 or 4.

Other teams just don't have the luxury of so much cool stuff to begin with, what's more you still have enough money left for loads of standard players, as they are as cheap as chips (believe me you will need them, the casualty rate for your team will be grim).

OVERALL

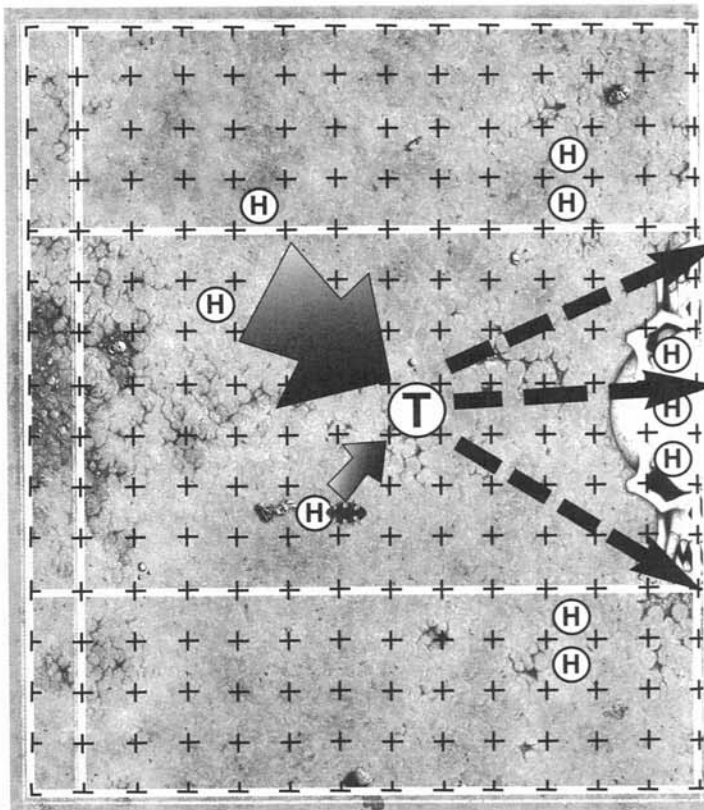
Well I think that is enough of my mad ramblings, but a quick summary and last minute thoughts are in order...

- Have fun
- Play to your strengths, don't get involved in a blocking match
- Know when to take the short-term loss
- Be adventurous – when you see an opening, go for it
- Eat when playing – it really does help (honest!)
- Name all your players and mourn them as they fall in the line of duty (this takes the form of eating cream cakes, naturally)
- Gloat when you score, mistakes are often made by an opponent who is frustrated/angry/homicidal
- Gloat outrageously should you win a game, this is a great chance for humiliating fellow players!
- By the way, did I mention have fun!

★★★ Did you know...

According to Halfling tradition, everyone who plays in a game gets to join in a gigantic slap-up tea after the game is over! It is thus not unusual to see injured Halflings get up from their stretchers and tear off in the direction of the dressing room when the final whistle goes!

The Moot Mighties are one of the few Halfling teams that opponents actually fear to play. It has to be said that this has rather more to do with the fact that the team includes the mighty Treeman blocker Thicktrunk Strongbranch than any other reason, although the 'Halfling hit squads' used by the team, who specialise in finishing off opponents laid low by Strongbranch, are universally hated as well. Still, as the Mighties' head coach, Slowchap Eatmoore, points out "When you're stuck with players like these guys, ya gotta take advantage of any edge you can get."



Attacking – The launch pad

- Keep your players off the front line.
- Stagger your defensive line.
- Collect the ball, hand-off then get the Treeman to throw the ball-carrier upfield.
- Throw as many players upfield as possible, to use as support and diversionary players.
- Once you have enough players, protect the ball-carrier by forming a 'lunch-box' as described earlier.

ALL AT SEA: BLOOD BOWL ON BOATS

by Carl & Matt Brown

Part 2 of the craziest house rules set ever. This issue the Brown brothers will be dealing with such issues as players overboard and the rather scary prospect of cannons!

Man-thing Overboard!

It is inevitable that at some point during the game someone is going to end up taking an early bath of sorts. With no bloodthirsty fans nearby to beat out what little life you have left and being guaranteed a soft-ish landing, you would think a plunge into the briny isn't so bad. Unfortunately when you're exhausted and covered head to toe in as much heavy armour you can stand up in, the very last place you want to be is in deep water!

Fortunately, no coach is about to allow his best asset to pay a long stay visit to Davy Jones' dugout so most ship-matches become surrounded by a small flotilla of hired rescue ships, divers and coast guard to ensure their rapid recovery.

Whenever a player is forced off the edge of the field apply the following man overboard rule.

Instead of making a random Injury roll, apply the Armour value of your drowning player straight to the Injury table instead ie, a player with AV 7 is Stunned, whereas a player with AV 9 is KO'd. This reflects the added difficulty recovery teams have in rescuing the heavier players.

The only exception is Treemen – they float! Treemen are only Stunned as a result of falling overboard.

Ball overboard!

If the ball should ever fall overboard, an official sitting in the crows nest is under instructions to immediately throw a replacement down into the general area of play. Not renowned for having heads for heights (apart from those removed from their bodies by a Morg uppercute) this throw-down tends to be just as wild as a fan's throw-in, so just use the standard throw-in rules as normal.



The Orc coaches watch the game from the safety(!) of the dugout.

Special Features

The following features are optional, but I strongly recommend you include at least some of these in your games for the true experience of ship play. You can include as many or as few of each as you wish.

The Mast

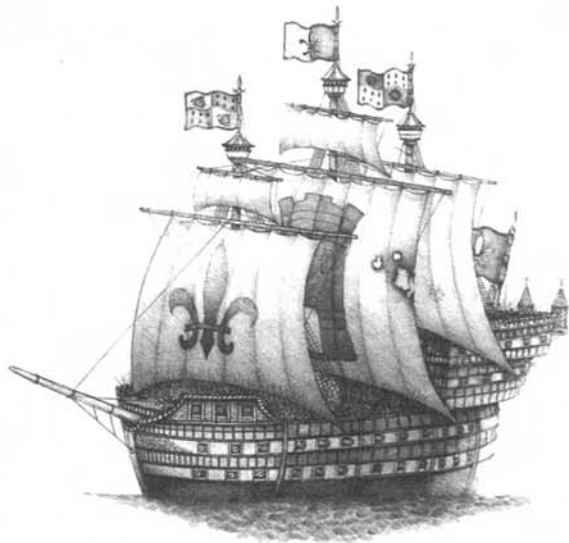
Masts, as I'm sure you all know, are solid columns of wood – often reinforced – that basically hold the sails up.

You may have as many or as few masts on your deck as you like. A mast covers one space of the board unless placed at the halfway line where it covers two spaces (one each half) so as to affect both players equally.

Unsurprisingly, Mast spaces are impassable ie, nothing can move into or through masts for any reason. If the ball would scatter to the mast space, it rebounds and stops in its current space instead. In addition, a player may not make a pass attempt to a target that is on the opposite side of the mast – you can't target that which you cannot see and no one can throw round corners, not even Elves. Simply draw a straight line between passer and target (there's a handy red line running up the centre of the range ruler), a player is considered behind the mast and out of sight to the thrower if the line passes through any point of the mast space. Note: this is not just for Pass actions, but applies to all forms of targeting, including custard pies, bombs, wizard spells, cannon fire, etc.

The Hold

The 'hold' is a catch-all term representing the grill-entrance to all the below deck areas of your ship, such as crew quarters, cannon



decks, cabins, and of course the hold! Some dugouts are kept down there too.

It is also where the crew that couldn't afford the fee to watch from the rigging are shoved. And though closed off during play, it does nothing to stop them having a bit of fun of their own.

Whilst the match is underway, the crew from below deck delight in poking their arms and hands through the grill grabbing at whatever passes by overhead (there's a whole terminology and scoring system, and more gold passes hands on the outcome of this side-game than does for wagers on the actual match).

Obviously, all these grasping hands make it a bit difficult for the players above deck. Therefore any player stood in a Hold space suffers a -1 modifier on attempts to pick up the ball.

That's not the worst of it, at least when you're standing you can stamp on their fingers. It's the prone players that really suffer as various crewmen, criminals and substitutes from below deck all take the opportunity to throttle and punch the poor unfortunates prostrate above them.

During your team turn, if your opponent has any players prone on a Hold space you may make a Foul action against one of those players for free (assists as normal). This foul still counts as your foul action for the turn, it is free in the sense that you do not need to use any of your players to do it – the crew below deck are doing it – and the ref can't punish anyone for it, so leave the ref where he is.

★★★ Did you know...

A match between the Salty Seadogs and the Reefwald Mermen was interrupted when a kraken emerged from the depths and started to attack the ship. Its tentacles lashed across the deck-pitch knocking players and officials into the sea. The crowd fell from the rigging into its gaping maw.

The ship began to sink and so the game was suspended as survivors clung desperately to any debris about. It was only later it turned out that the Mermen had hired the sea monster as a Big Guy and he was simply trying to get on board!

Cannons

Now I don't need to tell you what a cannon is. Suffice to say many ships have them and in varying numbers. Cannons come in pairs, one cannon for each half, and should be placed along the sidelines but not in the endzones. Where exactly along the sidelines is really your choice, but I like to space them out as evenly as I can (rows 4, 7, and 10 being the best) – I don't have much faith in a ship's captain who stuffs all his cannons up one corner.

Each cannon takes up one space on the board, is impassable, and cannot be moved.

Although R'Hugbi crews wouldn't dream of firing the cannons at their own ship, visiting Blood Bowl teams aren't so caring and tend to take certain liberties. Let's face it, if they didn't make full use of every available weapon of mass destruction they just wouldn't be doing their job right.

During your team turn, any of your players standing adjacent to a cannon may take a Cannon Fire action instead of any other action (this means the player can't take a move action either). You can choose to fire either a

standard cannon shot, or if available a Right Stuff player.

Each cannon can be fired once per team turn.

Cannonball

To fire a cannonball, choose an opposing model as the target and roll a single block dice.



Direct Hit! The target model is blown right off his feet. Knock him down and make Armour/Injury rolls as normal.



Good Shot! You hit someone, but not the person you intended. A player (standing, on deck) from the opposing team, but chosen by your opponent, is knocked over and suffers Armour/Injury rolls as normal.



Missed! The shot strays off target. Scatter the shot from the target square three times to find where it lands. Any model standing in the space is knocked down as explained above.

Otherwise, the shot has crashed through the deck (taking any prone player with it) and the ship has been Holed! Place a Holed! token where the shot landed. If the shot misses the deck entirely you can take D6 fan fatalities if you're recording that kind of thing (but no SPPs of course).



Blast! At the most inopportune moment the player peers down the barrel to see what's happening and gets a dose of the most powerful decongestant ever known. The player taking the Cannon Fire action is knocked down taking Armour/Injury rolls as normal.



Bang! The cannon explodes! It is destroyed and removed from the board. In addition, every player adjacent to the exploding cannon is knocked down and suffers Armour/Injury rolls as normal.

If a player from the moving team falls over it is a Turnover.

If a cannon shot should scatter into a mast, the mast will be destroyed (remove it from the board). This will result in the whole deck being covered in falling rigging, sail, crew, and whatever else was up there, all equivalent to an immediate Pitch Invasion as explained on the Kick-Off table assaulting each team.





FIRE!!!

Holed!

As cannonballs stray from their target and smash through the deck of the ship the crew below deck scramble madly to patch up the hull. If instructed, place a Holed! token in the space where the shot landed (a piece of paper or card with a black circle drawn on it will do).

Players may not move onto Holed! spaces by choice, unfortunately they don't always have that choice...

If a player is forced into a Holed! space (the result of a pushback for example) he will fall through the floor of the deck and into the clutches of an understandably irate crew. Roll for injury as though he had been beat up by fans. Regardless of injury, he will be unable to return to the game until the next drive so put him in your Dugout. Of course, players will not fall through willingly so you may only force a player into a Holed! space if there is no other square available – like pushing players off the pitch, which is exactly what you're doing.

If the ball (or a player carrying it) should fall through the hole, the crew below deck sling the ball back. Unfortunately, there is no telling which direction it will come out in. Place the Scatter template over the hole and scatter the ball 2D6 spaces just like a throw-in.

Waves will only force a player or the ball to fall down a hole if they stop moving exactly on the Holed! space, otherwise they pass harmlessly over it.

Finally, during long breaks in play the crew are able to make good some repairs. Therefore after each half you may remove one Holed! token from your half of the ship.

That's it for the rulsey bitz this issue, next issue sees the final instalment which includes living cannonballs(!) and special scenarios. Over the page you can find out how Matt & Carl made their fantastic pitch.

★★★ *Did you know...*

That in half time the crowd in the rigging come on the deck and proceed to play and dance sea shantys until the second half begins.

Favourites include:

Yo-ho-ho and a bottle of Bugman's

Fifteen Orcs on a deadman's chest

What shall we do with the drunken Halfling

The Hog-Eye Troll

Blow the Elf down

Cape Cod Gobbos

Haul Away Morg

The Dead Hobgoblin shanty

Homeward Gone

ALL AT SEA: SHIPYARD

Building your boats by Carl & Matt Brown

Ahoy thar me' hearties, heave to and come aboard! Now that you have cast your one good eye o'er that fine beauty of the Blood Bowl on Ships aharghticle you'll no doubt be hankering for a game or three. Well, I don't know of any decks covered in green grass so here's how you go about making a proper ship's deck of yer very own, Jim Lad!

Buried amidst this Hahaaghticle you will find a veritable treasure trove of useful advice, tips n' tricks n' such to help the unwary landlubbers amongst you get yer' sea legs. You'll be ship shape in no time and that's a fact, Jim Lad! And if you've got yer crows nest manned, you'll notice a few useful orderin' codes and other ideas kindly supplied by your very own 'Handy-Andy', just look for where 'X' marks the spot.

Of course, all you captains and first mates out there will only need the rules aarghticle to get your creative juices flowing, and will probably have plentiful ideas of your own on how to build your boat. Good for you and more wind to your sails is what I say to that! But the already seaworthy amongst you will have to forgive this old sea dog if he keeps things

simple for the beginner out there that might want to try this out as their first ever project, yet feel a little intimidated by the high standards set by you lot, Jim Lad!

So by all means make a fully working boat complete with forecastles, rigging and cabins – I'm going to stick to the essential requirements of me' rules aaarghticle so as to make it accessible to as many people as possible – Aargh!

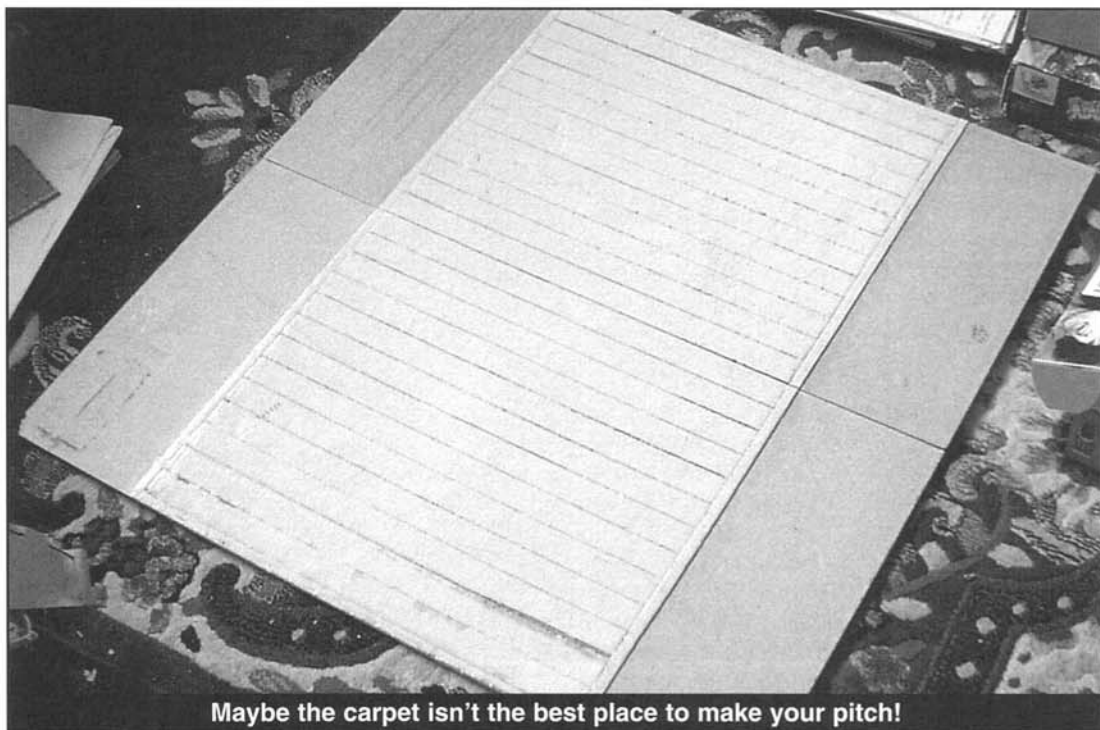
"Pieces of Eight!"

Aargh, well said me' weathered, feathered friend.

"Pieces of Seven!"

Aargh, now you just be humourin' me, and distracting me from me' writing to boot.





Maybe the carpet isn't the best place to make your pitch!

Booty

Firstly, you'll be wanting to get yer bits n' bobs together. Take stock of what materials you have available and don't throw anything out now you've started a project, you never know what might come in useful later on. We decided early on to make our boat out of readily available materials that require no special expertise to use, and that won't require you to pull out your gold teeth to pay for.

Of course, as we've said already and don't want to repeat too often, if you want to try something else then by all means do so. This just shows one very simple way in which it can be done to encourage as many people as possible to give it a go.

One thing to bear in mind before you begin is where or how you are going to store your deck when it's not in use. A large inflexible board with a mast in the middle could cause you some storage headaches if you don't plan ahead. For this reason we chose to build our deck on two boards (one half of the pitch per board) that when pushed together would form the completed pitch. It is important to consider storage early on, as you don't want to 'build up' if you have to 'store flat'.

Ship Shape

As you know the game board is 26 spaces long by 15 spaces wide and each square is approximately 2.9cms by 2.9cms (though 3cms by 3cms is by far an easier number to work with).

Now you could just find a sturdy board of roughly that size and paint your deck straight onto it, but if you want your deck to be hardwearing (the sharp points of miniatures would scratch paint straight off in a single game) and look a little more 'real' you would be advised to use that sturdy board as a base to build on. Your base board needs to be sturdy enough to withstand glue and paint without fear of warping. So we recommend you use thick chipboard, hardboard, or some other piece of wood. If you aren't sure don't be afraid to ask. Just don't go ripping up the house furniture for it, whatever you use!

The deck

For the deck you will need a large piece of corrugated cardboard.

To make our board look like a wooden deck of a ship we decided to cut up a big piece of cardboard and build the pitch out of a series of card strips representing decking. Bearing in mind we would have to indicate the squares of a BloodBowl pitch we made each strip one space wide (2.9cms) and 15 spaces long (43.5cms) and thus needed 26 of these strips to form the entire pitch.

Doing this will save a lot of hassle in picking out spaces later on, as they will be clearly visible in one direction straight away (26 rows). And all we will need to do is paint 'tacs' at 2.9cm intervals along each strip to define the spaces in the other direction.

It makes life a lot easier to be able to draw out the 26 strips of the whole deck on one large sheet of card rather than have to draw out sections of pitch over several pieces of card and hope they fit together later.

Try to be as accurate with your measurements as you can, particularly in the early stages. A few mistakes and imperfections are bound to creep in here and there, but if you have been careful these will just give things a weathered look which is in fact quite welcome.

When you are happy that you have drawn out all 26 strips of your cardboard deck accurately, it makes good sense to number them on one side (from 1 to 26). When you come to cut them out and stick them down to your baseboard you will then be able to line them up instantly for a near perfect fit, instead of being stuck with a jigsaw puzzle of strips that might not line up too well. But don't be too concerned if your strips don't fit together perfectly. As mentioned, a few gaps here and there will look fine when you paint it all up. The important thing is to keep the overall shape of the pitch rectangular - you don't want your pitch to bend and end up looking like a palm tree.

So, before gluing anything, go back to your baseboard and draw out the basic dimensions of your pitch. Doing so will allow you to centre your pitch on your baseboard and give you guide lines to go by when gluing the strips

down. The most important guides are those for the sidelines. Sticking to these will keep your pitch from acquiring any slight turn. So no matter how misshapen your strips become, accurate guidelines on the baseboard will ensure your pitch stays rectangular and if you'll forgive the pun... shipshape!

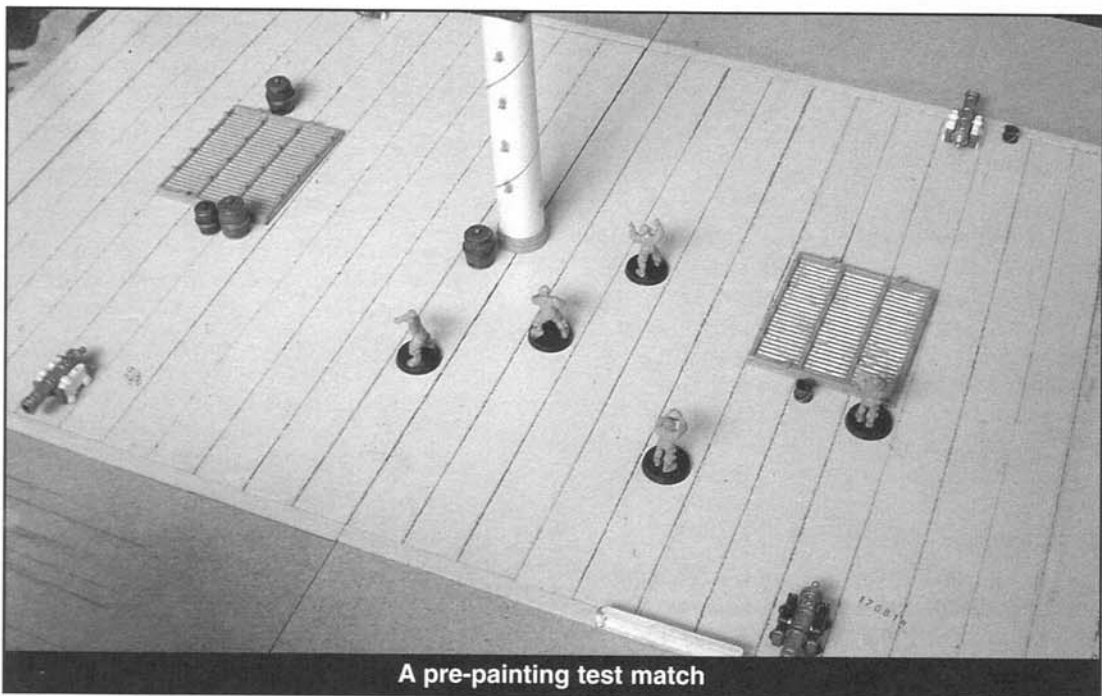
Construction

To glue the strips to the board we used PVA glue and a 1" (wide) brush. The great thing about PVA glue is its flexibility. It doesn't dry too quickly, allowing you to brush the glue onto the board and drop the strip into place, repositioning where necessary by pushing it up to your guidelines.

Let each strip dry in place before you go about gluing another next to it, otherwise when you push the next strip up you might dislodge the previous one before it has stuck. Thin strips of corrugated card are easy to push into place and the PVA glue allows movement, so you shouldn't have too much trouble making your deck this way.

Once you have all your strips glued down in place, you might like to make a 1cm wide card border to stick around the edge. This will help tidy up any rough edges and serve as a base from which to build the side railings.

With the whole deck down, brush a final coat of PVA glue over the whole pitch. This will help strengthen the card and stop it from tearing when you come to paint it.



A pre-painting test match



Aargh, matey! Here be pirates!

Features

As mentioned at the start, storage is an issue to bear in mind and we wanted to be able to store our board flat and out of the way. So we opted to create each feature as a stand-alone piece to be removed as required. This also meant we would be able to create several different ships and try out many different scenarios using the same board simply by adding features and moving them around. We could even clear all the features from the board to use the plain deck as a Goblin 'Tribal Leeg' pitch played on a rickety, wooden raft over a swamp. It was for this reason that we chose a greenish hue for the sea rather than blue, so that it could readily serve as both sea and swamp (a few clumps of jungle trees to hide the waves).

Cannon Sprues

We must give a mention to the Empire Cannon sprues. We admit the four Empire artillery cannons we have used will at first appear to be a bit of a luxury. Especially when the only pieces you need for the ship's cannon (the gun-barrel and its support) are on different plastic sprues, meaning you can't get away with ordering a single sprue section. But before you dismiss them out of hand take a look at what you get on the sprue apart from the actual cannon.

There is a wooden barrel, a wooden bucket, a casket, two types of cannon ball, four hooks, and two dolphin-shaped handles (which you can use as fish!) and much more. All of these pieces can be used to decorate your ship

directly. We even used one of the wheels to make the Wave token and chopped up the actual sprue frame to make the ship's railings!

And let's not forget the three gunners that come with the cannon, each of which can be made into an able crewman. So, if like us you use four cannons you will have 12 men, enough for a complete Mariners Blood Bowl team! Furthermore, with the gunners being plastic multi-part models, you can mix them with the Mordheim Warrior sprue with ease for an even greater seadog type look. You are limited only by your imagination.



The rest of the bits can go into your bits box for future conversion/terrain projects. We didn't need them in this one, but there's no saying you won't find a use for them on your ship. All in all these cannons aren't the expense they at first appear, certainly not when they come with a complete team in tow.

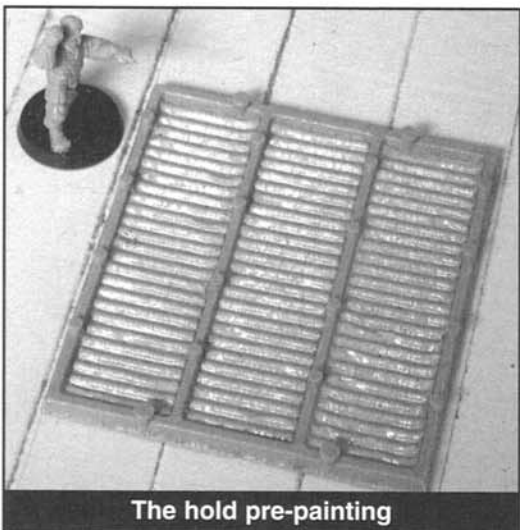
The Cannons

Ship's cannons don't have large wheels and carriages, so to make them sea worthy we simply used the main cannon barrel and support and added four Ork wheel caps for wheels, though anything small and round will do. Another option we considered was to cut the thick ends from the cannonball loaders you get with the cannon sprue, which would have made for a similar look.

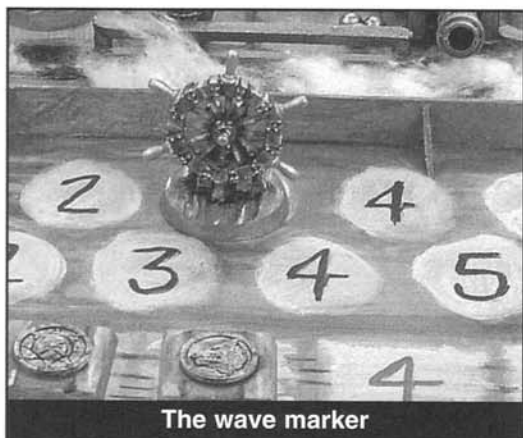
The Wave Marker

We chose to make this marker appear as the ship's helm, but you can make anything you want: a compass, a giant wave, a sea serpent, anything.

This requires a rummage in the bits box as it is made from one cannon wheel, some old stickbomb handles, and an old Cauldron of Blood support. OK, few people are going to have the same stuff lying about in a bits box. So you can substitute the stick bomb handles with parts of the cannonball loader handles you get with the cannon. Although any little length of thin sprue will probably do just as well, just so long as it looks like a handle – if you have swords spare from a regiment box, you could chop the hilts off and use those. The support we'll have to leave to you. There are all sorts of pieces in the Citadel range, and I'm sure you can come up with something special...



The hold pre-painting



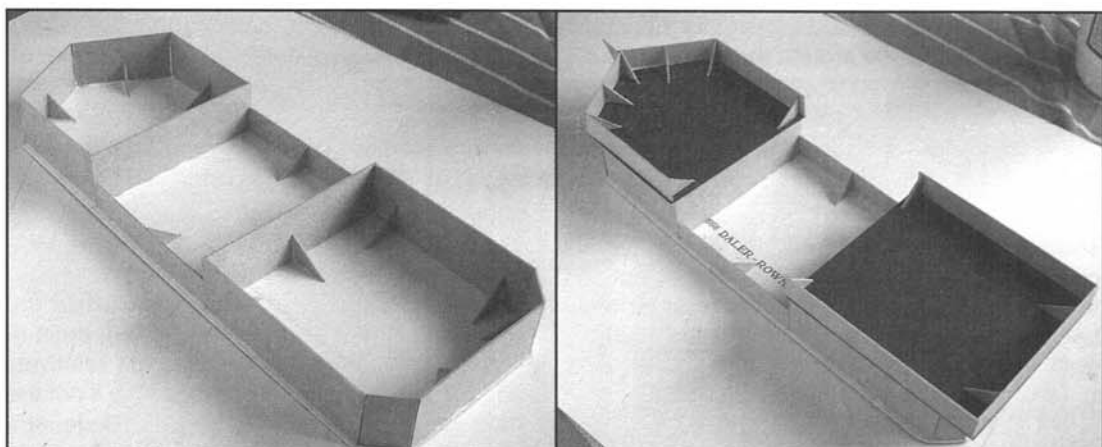
The wave marker

Mast

Now the mast is a bit of a lie really. If we wanted to make a realistic ship, the mast would have to be at least two meters high with rigging and sails, and so on. So, this is more an illustration of a mast than the real thing, and in any case we still want to be able to see the board. Remember, you want to play a game of Blood Bowl on this thing, not win a Golden Demon trophy for it. But if you must, knock yourself out (you certainly will if it falls over).

This one is simply a cardboard cling film tube stuck to a 40mm base. Put a heavy weight inside the bottom before you glue it to the base else it will keep falling over. The hooks on each side are from the Cannon set. For a little detail we 'nailed' a coin to the mast. This is just a sliver of metal from the tab of a Big Guy (that bit that sticks into the base) with a tiny piece of sprue glued in the centre for the nail.

The futtocks (that sticky-out bit half way up) are made from the cut off tops of two doorframes stuck together around the tube, and the crows nest is just the plastic top from a 4 pint (2.272 litres) milk bottle. Cutting out the middle we found it was just the perfect size to go around the tube, it rests on four more hooks from the Cannon sprue. Finally, those 'metal' bracers are nothing more than thin strips of corrugated cardboard. Tear away the top layer of card to expose the corrugations then just glue this around the tube, strengthen with PVA glue and when dry paint it a metallic colour. You'll have to come up with something yourself for the very top part because that was from a baby doll's feeding bottle! Yep, like we said, when you start a project pay close attention to things that are about to be thrown out – you just don't know what might come in handy.



The Tug-out during construction

Holds

The holds are the easiest thing to make, just glue some sprue frame to a square piece of thick card and paint it.

We actually used the sprue frame that holds the Mordheim Skaven heads/bodies. This 'sprue square' is very close to the size of nine Blood Bowl spaces and gives you three ready made rows. You have to chop off a few extraneous shoots but it's worth the effort.

The 'grill' in the middle is made from three strips of corrugated cardboard, the top layer torn off to reveal the corrugations. Glue this down and cover with PVA glue to strengthen. Then when you come to paint it, pick out the ridges in a metallic colour, leaving the deep bits dark.

Ship's Railings.

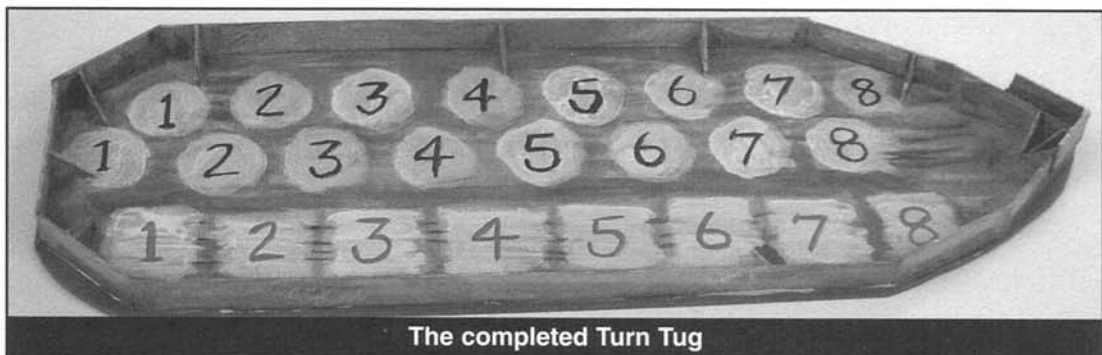
These have no effect on the game (apart from reminding you that waves don't make the ball roll off maybe), but are here to improve the general look of the ship. I made these by cutting equal length sections from the Cannon sprue frame, turning one over, and gluing them together. You'll notice that most sprues have round nodules that stick up from the main frame, here they help to form the rails.

We left gaps up the sideline at rows 4, 7, 10 and 13 to allow for the cannon barrels to stick out and to place planks there without them looking cut-off from the main deck. Our planks are simply pieces of cardboard, strengthened with PVA glue and painted.

Turn-Tugs & Tug-Outs

Rather than using the standard dugout with turn tracker sheet from the Blood Bowl box we decided to make something a little more in keeping with the marine theme. So Turn-Tugs & Tug-Outs were invented.

The Turn-tug is the easier of the two. Firstly measure out an area that will fit the two sets of eight turn squares and eight re-roll squares on a piece of thick card, then roughly draw a boat shape around them. We use models rather than the Turn markers from the box to track re-rolls and downs so the Turn-tug didn't have to be too accurate with regards to size and shape of the spaces. However, you choose to do it make sure you've got enough space to fit whatever you use to track your downs and re-rolls without any confusion. The last thing you want is an argument of illegal procedure because it's not clear what space your marker is on.



The completed Turn Tug

The sides of the Turn-tug are simply strips of card glued into place around the edge of your boat shape. We supported these using triangles of card wedged and glued against the sides of the tug.

The Tug-outs were a little more complex as they needed three obvious compartments to show reserves, KO'd and injured players clearly. In the spirit of the ship theme we opted to create mini boats with the reserves at the back, KO'd in the middle (hold) and the injured groaning at the front.

The basic idea is the same as the Turn-tug. Measure out enough of an area for the three sections and draw a boat shape around them. Build side walls with strips of card supported by little triangles – only this time have the front and back sections of your boat higher sided than the middle. Glue an upper deck on the front and rear of your tug and put some low sidewalls around these sections. What you end up with is a reasonable looking boat that has three obvious sections to put your team in.

Painting your Ship

As with any of Games Workshop's games, Blood Bowl supporters generally fall into two camps when it comes to painting. The 'display' painters and the 'gaming' painters – we fall quite firmly in the gaming painter category so we're not going to teach you how to produce Golden Demon masterpieces.

When we came to painting all the ship's components we wanted to get it done as quickly as possible so that we could start playing with it (as long as it was of a reasonable standard).

We kept to a very limited palette of colours mainly browns (it's a ship – what do expect?). We applied a single layer of thin brown paint over all the wooden surfaces and then applied streaks of black, white and cream while the base coat was still wet to indicate the grain of timbers. We found this a quick and relatively effective way to get the 'feel' of a ship if not the most spectacular from a modeller's perspective.

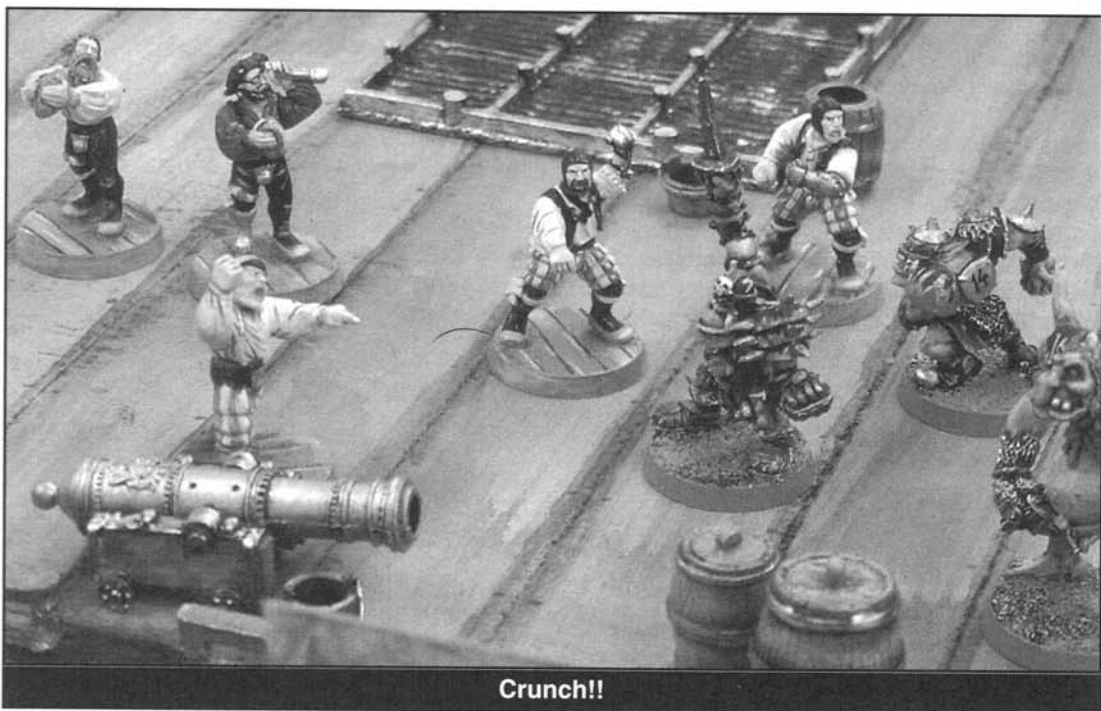
The other elements – cannons, barrels, etc, were painted with the simple approach of base coat, wash shadows and dry brush highlights.

Conclusion

When building and painting your own ship, remember that as long as you're happy with the finished look you've done a good job. The thing we've found most enjoyable about putting the time in and building the various components is that it's fired our imaginations for other game variants.

So what are yer waiting fer? yer scurvy villain? Hoist tha mainsail, swab the linesmen and batten down the catchers!

It's time to show them landlubbers what it really feels like to hit the deck!



Crunch!!



Spike!

BLOOD BOWL NEWS AND VIEWS

I was lucky enough to bump into Morg'N'Thorg the other day, we were both on the panel of NBC's hit Blood Bowl panel gameshow 'They Think We're All Dead'. Between takes I asked him what he thought about the resurgence of Ogre teams and whether he'll be offering them his services. After belching quite loudly in my face he replied that he would be playing for Ogre teams as long as he could eat the occasional Goblin teammate. Of course I didn't hear his reply personally as I had passed out from the effects of the burp.

Pierce'd Organ, the Ed-Eater

BORAK FINALLY INTERVIEWED

Interview by Joc Strappe



Some of Borak's mates

The assignment I had been dreading was finally handed to me by Spike! Ed-eater Pierce'd Organ – interview Lord Borak!

The problem being that although Mr Borak writes his own column he has made it very clear he likes his privacy and has no wish to be interviewed, so I had to tread very carefully. The following Angestag, when Mr Borak came into the office to drop off his latest manuscript I had arranged for a large iron and rune covered cage to be suspended from the ceiling. As Mr Borak turned to leave (the Ed-eater was adamant we got Borak after he had delivered his column) the cage fell trapping him in the Spike! office. Immediately, the runes carved into the wrought iron began to glow as they tried to contain his rage. I tentatively approached the cage with my notebook in hand.

Borak You! Let me out of here you horrible little scrote, by Khorne I'll see your soul boiling in molten brass for this!

Spike! Umm... so Mr Borak...

Lord Borak That's Lord Borak the Despoiler to you, I hope for your sake you're a fast runner.

Spike! Sorry, Mr... Lord Borak. You seem to be a very private person, any particular reason?

Lord Borak Don't eyeball me wretch. I'm not private, I'm just not publicity seeking git like that pigeon-headed fool Oberwald.

Spike! I take it that means you don't rate Griff? Who in the game do you admire?

Lord Borak Admire? You gotta be kidding me, right? I suppose I admired the Goblin Sporkey Sewerbreath in that his brain made a pretty pattern when it went splat under my boot the other day.

Spike! Okay, who do you hate the most?

Lord Borak Ah, now there's a subject I'll talk to you about. Why don't you lift this cage we'll go for a friendly pint and chat all you want.

I meekly shake my head, and Borak punches the cage bars making the whole office jump.

Lord Borak Well, you're now firmly on my hate-list. But as we're talking about my favourite emotion I hate everybody, I'm a Chaos Lord, it's my job. But I suspect you're talking specifically about Blood Bowl so players I particularly loathe are Oberwald, who I've already mentioned – one day I'm going to give that jutting chin another cleft. That Blood Leech, Darkenburg figures pretty high on my hate scale. He invited me to one of his 'la-de-da' midnight parties once. It was just full of toffs feeding on peasants. All that blood drinkings a bit pervy if you ask me so I massacred the lot of them. Drakenburg, escaped though, he won't the next time I meet him on the pitch.

Spike! With all your other projects do you still have time to play in matches?

Lord Borak Of course, it keeps me entertained or else my mind wanders. And if my mind wanders I get all sorts of crazy ideas like starting Chaos incursions and taking over the mortal realms.

Spike! What are your other projects?

Lord Borak Well I write for this rag, although after I get out of here I'm going to have a word with your boss. I also do a lot

of work for charity. Y'know all those beggar boys living on the streets? Well, I round them up, give them a nice friendly home and a God of War or God of Pain or God of Decay or God of Change to worship. They get to choose! And once they've grown up into budding Champions of Chaos I set them loose onto society. Everyone's a winner!

Spike! Err... yes. How has Blood Bowl changed since you first started playing?

Lord Borak It ain't changed that much. Elves are still girls, Chaos still rocks, Dwarfs are still funny to look at and Halflings still go 'squit' when you tread on them.

Spike! What are your future plans?

Lord Borak Well, in the immediate future, I see myself doing terrible, terrible things to you before you are butchered. In the long term I see daemonhood a real possibility I was talking to one of my bosses, Khorne, the other night in my staff appraisal. He reckons a few more slayings and as long as that written warning's off my record I'll be in within the next few decades.

Spike! And in the meantime you'll continue playing Blood Bowl?

Lord Borak Like I said earlier, you insufferable prat, Blood Bowl's my roots. It's something I've always wanted to play even when I was a little spawn in the Chaos Wastes.

Spike! Could you tell us more about your past?

Lord Borak There's nothing to tell, I got given armour and was told by the bosses to go and play Blood Bowl. At first the Players Union wouldn't have it but I changed the chief executive's mind. It's amazing what a harem of daemonettes can do.

Right, little mortal – time to die!

It was only then that I noticed glow of the runes dulling and that Borak was slowly bending the bars of the cage. I hastily collected my notes and ran out the door, shortly after, I heard a crash as Borak broke free, and the chilling words...

Lord Borak Run little reporter because if I catch you, you'll see the real reason why they call me a Dirty Player!

SPIKE! EXCLUSIVE: GRIFF'S THIRD WIFE IN KIDNAP STING

A group of Orcs were caught trying to kidnap Griff Oberwald's third wife, Toria Oberwald.

As the Orcs prepared to grab Ms Oberwald from one of her many trips to Aldorf's premier shopping venue the Brown Water Centre, the City Watch struck. The Watch was meant to only detain the suspects but they proceeded to kill and maim anyone in the vicinity (Ms Oberwald escaped with only two broken legs - this humble reporter was not so lucky). An Altdorf Councilman commented "What do you expect when you hire Ogres to police the city?"

Spike! undercover reporters have spent months preparing the sting. After finding a bunch of Orcs it took ages for our undercover reporters to convince them it was a good idea. The Orcs didn't have any discernible plan of how to conduct the

operation so our reporters had to come up with a feasible scheme. The Orcs then stated they could not afford to put such an operation into action so once more Spike! came to the fore and funded the whole plan.

As the deadline came closer, some of the Orcs began to get cold feet saying it could not be pulled off and that they might get caught. Spike! reporters reminded them that they were now contractually obliged to attempt it anyway.

On the morning of the snatch, Spike! reporters dutifully let the authorities know the Orcs' nefarious plan and the sting was set up.

In a statement Griff has thanked Spike! saying that he can now sleep easy knowing Spike! is doing its best to get rid of all his ex-wives.

Rumour Control

Hear it in Spike! first

Gouged Eye to Produce Hip-Hop Album

No one can blame the Gouged Eye for trying every trick in the book for a bit of publicity lately. With their performance at an all time low, sources say they are desperate for a piece of the limelight. The album, reportedly due out in two months and produced by rap star Duff Daddy, contains tracks such as 'Straight outta Morgheim' and 'Fight da Powa'. When asked about his performance on the album, Varag Ghoul-Chewer commented 'Iz gotz such mad-phat skillz, I coulda been a stone-cold supastar! V Dog gotz da flava.'

Referee Union Sets Strike Deadline

The Union of Blood Bowl Referees has reportedly rejected the latest contract offer from the NAF and has decided to set a strike deadline. Working without a contract for the last four months, the Ref's union is apparently asking for increased wages, greater dismemberment insurance, more hand signals, an increased cut in bribery money, and jerseys with more stripes. Officials believe the strike will have no effect on Blood Bowl matches whatsoever.



We are the eyes and ears of the game

Hthark the Unstoppable to Endorse New Orcidas Products

Hthark the Unstoppable has allegedly signed a one year deal to endorse Orcidas new line of athletic hoofwear. Mr. Unstoppable will appear in a number of CabalVision spots to promote the new Hoof Max XL Blood Bowl shoe. Its advanced 'U' shaped design apparently offers more grip on both turf and astrogranite surfaces while offering more support to hoofed creatures. Orcidas anticipates capturing a large part of the Beastman and Minotaur market and hopes to have their new product ready in time for this year's Blood Bowl.

Lowdown Ratz in Financial Trouble

Owners of the Lowdown Ratz have cited the inability to count as the primary reason for financial irregularities this season. The accounting firm of Dungflinger, Grotznik and Snitch has claimed responsibility for the errors, claiming they lost count after five and couldn't agree on whose fingers and toes should be used as the official record for the team's books.



ASK LORD BORAK!

**Spike! Magazine's very own Agony Uncle
answers your queries**

Dear Lord Borak,

I was at the Reavers game the other day and got a coupon for a free McMurty Extra Meaty Jumbo Dog™ so I decided to try one. About halfway through I bit into something hard, and threw the rest of it away in disgust! Just what are in those things!?

Not So Hot Dog

Dear NSHD,

Who knows, but here's a list of things I've seen unloaded from the delivery trucks while passing by the factory recently:

- Pink paint
- Old boots
- 'Pop Idol' finalists
- Supermarket brand cornflakes
- Other hot dogs
- Some very worried looking raccoons

I'm sure there are some other things in there, but it's nothing a liberal dose of mustard won't solve. Personally, I can't stand the things, I just snack on whoever is sitting next to me.

Hold the tomatoes,

Borak

Dear Lord Borak,

I am a bit of a wimp. The other players on the pitch are always pushing me down into the dirt and playing human punching bag with me when the ref isn't looking. All the guys back home think I am a tough Blood Bowl player and I'm scared one of them is going to see me getting picked on game after game. I want to be big and strong like you! What sort of steroids are you on?

Signed,

Noodle Armed in Altdorf

Dear NAIA,

For the record I am not currently, or have ever been, on steroids! Steroids and other performance enhancing drugs are very dangerous and should be avoided at all costs. They can lead to all sorts of problems like an unnatural love for Speedos, strong coconut scented body odour and an Austrian accent.

It can also lead to all sorts of physical changes such as udder development (Beastmen only). If you want to pack on those rippling biceps I'm afraid the only safe way is the old fashioned way: hard work. Eating five meals a day and strapping Dwarfs to your arms and legs on your commute to work will greatly increase your muscle mass and stamina. Soon those big bullies on the pitch won't be kicking the sand in your face any more, they'll be making fun of your tight shirts.

I'm here to pump you up,

Borak

Dear Lord Borak,

I'm a helpless little scribe who works all hours on little known publications, and now I even have to do Annuals. The Johnson Daemon keeps cracking the whip. How do I cast the foul Johnson Daemon into the Warp and become top dog?

Beaten Scribe

Dear Andy,

In the wild, animals that live in packs usually submit to the dominant male because he is faster, stronger and more aggressive. Now I have seen pictures of you in these magazines and you are a bit weedy, but all is not lost. In order to beat this Johnson you are going to have to outwit him somehow. Prey on his weaknesses, we all know the Johnson Daemon has a thing for taking baths so I suggest you strike there. Perhaps you could nonchalantly knock over the radio into the bath water and electrocute him. I suppose that's the easy part, the hard part will be explaining why you are visiting him in the bathroom in the first place.

I would also like Stand Firm and Guard,

Borak

Feeling yummy? Blinded by lust? Can't find your woman? Then perhaps you need to ask Lord Borak the Despoiler a question of your own! Send your questions to askborak@tbbf.org and he will think about answering your pathetic plea for help in his next column. And don't forget to visit Ask Lord Borak online at: <http://www.tbbf.org!>



Some of the players from
Steve Morgan's Perryvale
Punishers, see the article
on page 14



The Perryvale Punishers play the Amazon All-Stars

BLOOD BOWL

BIG AND STUPID

Experimental rules for Ogre teams

by Andy Hall & Jervis Johnson

MATCH REPORT

The Borderland Brutes take on Krelle's Killers

by Tom Merigan & Keith Krelle

THE HALFLING PLAYBOOK

Tactics for those stouty and hungry fellows

by Steve Morgan

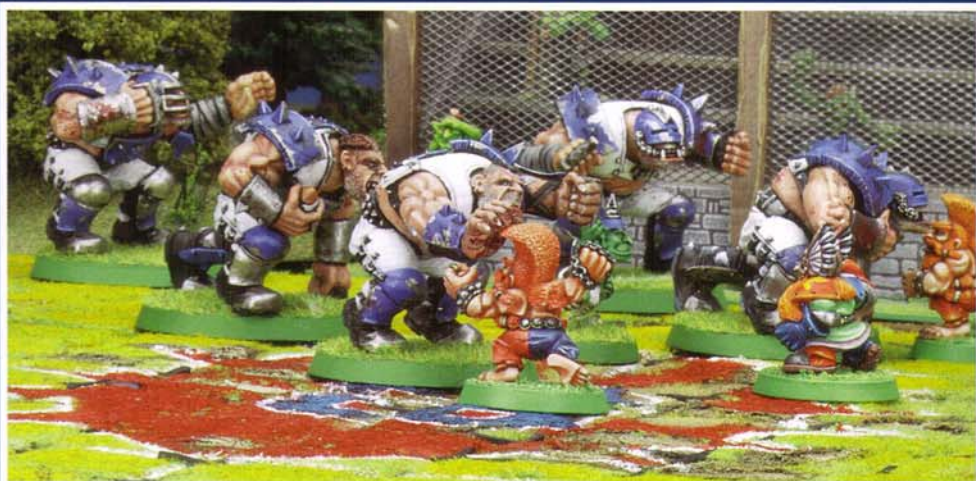
ALL AT SEA

Part 2 of Blood Bowl on a ship!

by Carl & Matt Brown

SPIKE! MAGAZINE

This issue: Griff's 3rd wife in Kidnap sting



Oldheim Ogres play the Grudgebearers



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