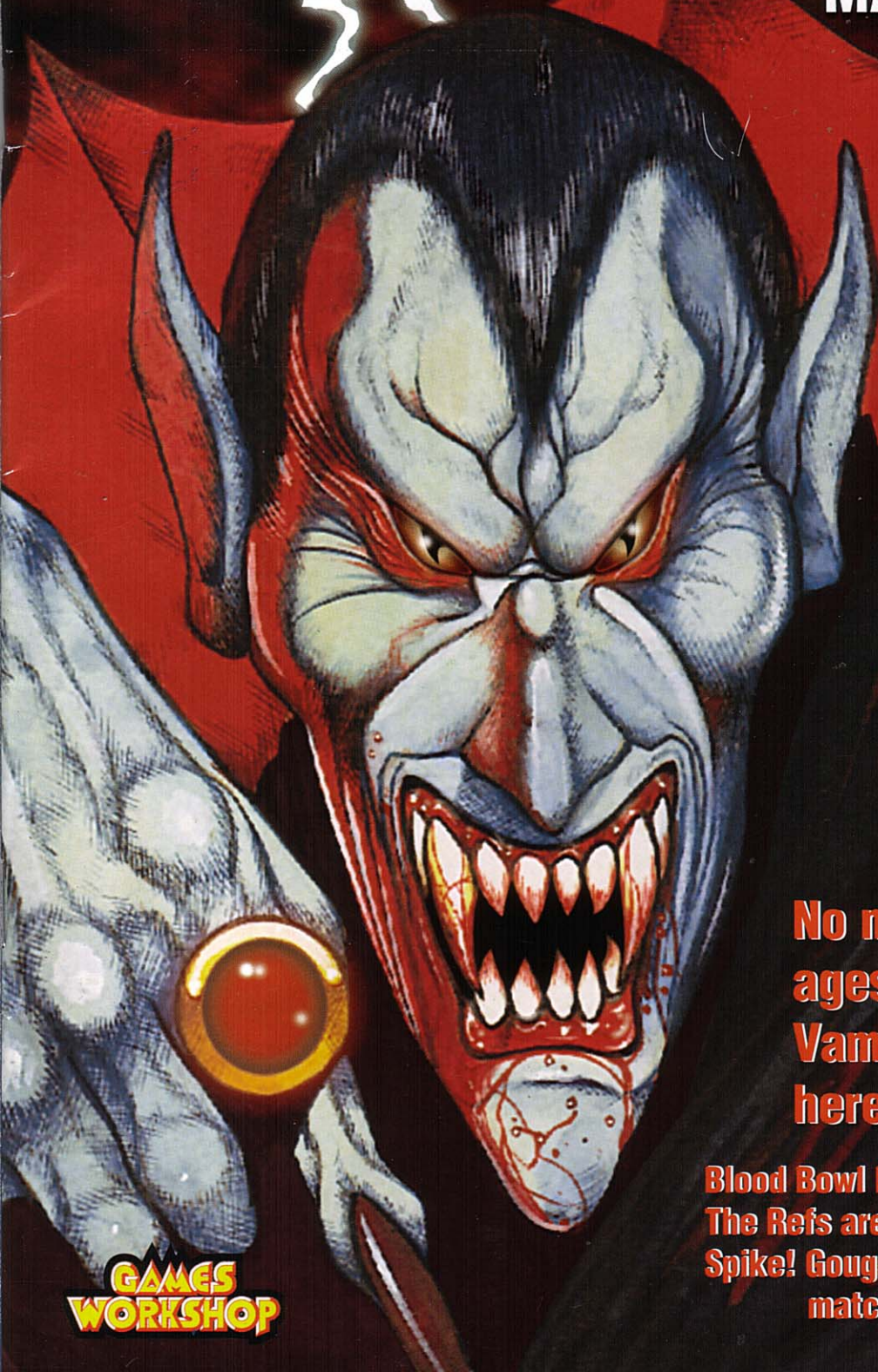


Issue 4

# BLOOD BOWL

MAGAZINE



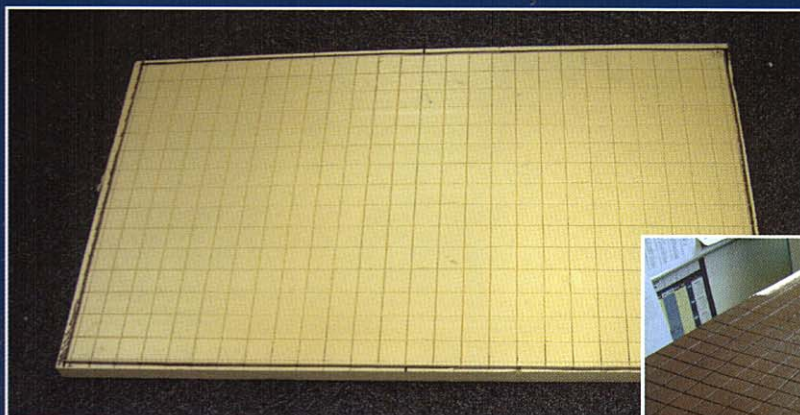
**No more dark  
ages, the  
Vampires are  
here!**

**Blood Bowl Resurrection  
The Refs are on the pitch  
Spike! Gouged Eye  
match report**

**GAMES  
WORKSHOP**



As seen in the last issue, Mark Bedford has made this great pitch.

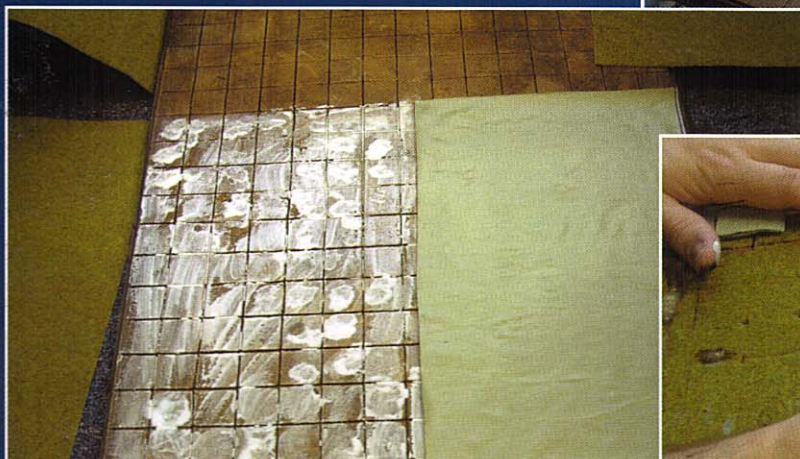


A piece of insulation foam sheet cut to size

See page 7 for full details.



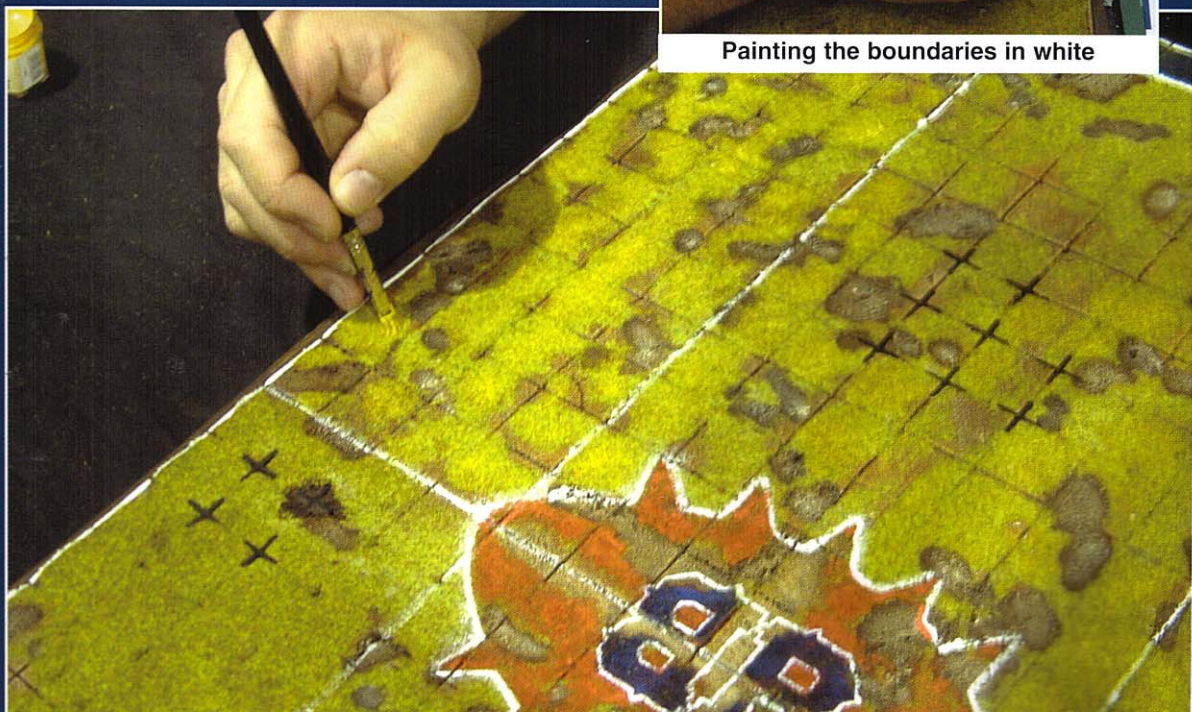
Textured paint



Static grass sheets are placed on the board grass down



Painting the boundaries in white



A few last touch-ups



# BLOOD BOWL

## MAGAZINE



When playing Andy use  
Blocking Dice soaked in  
garlic oil

**I**ssue 4 and already a format change! Jervis was so impressed with Issue 3 of Blood Bowl Magazine he said I could increase the page count – so you hold in your hands not 24 pages but 32 pages of pure Blood Bowl goodness!

Even with the extra space this issue is as packed as ever. The Resurrection reports originally promised for issue 3 finally make an appearance. Many of you have commented on the great looking Blood Bowl pitch used to photograph the Khemri team on in the last issue, so Mark Bedford shows you how to make it on page 7. We hope to follow this article in the future as Mark prepares to make the dugouts. Carl and Matt Brown are back with more fun House Rules, this time concerning Referees. Remember these rules are not particularly balanced but they are fun. Following on from last issue we have part two of Jervis's Undead update, this time concerning that aristocracy of the night, the dreaded Vampire.

I've also been busy preparing the Blood Bowl boxed game for re-printing this month, I thought getting a magazine together for deadline was hard work, until I had to organise a boxed board game!

Nevertheless it is all coming together and coaches in the US should see the game back on the shelves just in time for the beginning of the football season. Almost looks like we had a plan!

Next issue promises some more great stuff such as Khazalid Leagues and, of course, the Nurgle's Rotters. See you in Issue 5.

Andy

### Fourth Official

Jervis Johnson

### Match Referee

Andy Hall

### Lineman

Dean Spencer

### Ball Girl

Talima Fox



### Most Valuable Player

John K. Lewis for his work on setting up the NA., find out more at: [www.BloodBowl.net](http://www.BloodBowl.net)

## CONTENTS

### NEW RELEASES ..... 2

What's new this issue.

### CONTACTS PAGE ..... 3

Everything you need to know on how to contact us.

### FANGS VERY MUCH! ..... 4

Experimental Vampire team, by Jervis Johnson.

### THE GRASS IS GREENER ON THE OTHER SIDE .... 7

Mark Bedford shows us how to make his fantastic pitch.

### THE RESURRECTION ..... 12

Gareth Hamilton & Chet Zeshonski report in.

### COACH'S CORNER ..... 18

Your letters – Dwarf players bite back!

### THE COLLECTOR ..... 20

Tom Anders shows us around his collection.

### WHOSE GAME IS IT ANYWAY? ..... 22

House rules for Refs in Blood Bowl, by Carl & Matt Brown.

### SPIKE! ..... 29

The magazine of the Blood Bowl world

This issue: *The Marauders take on the Gouged Eye!*



A Fanatic Studio  
Publication

# NEW RELEASES

Just one release this issue but it's a biggy!

The 2002 edition Handbook contains the rules from the original Handbook, the Death Zone Playbook and the Rules Review as seen in the 2002 Annual – all in one handy volume.

The Handbook will be familiar to a lot of Blood Bowl players as the Living Rulebook located at BloodBowl.com. This edition has had the benefit of thousands of people playing with it, meaning we should have the most comprehensive rulebook to date.

The new Handbook will be going in the next print run of Blood Bowl boxed games, which will be hitting the shops as this very magazine fills the shelves.

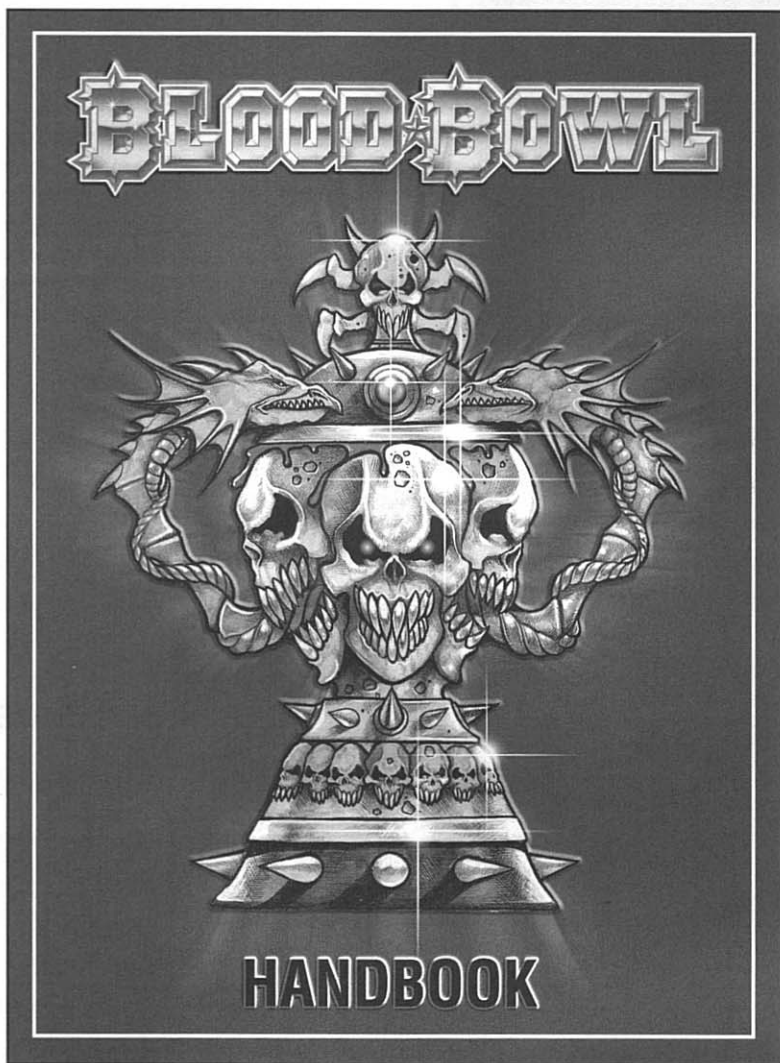
However, as I put the finishing touches to the Handbook I mentioned to Jervis what a cool book it is and how I thought all Blood Bowl players would prefer this one book to handling all the different rules books you currently need to play the official version of the game. Jervis agreed and so the Handbook is being made available on its initial release through your local GW Mail Order. Note that I only said initial release, which means we will only be selling it as a separate product for a short while, so get it while you can!

As well as the complete Blood Bowl rules, the Handbook also contains all the background accrued from the last Handbook and Death Zone Playbook. I did want to change and add to the background section but Jervis told me

to leave it (he can be so assertive at times!) because the events described happened in actual games played in the Studio playtest league back in 1992 (I was still at school!). So tampering with this would be like changing Blood Bowl history.

Next issue promises even more cool new releases with a definite smelly and grotty feel as the infamous Nurgle's Rotters take to the field.

Steve Buddle has done a great job in capturing their repulsive side, while keeping that Blood Bowl 'comedy gore' style as you'll see in Issue 5 of Blood Bowl magazine.





## EVENTS CALENDAR

Come and meet us at the following event:

GW Open Day

24th November 2002

## COMING SOON...

### Mordheim

Vampire Assassin, Merchant, Town Cryer

### Inquisitor

Daemon Hunter, Daemon Host

### Battlefleet Gothic

Endeavour Light Cruiser, Escorts

### Warmaster

Vampire Counts Army

### Blood Bowl

Ogre Team, 2002 Rulebook



## SUBSCRIPTIONS

Fanatic magazines are extremely popular and are always highly sought after. The only way to guarantee your copy is to have it delivered to your door by subscription!

Subscriptions run for the next 6 issues, plus you get the following benefits:

- Your copy delivered direct to your door
- You'll never miss an issue
- You'll save money on the cover price and on postage

To Subscribe see the 'How to Order' box

## HOW TO ORDER

To order any of the products seen in this magazine, phone your local Games Workshop Mail Order on the numbers given below or check out the on-line store at:

[www.games-workshop.com/storefront](http://www.games-workshop.com/storefront)

UK	0115 91 40000
Australia	02-9829 6111
Canada	1-888-GWTROLL
France	01-4908 5220
Germany	0049-211-5402 200
Italy	0044-115-916 8075
Spain	93-336 8772
USA	1-800-394-GAME
Any other	0044 115 91 40 000

*Specialist Games catalogues contain the complete range of miniatures for each of the specialist games. You can purchase one from your local direct sales division.*

## SURFING THE WEB

All our games have great websites full of free downloads, resources and up-to-date news.

[www.BloodBowl.com](http://www.BloodBowl.com)

[www.Mordheim.com](http://www.Mordheim.com)

[www.Epic40000.com](http://www.Epic40000.com)

[www.Necromunda.com](http://www.Necromunda.com)

[www.Warmaster.co.uk](http://www.Warmaster.co.uk)

[www.BattlefleetGothic.com](http://www.BattlefleetGothic.com)

[www.Exterminatus.com](http://www.Exterminatus.com)

[www.Specialist-Games.com](http://www.Specialist-Games.com)

*The websites now contain an article archive. This will tell you which rules are experimental, official and House rules. Some can be downloaded as free PDFs. Check out the relevant website for more details.*

**Contact Us!** We welcome feedback on the magazines and experimental rules we publish. We also have letters pages that need filling, so don't hesitate to get in touch! We can be contacted via email: [fanatic@Games-workshop.co.uk](mailto:fanatic@Games-workshop.co.uk) or by post at: Fanatic, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS. (Note: if you have a sales or purchasing issue then you should contact your local Mail Order, see the 'How To Order' section as they will be able to help you much better than us!).

**Write for Us!** We welcome submissions for our magazines – the majority of the articles are written by dedicated hobbyists like yourselves. Before you send us anything we recommend you read the submission guidelines. These can be found at our website: [www.specialist-games.com](http://www.specialist-games.com) in the Fanatic Studio section.



# FANGS VERY MUCH!

**Part two of the Experimental rules update for Undead teams in Blood Bowl. This issue we visit the dark castle-stadiums of Sylvania to see how Vampire teams perform on the pitch.**

By Jervis Johnson

## VAMPIRE UNDEAD TEAMS

Vampires are arguably the most feared of all the Undead races. These proud creatures of the night originated in the cursed lands of Sylvania, a heavily forested and perpetually gloomy province of the Empire. Vampires live in extended family groups sometimes called blood-lines, each of which is ruled over by a powerful Vampire Lord, who commands the allegiance of a number of lesser vampire followers, as well as a number of human thralls.

No-one is quite sure how vampires first came into being, but rumours persist that they were created when an experiment by the Thrice Damned Guild Of Necromancers that attempted to combine the strength and agility of a vampire bat with the strength and cunning of a man went horribly, horribly wrong. So far representatives of the TDGON have refused to comment on the matter, which for most commentators only serves to confirm their guilt.

Whatever their origin, Vampire Lords are amongst the most vain and haughty creatures in the Old World, which is really saying something for a place that also includes High Elves and Dwarfs! The Vampire Lord and his lesser vampire followers feed on the blood of mortal creatures, which tends to make them rather unpopular neighbours to say the least! On the other hand there are plenty of blood-thirsty and/or homicidal creatures in the Old World, so Vampires tend to be left alone as long as they keep their predatory habits within reasonable limits.

Vampires were soon playing Blood Bowl, as they are a proud race and determined to prove their superiority to all other creatures – both living and dead. This being the case it has been a source of some disappointment to the lords of the Undead that their teams have so far proved so singularly incompetent at the game. The main problem for vampire teams is that while individual Vampire Lords are



arguably the best all-round Blood Bowl players in the Old World, their vanity means that they refuse to work together on the same team with other Vampire Lords. This means that the bulk of players in a Vampire team are made up of the vampire followers and thralls of the Vampire Lord, and it tends to be these players that have let down Vampire teams. Although the lesser vampires are not at their best during the hours of daylight, they are still deadly opponents none the less. No, it is not their lack of ability on the field that has led to the miserable reputation of Vampire teams, but rather their behaviour off it. The fact of the matter is that the main reason for the Vampire teams poor record is the lesser vampires



woeful lack of control when confronted by a stadium full of what is (to a vampire at least!) their absolute favourite tippie – a pint or two of a living creature's nice warm blood! What this means is that at any given time it is not uncommon for the bulk of the vampires in a team to be found in the stands, grabbing a quick bite as it were, rather than playing Blood Bowl like they should be doing. This is, of course, excellent news for the team playing against the vampires, if slightly less good news for the fans of the rival team...

Anyway, this means that Vampire teams consist of one very good player/coach (the Vampire Lord himself) supported by minions of somewhat more questionable ability and talent. The result of this lack of depth in team line-up is that no Vampire team has ever performed all that well, and that Vampire head coaches can often be seen muttering about how "You just can't get the staff these days". This said, one or two Vampire teams are starting to show real promise. Duke von Castiron's team, the Castiron Knights, have come very close to winning a major trophy in the last couple of seasons, and many pundits say they will be the team to beat in this year's Dungeonbowl, which being held underground and away from direct sunlight, tends to favour Vampire teams. The other Vampire team to watch out for, both on Cabalvision and also in darkened alleyways if they are playing in your local stadium, are Lady Cordellia Belladonna's all female Vampire team, the Deadly Nightshades. Although a relatively new team, the Nightshades have quickly gathered a large following of very dedicated (mainly teenage male) fans, and the team is showing real promise of being a serious contender for a major championship win at some point over the coming years and decades.

### Special Rules

Vampire Lords are player coaches, and actually take part in the game rather than simply yelling at the players (and referee) from the sidelines. Although the Vampire Lord represents the team's coach, they must still be bought for the team, as shown on the team list overleaf. The Vampire Lord can still argue a call with the referee, but if evicted from the game he should be immediately moved to the team's Dug-Out and must remain there for the rest of the match. The team will keep on functioning normally even if the Vampire Lord is killed, it being assumed that the next in line

of the vampires in the team (ie, the one with the most Star Player points) will elevate to the status of Vampire Lord and take over. The vampire that takes over the team immediately gains +1 ST and +1AV, and loses the Off for a Bite racial characteristic. This happens as soon as the old Vampire Lord dies, and its entry on the roster should be changed straight away to show that it is the new Vampire Lord of the team. Note that since you can only have one Vampire Lord per Vampire team, the only time you can ever purchase a Vampire Lord for a team is when it is first created! If for some reason there isn't a Vampire to take over the team when the Vampire Lord dies, then the team will disband after the match.

As already noted, Vampire players have a distressing tendency to disappear into the stands during a match for a refreshing drink (and not of Bloodweiser either!) Because of this, they are noted as having the dreaded Off for a Bite racial characteristic on the team roster. Roll a D6 for each player with this racial characteristic each time you set up the team. On a roll of 4-6 the player can be set up normally, but on a roll of 1-3 they've popped into the crowd to bite the lilly-white neck of an





attractive maiden – and who can blame them! – and must miss this drive. A Vampire who has popped off for a bite (ie, missed a drive after rolling a 1-3) does not have to roll again before the *next* drive, it being assumed that they have slaked their thirst for the time being. The only way to get rid of the Off for a Bite characteristic is for a Vampire player to be promoted to a Vampire Lord as described previously.

Vampire teams can use any star players that would play for an Undead team. Vampire



Undead teams may also hire wizards. They can also employ an apothecary, but his special abilities can only be used to help the Human Thralls on the team.

*Designer's Note: We plan to release a Vampire team at some point in the future. Until then you will need to use models from Warhammer Vampire Count Citadel ranges to represent the team.*

### ★★★ Did you know...

Whilst Vampire teams seem powerful, most are actually wildly inconsistent. The players are too easily distracted by the chance of fresh blood to concentrate on getting the ball. It was for this reason that Count Vlad Von Drakfang, player-coach of the Drakfang Thirsters introduced a mid-game drinks break. During the first break in play four members of the opposition were subsequently killed, and the practice was outlawed. The Thirsters themselves were disbanded after a night game against the Skavenblight Scramblers went into overtime (no doubt part of the Scrambler's game plan). At dawn the entire team vanished in a puff of smoke. A bat seen fleeing the stadium was believed to be the Count himself.

## VAMPIRE UNDEAD TEAM LIST

Although Vampire teams include a number of extremely capable players, they are let down by the unreliability of their Vampire linemen. While they should be concentrating on the game, their attention often wanders to the crowd and before you know it they are off for a quick bite! However, if the Vampire Lord in charge of the team can get his players onto the field then they are easily a match for any opponent.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Thralls	40k	6	3	3	7	None
0-6	Vampires	110k	6	4	4	8	Hypnotic Gaze, Regenerate, Off for a Bite
0-1	Vampire Lord	150k	6	5	4	9	Hypnotic Gaze, Regenerate

Re-roll counter: 70,000 gold pieces

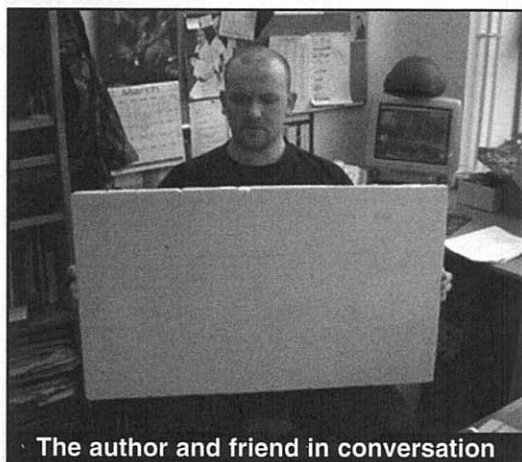
## VAMPIRE UNDEAD SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Vampire	Y	Y	Y	N	N
Thrall	Y	N	N	N	N
Vampire Lord	Y	Y	Y	N	N

# THE GRASS IS GREENER ON THE OTHER SIDE

Fanatic figure designer Mark Bedford joins Groundskeeper Oold Wullie out on the hallowed turf to explain how you can build a playing surface fit for champions.

By Mark Bedford



The author and friend in conversation

Some of you may remember earlier this year that at Blood Bowl Resurrection held at Games Workshop HQ, I had begun to build a more detailed BB pitch and I told people at the event that we would be publishing an article about it. Well, here it is!

You will need the following materials (all are readily available at your local DIY shop):

- A large piece of insulation foam sheet or polystyrene (big enough to cover the size of the pitch)
- Floor tile spacers
- Sandtex texture paint (this now comes in a variety of colours) I used a colour called bitter chocolate
- Static grass sheet and a loose bag of the same material
- PVA glue
- A variety of Citadel Colour paints
- A selection of hobby tools including a ruler, pen and sharp blade

To begin with measure and mark out the layout of the pitch. Score heavier lines into the foam, I used an old nail for this job as it gave me a thicker line.



The humble beginnings

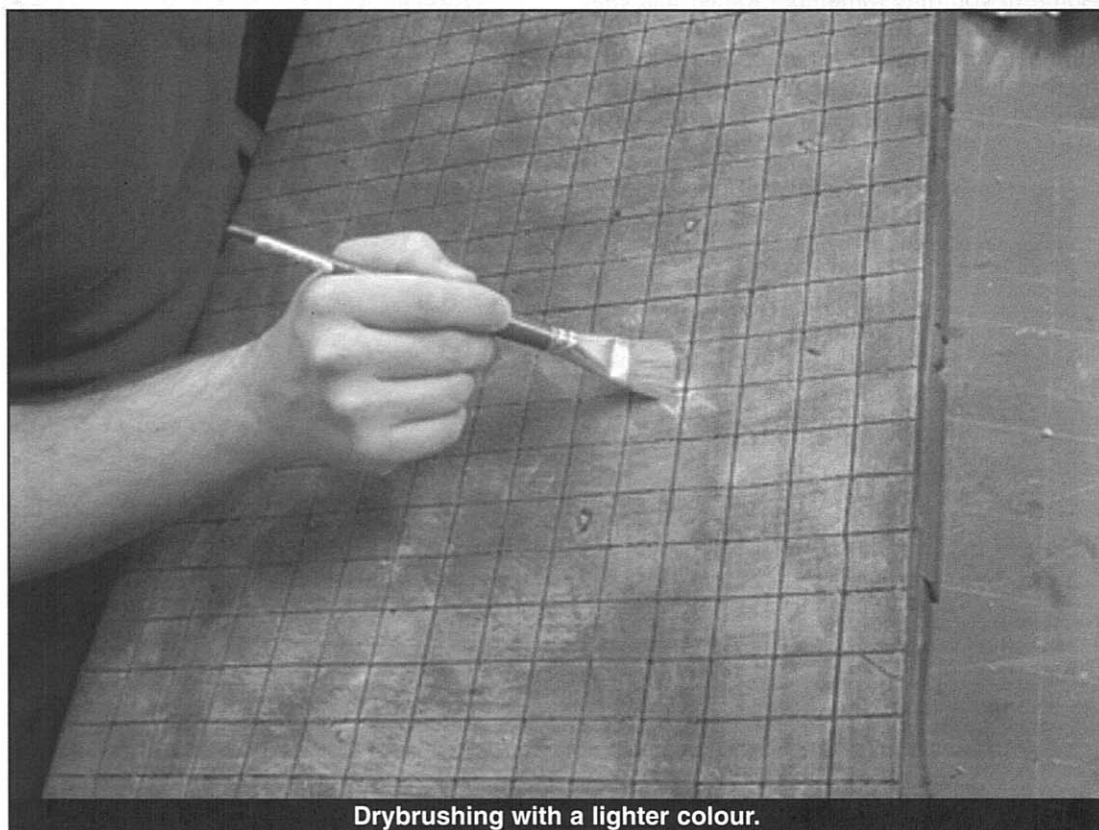


Then paint the entire pitch with the texture paint; allow time for it to dry thoroughly. Next drybrush the pitch with a lighter shade of earth colour (I used Snakebite Leather, then Bleached Bone).

You can buy textured paint from many DIY shops, or you can mix your own using PVA glue, sand and emulsion paint in your chosen colour.



Painting with textured paint.



Drybrushing with a lighter colour.

Now this next stage may sound weird but I found that it gives me a great effect.

Take pieces of the static grass sheet and glue them, upside down onto the pitch!

Let this dry overnight.

When it is completely dry, wet the backing paper on the static grass sheet and peel it off.

The grass should separate from the sheet, staying glued to the board.

You will then be left with grass over most of the pitch but there will be patches of bare earth in places. That's not a problem, just use Snakebite Leather drybrushed with Bleached Bone to make it look like areas of turf that have worn bare.

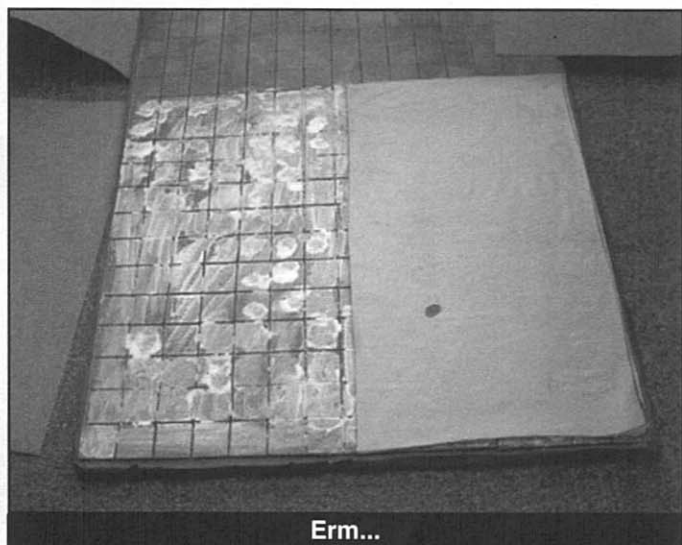
After this, I drybrushed the grass with Badmoon Yellow.

### ***Did you Know...***

*The current fixed size of a Blood Bowl pitch is only a recent addition to the game, having become part of the rules in the 2459 season. Prior to this, teams were at liberty to construct their home pitches to any proportions they wished – a fact that was increasingly abused prior to its banning. One particularly despicable example of using the pitch as a de facto 'twelfth player' was the Asgard Ravens, briefly the occupiers of a pitch so long that it was bowed by the curvature of the globe, a distance completely impossible for any of their shorter legged opposition to traverse in the time allowed for a typical Blood Bowl match.*



**So far, so good...**



**Erm...**

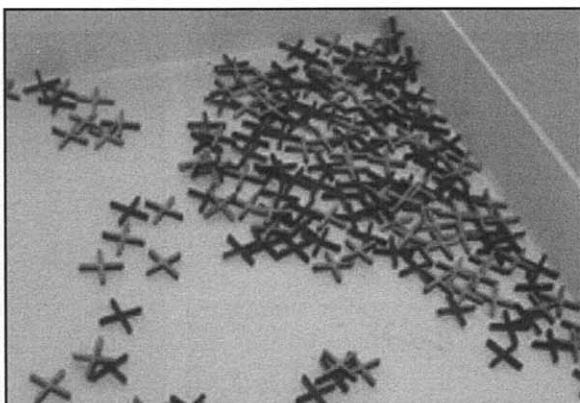


**Mark knows what he's doing... (?)**



Next, I used the floor tile spacers. These are small plastic crosses that are used to make sure tiles are spaced equally when grouting. As with most of the things I made the board with, these can be found in most DIY shops – look in the kitchen or bathroom areas.

I spraypainted the floor tile spacers black and after they were dry I glued them into the corners of each pitch square. These will make the spaces on the pitch more noticeable.



Mark doesn't just collect toy soldiers!



The new Blood Bowl Ghost team in action

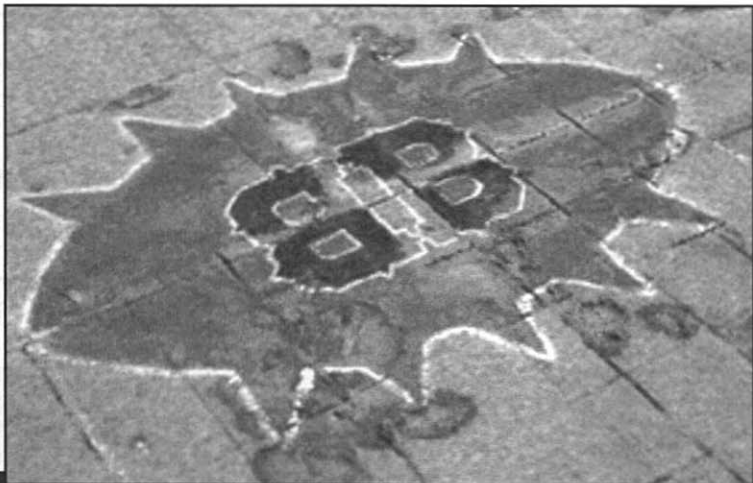


White lines – best kept away from Star Players

Marking out the wide zone and end zone lines came next, followed by the line of scrimmage.

I used a wide, strong line of white paint for both of these to make sure the pitch didn't only look good, but was also just as ideal for playing games on as the original board in the boxed game.

To personalise the pitch I enlarged the Blood Bowl logo and traced it onto the scrimmage line, painted it red and outlined it. I painted the end zone blue and finished the whole thing off by adding the odd bit of armour and spare skulls from the trusty old bits box to give the feel of carnage from previous matches (but don't let these items stand too proud on the pitch as you will not be able to stand your team up.).



A few finishing touches...

You can really go to town with your own pitches by using your own team's colours and themes. I hope this article has inspired you to have a go and make your own pitch.

In future articles I would really like to show different types of pitches – from the sandstone Lizardmen grounds to the frozen ice stadiums of the Norse, and also how to make dugouts.

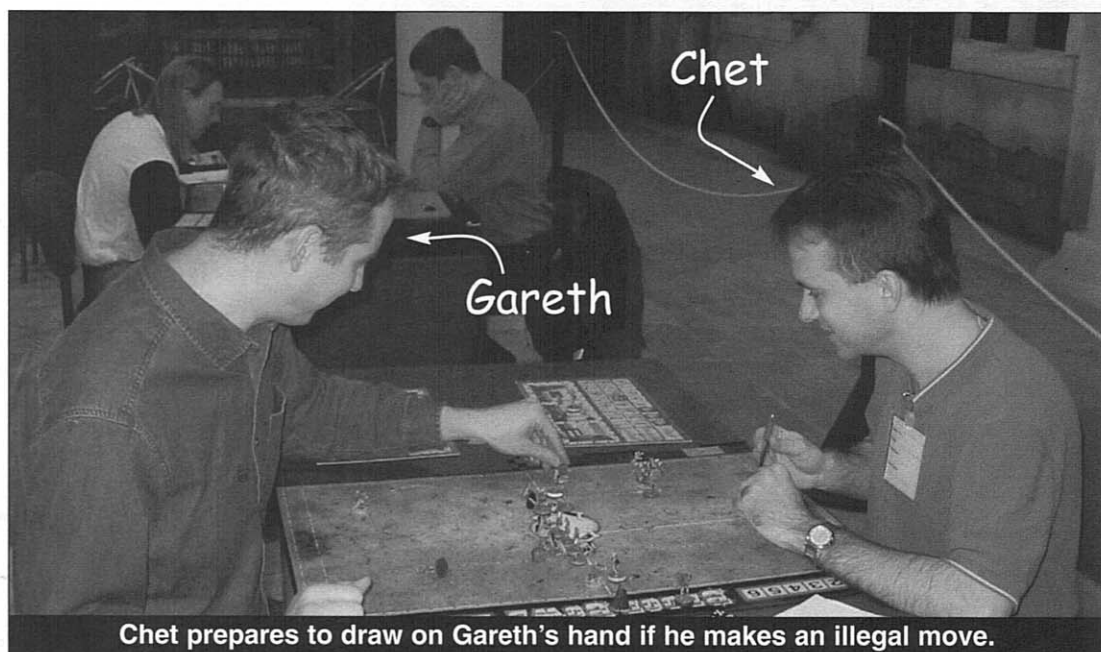


The finished pitch



# THE RESURRECTION

Tournament reports, by Gareth Hamilton & Chet Zeshonski



**Gareth:** In comparison to many Blood Bowl fanatics that I talk to and hear about, I am probably a fairly recent convert to this wonderful game. I was first introduced to it by a Games Workshop store manager just as

its 3rd edition was about to be withdrawn from the stores to make way for, I believe, Man 'O War (now there was a great game). From my first game I was hooked and have loved the game ever since. With my love for the game and my self confessed addiction to events and tournaments, once I heard about the Blood Bowl Resurrection event I was straight on the phone to book my ticket.

Once my ticket arrived, along with the rules pack, I had to make the decision as to what team to take. I have recently been playing with

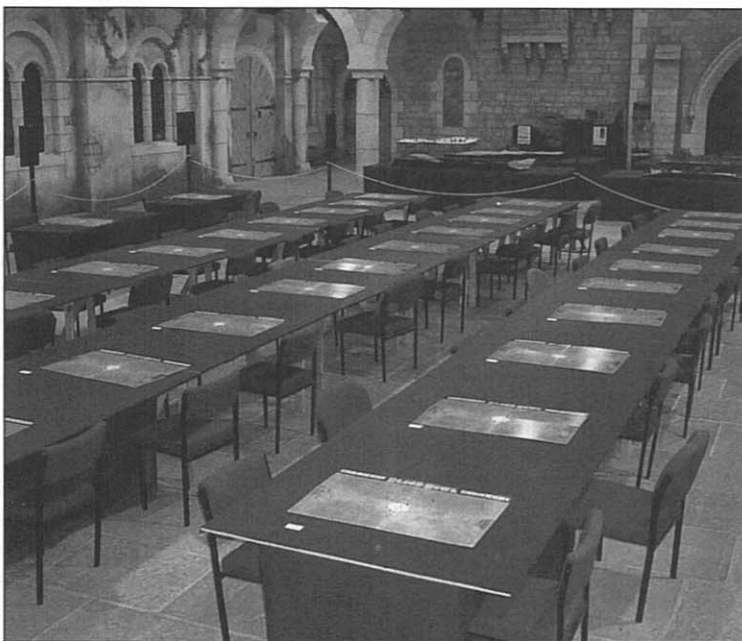
an Ogre team which, despite not having yet won a game, is great fun to use. However currently this is not an official team and the event only allowed 'official' sanctioned teams so I had to attend with one of my other teams. Currently, I have Chaos, Orc, Goblin, Chaos Dwarf and Skaven team (like so many Blood Bowl fans it is a dream of mine to have a painted team for each race). The best painted by far was my Skaven team so that is the one that got picked.

The evening before the event arrives and I sit down to pick a team to take to the event. After much anguish and indecision I plumped for a Thrower, 2 Storm Vermin, 6 Line-Rats, 2 Gutter Runners and a Rat Ogre. The team name as always for my Skaven is 'Ratarsed Revellers'. Confident in the invincibility of my team it's an early night for me, as I need to be up early in the morning to get to the venue in time.

I arrived at Warhammer World in plenty of time to make good use of the free coffee offered to all entrants. Milling around and talking to the other competitors it's clear that all the real Blood Bowl nuts are here, several I recognise from other Blood Bowl events I have been to. To me the social side of tournaments is as important, if not more so than playing the games. I have spent many a pleasant hour discussing the finer points of Warhammer, 40K or in this case Blood Bowl with other equally sad fanatics. Before I have even scratched the surface on the topic of Rat Ogres and how bad Wild Animal is, Jervis interrupts to announce that a free limited edition Blood Bowl figure will be awarded to all the coaches that finish all four games planned for the day. This raises a cheer and round of applause and puts all the coaches in a pleasant mood as we file into the gaming hall to play the first match.

No draw is required for the first game, you just find an opponent, sit down and start playing. At the far end of the hall I spy a likely looking victim for my first victory and I move in and introduce myself. The guy is called Chet and it

turns out he has flown all the way over from America to play in the event. Wow! Now that is dedication and fanaticism on a grand scale. It also sends a few alarm bells ringing. He can't be all that bad if he has flown thousands of miles to play Blood Bowl. Sure enough the next two hours see Chet's Amazons slap my rats about the pitch and I am given a real lesson in how Blood Bowl is played by someone who really knows what they are doing. Result 3:0 to 'The Man Handlers' and 3:0 in casualties too.



**The gaming hall – an hour before the entrants arrive...**



**...the gaming hall – an hour later.**



Fortunately, the rules for the tournament have you start each game with a fully restored team, so the casualties I suffered would not have an effect in my next game. Also the tournament system meant that I would play my next game against someone who also lost big time! Not only that, one player from your team could be given a skill. This proved to be a very difficult choice. Normally, SPPs decide who gets the skill, which makes the choice of what skill to award a lot easier. Now I had the whole team to choose from. Finally, I decided (on Chet's advice, and he seems the sort to know what he is talking about) to give Block to my Rat Ogre big guy.

After a spot of lunch it's time for game two. My fellow big time lose from round one and next opponent is Geoff Gibbs who is playing a Goblin team appropriately called 'Da Loozers'. The result was a big turn around in my fortunes and I pulled off a 5:1 win. Well, they are Goblins after all!

A quick break and we head straight into game three. The good thing with the 'Swiss' tournament system we were playing is that it puts people on similar scores against each other, so after the initial few rounds you can be pretty sure you will be playing against someone of equal skill and luck. So I was surprised that my next opponent James Brown (not the singer, so I was reliably informed) was fielding Halflings 'The Kaseburg Gastronomiacs', which are probably on a par with Goblins. Unfortunately for me his Treeman decided to turn up at the start and his Master Chef robbed me of my re-rolls.

Fortunately, I had chosen to give a Storm Vermin the Tackle skill after my last game. In the end, the result was a hard fought 2:2 draw with me just edging the casualties at 4:3.

Blood Bowl fatigue was now beginning to set in but we still had another game to fit in. After a short break it was on to game four. This time my opponent was Sean Hassey who had a Lizardmen team 'Sotek's Pyramids' I always find Lizardmen a tough team to play against and this proved no different. My Rat Ogre spent most of the time on the ground faking a bit of concussion on instruction from the coach so he would not go wild against a Kroxigor!

In the end it was a 1:1 draw and 2:2 on casualties, although on the last turn of the match I did have a One in a Million shot of pulling off a win, but as always seems the case with these last gasp scoring attempts it failed at the first hurdle.

With the games over everyone congregated back in Bugman's bar and Jervis gave a quick Question and Answer session whilst the event organisers worked out the winners. After the awards ceremony, our free limited edition for Blood Bowl Resurrection attendees only figure was handed out, and what do you know it was a Skaven lineman! A perfect end to an excellent Blood Bowl event. I am already looking forward to next year's Blood Bowl Cup event, promised to be a two day fixture.

I wonder if I'll be able to use my Ogres at this event – the miserable bunch of boneheads!



The much coveted Resurrection Trophy



**Chet:** On Thursday, March 14th, I went to Buffalo International Airport for my first trip outside North America. The target? Nottingham, England, site of this year's 'unfriendly' Blood Bowl Resurrection

tournament. I had never been to a GW tournament, and I looked forward to meeting several people I had known only through e-mail. The 100 tickets for the event had all been sold. I could hardly imagine seeing so many coaches gathered in the same place, at the same time, for the same event. Nuffle was certain to smile on us!

Remember the Titans was playing on the plane ride from Washington, D.C. to Heathrow. What better on the way to a Blood Bowl tournament than a football movie? During practices, the high school kids in the movie would chant: 'Mobile! Agile! Hostile!' It seemed perfect for my Amazons.

I stayed in London on Friday night and met John Lewis and Anthony Watts at the train station the next morning. John is a fellow BBRC member from the States and Anthony Watts helps run the Toronto Blood Bowl Federation in Canada. We chatted about the game during the 90-minute ride to Nottingham, where Andy Hall picked us up.

Now a little aside is in order. Like many of you, I play in a league with about 6-10 coaches in it. If I want to talk Blood Bowl outside of this circle, I go on-line. The Internet is a faceless medium, but it's also a voiceless medium, and if I gained one thing from this trip, it was to hear these people in their own voices. That alone was worth the trip.

So I heard John Lewis, who was much friendlier than he seemed when I was reading him with my own voice! Anthony Watts sounds a lot like a few friends I've had over the years, so it was easy to talk sports and Blood Bowl, my two favorite topics, with him. And I heard the stentorian diction – quick, kids, run for your dictionaries – of 'Father Blood Bowl' himself, Jervis Johnson. It was quite the kick!

And so I'll say this for Andy: he sounds as wonky as he looks! My brand of nasal noise is nothing to write home about, however, so I'll add that Andy is a great chap. (*Umm... thanks Chet, I think!* – Ed) Jervis and Andy gave us a

tour of GW HQ. All I can say is...WOW! It was like waking up and finding yourself in Middle-Earth. Gorgeous! Once the tour was complete, we went downtown to check out a few gaming and comic shops. Imagine the scene: you're walking around the upstairs of this place, standing next to Jervis Johnson, 15 minutes from GW HQ, and what do you see? An original red box Blood Bowl First Edition set! Surreal.

After dinner, John and I checked into a small bed & breakfast establishment. Once we were settled into our respective rooms, we took a cab back to GW HQ for a Saturday night pre-tourney coaches' gathering.

It was great! We had a turnout of 30-40 coaches. They had a great time playing Andy Hall's 'Who Wants To Be A Blood Bowl Millionaire' game, drinking at Bugman's Bar, and arranging a few scrimmages besides. (Anthony's Norse wisely decided to let my Amazons win, 2-0).

The tournament started early Sunday morning. What a day! I heard more voices, more noises. Cheers, moans, and clattering dice were common.



**The Winner: Simon Merton with his Lizardmen team, *Venomous Breath***



**In between games coaches retired to Bugman's for some much-needed refreshment**

My first game was against Gareth Hamilton, Skaven schemer extraordinaire. Gareth's team was painted and flocked brilliantly – in fact, it was one of three selected as a finalist for the Best Painted Team award. Unfortunately for Gareth, his team proved unable to slow down the Amazon's 'H' formation (imagine an X with two of the sides filled in and you'll get a better picture of it). Things went south in a hurry on the next drive when his Thrower died trying to push himself upfield for a quicker pass! I went into half time with a 2-0 lead, and a riot to start the second half minimized the damage for Gareth's rats. My Manhandlers walked away with a 3-0 victory.

After the first game, we took a break for lunch and reviewed the three finalists for the painting award. Gareth's team was spectacular, but so was Anthony's Norse squad. The third team, a mighty Orc side, was also very impressive. In the end, I voted for Anthony's team. His outstanding conversion

work tipped the scales. He had fashioned his Ogre's bearskin cap and pelt out of Green Stuff, and his converted Chainsaw model was outstanding, not to mention his St. Bernard 'apothecary' with a beer keg strapped around its neck!

In the second game, I played against John. His Orc team was built for power, but it was only 11 deep. I managed to score on my opening drive, aided in no small part by an extra player I had accidentally placed on the field! I pointed this out to John in the third turn. He took it in his stride, and we worked out a quick compromise – John randomly rolled up a player, and one of my Blitzers had to sit it out for the rest of the drive. The game was very tense, and I was helped out again when one of John's Blitzers took himself out of the game trying to dodge or go for it, I forget which? A blitz in the second half helped me secure my second consecutive 3-0 victory against a very good foe!



In the third round, I played against a Human team (I can't remember the coach's name!) that featured Griff Oberwald, a Blitzzer with Tackle, and a Lineman with Dirty Player. I started with the ball and prepared for the inevitable Oberwald assault. Griff was feeling mighty jittery, though. He blew a Go for It roll trying to wedge himself into my cage and promptly fell over. We traded fouls, after which our Dirty Players tripped themselves up trying to get at each other! Finally, Griff made a play for the ball and retrieved it, but again fell down trying to extract himself from the maze of Amazons. He was promptly put out of my misery, and my team rolled to another 3-0 victory.

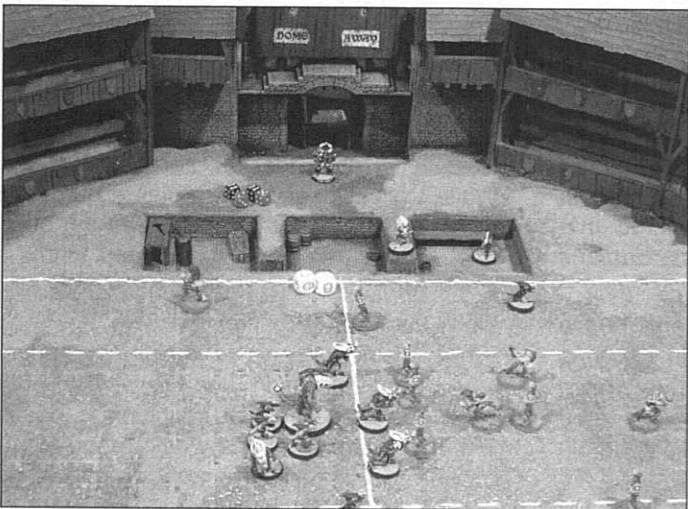
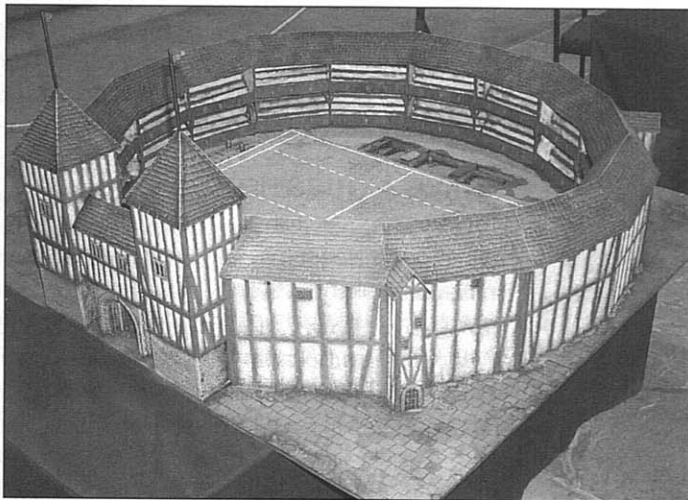
In the final game, I faced Geoff Porritt's Skaven team, the Blight Crusaders. I was treated to three gorgeous spectacles during this game. The first was Geoff's customized

magnetic dugout, which folded out to reveal a diorama that looked like a cross between a rat-infested sewer and a scene from Frankenstein. The second was the custom stadium on table one. Made by GW staff members, it had enough room for some 700 fans, and it lent an epic air to our tilt.

Unfortunately for Geoff, the third gorgeous spectacle was a pair of five-man Pitch Invasions. I won them both. Geoff played a great game, but Nuffle clearly had it in for him. Score another 3-0 victory for the Manhandlers!

Playing four games in a day was a bit overwhelming, but the entire experience was a blast. Those who made it through all four games received a limited edition Skaven Gutter Runner model as a bonus. I'm already looking forward to next year's tournament!

**The Warhammer World team made this awesome stadium for the top table.**



**Above: The view through the stadium doors.**

**Left: Inside view of the stadium.**

# 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](mailto: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.

## HELLO CAPTAIN DARLING

Hi!

I came up with this house rule some time ago...

I thought that every team should have a team captain. Therefore you get to choose one team captain when you create your team. He becomes the team leader. The team leader gets 6 SPPs from the start (1 MVP and 1 Assistant Coach point if you like) and starts with the Leader skill. Besides that he (or she) gets one roll on the Star Player table. This does mean that the team starts with team rating 101. My thought is to make new teams just a little more fun to play with – to give them something that your opponent might not expect. If your team captain should die, you get to appoint another team leader and he gets the Leader skill but no points.

Yours sincerely,

Fred Stone

*Quite a good idea although I feel this is definitely in the 'It ain't broke, so don't fix it' category, especially with the team rating going over 100 for a starting team.*

## A DWARF COACH RESPONDS

Hello,

I've just read the letter in Blood Bowl Magazine 3 and having calmed down have penned this reply.

Firstly, to describe the Dwarf team as far worse than the Goblin or Halfling teams is, frankly ludicrous! I'll admit straight off that Dwarfs are not as easy to play as the Humans or Orcs but they do have many advantages.

How can a team where all your linemen have Tackle be bad? The Dwarfs are a low scoring team – true, however once they have possession of the ball it is very difficult to wrest it back off them and that is one of their main strengths.

To just write off the Dwarfs as rubbish, as Jarkko and his group has done, means they have not played with them enough, or are trying to use the wrong tactics. If you play Dwarfs like an Elf team then you will lose with them.

To sum up, Dwarfs are a great team, but if you fail to adapt to their style of play then you will lose, as with any other team.

from

Jason Homes

*The Dwarf debate has begun! Which side do you fall under? As stated last issue I'm firmly on the side of the Dwarfs – but are people like myself and Jason wrong, let me know?*

## I HAVE A QUESTION

Greetings,

The Question of the month on BloodBowl.com in August asks:

*"In Blood Bowl should Ally and Secret Weapon rules be an official part of the game system or fun house rules?"*

I feel that this is really a two-part question, not one. I would like to vote on one or the other, not both. I really think that Secret Weapons are one of the most Blood Bowl parts of the game. The chaos they cause, the fear, the silliness, etc. They are part of the character that makes this game different from 'real' football or other strategy games...

However, I don't feel the same about allies. While I occasionally like to play a game with allies, I don't think they should be an 'official rule'. I think we should try to keep teams as stuck with their race's pros and cons. Allies dilute the flavour of each individual team.

While I am opposed to racism in the real world, I am all for it in Blood Bowl. Part of the challenge of successful coaching is dealing with those strengths and weaknesses of your chosen race. In a tournament or league, it is

an easy out to hire a player to make up for your team's inadequacies.

I like the fact that sometimes I play great against opponents because of my team's style, yet other times I am weak against others because they can exploit my faults.

But, again! I am all for allies in 'one off', 'House Rule,' or 'just for fun' games.

Thanks,

Dave Barari

*This Question of the Month had a huge response, and at the time of writing is still being run on the website. At the moment, Allies and Secret Weapons as Official Rules seems to be getting the lion's share of the votes. Check BloodBowl.com for the final results.*

*I must admit I do agree with David and will subdivide the question in here, so: Should Allies be Official? (Don't forget the Experimental rules were published last issue). Part two of that question: Should Secret Weapons be Official? (The rules for which will be in the next issue).*

## STICKY BUNS AND OTHER STUFF

Hi Fanatics!

First of all, I must say I am impressed with the revamped Blood Bowl pages on your web site, excellent! I have been playing Blood Bowl since the second edition came out and I have a few house rules suggestions you may (or may not) wish to include in a future BB mag.

The first suggestions have to do with the skills of Mighty Blow and Block, which I felt were a little better in the old second edition. These skills used to have levels that were comparable when used, in the latest edition these skills work the same for a ST6 monster or a ST3 human. I think that differences in strength should be taken into account when Mighty Blow and Block skills are used. A player with Mighty Blow gets a +1 on an Armour or Injury roll no matter who he hits, as the skill stands now, but I suggest that if the player using the skill has 2x or more ST than his opponent, he gets to use a +2 on either the Armour or Injury roll. The modification to the Block skills comes into effect when the 'Both players knocked down' result on the Blocking dice is rolled. Nothing usually happens when both players have Block skill, but I think that in this situation the ST of both players should be compared. The difference will be the number the stronger has to roll on a D6 to knock the

weaker down (of course assists are counted into the comparison). Example: A ST4 player (or a ST3 player with 1 assist) blocks a ST3 player and gets the 'Both players knocked down' result. The difference in ST is 1, so the stronger player has a 1 in 6 chance of knocking the other down. A roll of 1 knocks the weaker player down in the same square, any other roll means nothing happens. A natural roll of 6 will always result in nothing happening no matter what the difference in ST of the players with Block.

My final suggestion is just for fun it deals with Halfling teams. Halflings are famous for devouring sticky buns and even one of the BB Halfling miniatures has a sack of buns over one shoulder. It would be fun to allow some Halflings to take to the field with a load of sticky buns which could be thrown at their opponents. Let's say it costs an extra 20,000 gps to equip a Halfling with a sack of sticky buns, but if you want to be a little more restrictive, you could say that a Halfling Master Chef is also needed on the team before purchasing the buns for any Halfling player. You could say that a sack holds 10 sticky buns, which can be replenished at half time. If you wish, you could consider the buns to be secret weapons and have a Penalty roll of 10+. The buns would be thrown at an opponent using normal throwing rolls to see if the throw is accurate and hits the opponent. If accurate, a second roll is needed to see if the player is struck in the face, a roll of 4-6 on a D6 results in the player being hit in the face and must spend his next turn wiping the icing out of his eyes, licking it off his fingers, etc. A roll of 1-3 results in nothing but a sticky smudge on the armour. Being hit in the face also makes the player lose his tackle zone for that turn, allowing the Halfling to be able to easily get by him. Because of his sticky hands, the Halfling is considered to have the skill Sure Hands for the whole match.

Thanks for your time.

Colin Klym

Red Deer, Alberta, Canada

*I like the Halfling Sticky Buns idea and I see what you are trying to do with the Strength differences, but I just can't help thinking these rules are too fussy. You say this edition does not take into account the different ST values but I would point to the fact that a ST6 Big Guy chooses the Block result giving him ample advantage. Just my thoughts...*



# THE COLLECTOR

Tom Anders takes us on a whirlwind tour of his massive collection of Blood Bowl miniatures.

## DIARY OF A FANATIC

Entry 9/19/1999: *Have grown tired of Magic the Gathering. Have decided to sell my entire 50,000 card collection on Ebay to help finance my new collecting passion, Blood Bowl.*

Three years ago, I set out on a simple quest (or at least I thought it was simple): collect one of every Games Workshop Blood Bowl figure ever made. This quest has become my true collecting passion and I've meet several new friends along the way. That 'simple' list of BB figures turned out to be 13 1st edition, 207 2nd edition, and 172 3rd Ed miniatures at the time of this article.

## THE FAMOUS TEAMS

First on the tour are two incredible Chaos teams playing on a 1st edition Blood Bowl pitch. Phil Lewis' Chaos All-Stars saw print on the back of the 2nd edition Star Players UK edition and in White Dwarf issues 114 and 121. The other team is Paul Sawyer's Chaos Wasters (black/white) which I believe won the UK Studio League three times before being 'forced' to retire. The team was featured in White Dwarf #220.

Next, throwing down on a 2nd edition pitch are Phil Lewis' Albion Assassins (aka Sane Louis All-Stars) and the Skaven Scramblers. Both the Assassins (Dark Elf) and the Scramblers (Skaven of course) are shown mixing it up on the back of the 2nd edition Star Players UK edition. The Scramblers were also featured in White Dwarf #104.



Albion Assassins and the Scramblers

Pulling out the stops on a 3rd edition pitch, are two awe inspiring Undead teams: Rob Murphy's Red Death Cavaliers were featured in an article in Blood Bowl Magazine #2! Steve Mussared's Nuffle's Nightmares was the winning UK Golden Daemon entry for best Blood Bowl team and were pictured in the 1989 Fantasy Miniatures hardcover.

Finally, a mixture of players duke it out on a Kerrunch! pitch. These players are either GW Studio figs or the work of Steve Mussared. They can be found in either White Dwarf issues 101, 102, 114 or the 2nd edition Blood Bowl Handbook.

## THE REST OF THE MINIS

In addition to these famous teams, my collection contains around 800 Blood Bowl miniatures. A lot of official BB teams mixed in with GW figs that have been converted for teams like the Slann, Werewolf, Vampire, Forest Folk, and Daemon teams that are currently not official. The rarest miniatures in my collection are the actual greens for three Blood Bowl figs (two never released)... definitely one of a kind collector's items.

## THE HOLY GRAIL OF BLOOD BOWL MINIS

When I started collecting almost everyone I talked to used the 1988, 1989, and 1991 Catalogues as a source for all the old miniatures. During the last two years, I've discovered two 1st edition and eleven 2nd edition miniatures that were not in these catalogues.



Phil Lewis' Chaos All-Stars and Paul Sawyer's Chaos Wasters



Rob Murphy's Red Death Cavaliers and Steve Mussared's Nuffle's Nightmares

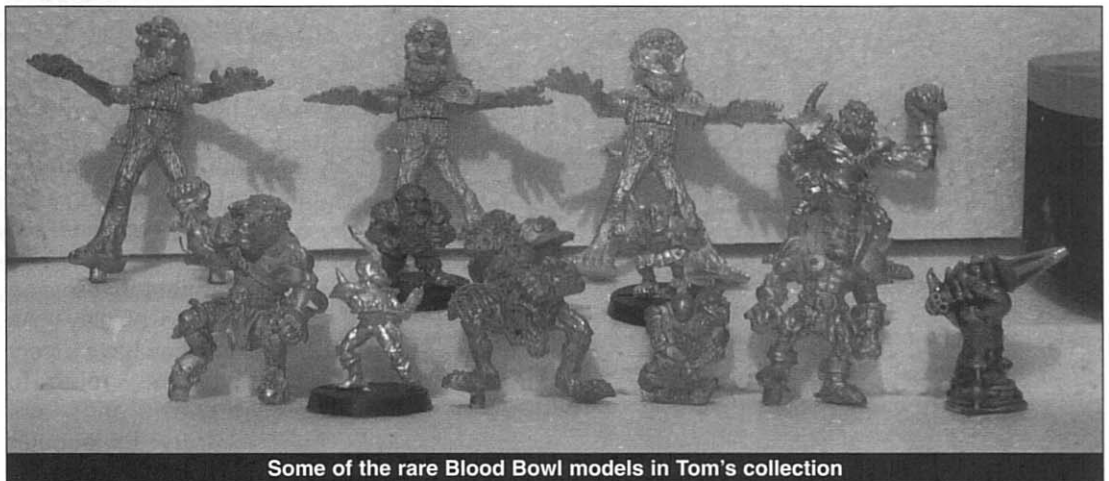
I believe I have all Blood Bowl figures accounted for... except one! If you go to <http://www.blood-bowl.net> and look at the Chaos Dwarf section, you will see that the part numbers skip over 073498-14. The now almost mythic Chaos Dwarf #7 is the last miniature left on the quest I started three years ago. No collector I've spoken to has ever seen the fig, but the gap in the part numbers makes us believe it does exist... somewhere. If you have any information on this miniature, especially a picture, PLEASE contact [tom.anders@blood-bowl.net](mailto:tom.anders@blood-bowl.net).



A Vampire and Slaanesh team

Well, that's the end of the tour folks! Hope you enjoyed the trip through my collection and the hints for creating your own Blood Bowl Museum. Good luck!

Well, that's the end of the tour folks! Hope you enjoyed the trip through my collection and the hints for creating your own Blood Bowl Museum. Good luck!



Some of the rare Blood Bowl models in Tom's collection

# WHOSE GAME IS IT ANYWAY?

by Carl & Matt Brown

The Brown brothers are back with some more great house rules.

This issue they look at those brave black and white striped officials – the refs. As with all house rules articles, these rules are not necessarily balanced so we wouldn't recommend them for tournaments, but they are fun!

*"Welcome sports fans! You join us just in time for another thrilling episode of 'Compound Fracture!' The show that looks back on all the thrills, spills, and kills of the past week's Blood Bowl match-ups!"*

*"That's right Bob!"*

*"Thanks Jim, insightful as ever. And what a week it's been, eh Jim? We saw Filash Fivelegs break the sound barrier – at least that's what the wizards said when they peeled him off the walls. Who'd have thought a pint of Dwarf Gutbuster would prove to be so literal?"*

*"He never was one for books, Bob."*

*"Sooo... anyway, what did you think of the refs last night, Jim?"*

*"There are refs in this game?"*

*"What, you haven't noticed? Well let's take a closer look folks..."*

*"You can't play with 'em, and you can't play with 'em, but they're there and they make sure as hell you know it!"* – Griff Oberwald at his recent acceptance of the Mr. Nice Guy award when asked about referees.

All coaches know that no two refs are alike, but like players each will tend to favour a certain style of play and can be categorised by type. Here's a little article introducing a few of the more regular referee types you can expect

to find in your games of Blood Bowl. Feel free to invent a few of your own...

## THE REFEREE

Those hard-faced, zebra-striped officials with the funny trousers and the piercing whistles are the NAF's representatives on the field of play. As such they have a very important role to perform and no, contrary to popular opinion, it's not target





practice for fans with frozen buns! It's a pity the good name of the Blood Bowl referee has gone down so much in the public's estimation. Many now would rather pretend they are rat gutters or sewer sweepers than admit to their real profession.

Fifty years ago, the average game of Blood Bowl would be officiated over by a team of seven referees and line judges. These days you're considered lucky if two turn up. The trouble with refs is they tend to die rather easily as they will insist on ruining everyone's fun by claiming there's rules to this game. For a more in-depth look into the history of refereeing we suggest you look at Symon the Shaman's Blood Bowl Broadcasting Corporation cabalvision series *Histories of Blood Bowl* or you could also try *Davyd Starkers' Book of the Dead*, though despite being an extensive piece of research into the subject, we hear he does swear a lot!

## WHICH REF?

If you want a referee with a little bit of character then why not select one from the list opposite. There are plenty of ref types to choose from and how you do this is down to you. You can decide which ref is to attend your match in any of several ways – decide between yourselves which ref you'd like to try out, randomly determine before Kick Off which ref has turned up, or, my personal favourite, randomly determine which ref has turned up the very moment the first foul is committed so that neither player really knows what to expect until the deed is done.

If at any point during the match a situation should arise whereby the referee is replaced (Get The Ref, for example) you should introduce another ref from the list at the appropriate time. Of course, you might still end up with the same ref type.

It's a good idea to convert/paint a range of ref miniatures to better represent the different types of ref there are and you could then select your refs from your personal pool of miniatures. A Troll in zebra-stripe body paint can be quite funny! You could even keep a record of how many players each of your ref models has sent off, giving each a reputation of sorts!



## Common Referee Types (choose or pick MVP counter)

1. Biased
2. Brutal
3. Grudge Bearer
4. Greedy
5. Hardened Ex-player
6. Harsh
7. Head Hunter
8. Knobbled
9. Lenient
10. Only 'Human'
11. Pushover
12. Psychopath
13. Rookie
14. Stupid
15. Stubborn
16. Warped

### Biased

For some reason (largest following, nicest strip, biggest blockers!) some refs nearly always favour one team over another. Both coaches roll a dice, the ref is biased in favour of the team with the highest throw and as a result that coach immediately claims and keeps the Referee token for the whole match, even if his team commits a foul. If the throw is tied the ref miraculously calls the game fairly, showing no favour to either team as normal.

### Brutal

"That's no foul... look, he's still in one piece!" Some (often Orcish) refs just love a good old-fashioned scrap turning a blind eye to minor infringements. Teams are allowed to make two Foul actions per turn instead of just one (of course, your turn is still over if you get sent off because of the first). In addition the Referee token is never controlled, so he will only send players off on a roll of 6.

### Grudge Bearer

Also known as complete gits. These refs are always making match reports that land players into more trouble. If this ref is still officiating at the end of the game, all players sent off during the match will also get suspended for one extra game (write 'M' in their Injury box).

## Greedy

Referees taking a cut of the game's takings for not seeing certain rules infringements have become quite a common problem. So much so that the RARG set official union rates for bribing a referee. Under a signed agreement clubs are not allowed to offer less than the going rate and this ref is open for business! During the game, when you are about to 'Argue The Call' with your Head Coach, you may announce a bribe to reverse the decision and automatically win the argument (roll no dice) by spending 10,000 gps from your treasury (subtract it now). If you have no money in your treasury you cannot change his decision in this way.

## Hardened Ex-Player

"I AM THE LAW!" Years of physical abuse have thickened this ref up. This ref always stamps his authority on dissenting players, often literally, on their heads, several times. If this ref is attacked, his attacker must suffer a roll on the Injury table in addition to and irrespective of the result of his attack. In addition, this ref never gets injured.



## Harsh

"GET OFF!" This is a stern, no-messing referee at the peak of his game. All fouling players are sent off on a 4+ regardless of which coach has the Referee token.

## Head Hunter

Some refs keep a record of all their sending offs and some become so obsessed with these 'trophies' that they earn severe reputations and nicknames like 'The Reaper' or 'Scalper'. Each time a player is sent off by this ref place a marker on the sidelines. Each marker adds a further +1 to subsequent dice rolls to see if players are sent off. This means that as this ref sends players off he gets a taste for it and starts to send them off all the more, until you reach the point when you're guaranteed to go.

## Knobbled

For some unknown reason refs sometimes mysteriously disappear just before kick off or just fail to turn up entirely. For the whole of the first half, whilst match organisers scramble to find a replacement, no players will be sent off. A replacement is found in time for the second half.

## Lenient

"Look, you're really leaving me with no choice..." Some refs find it difficult to punish the players who they believe to be a good lot really (not mentioning much bigger too). Players sent off are only sent to the KO'd box ('Sin Binned') to think about what they've done. They 'recover' by rolling a dice just like normal KO'd players, ie, the ref waves them back on when he is good and ready (note – should this ref be replaced by a different ref, then the players concerned will not be let back on).

## Only 'Human'

Easily swayed by pretty girls with bouncing pompoms! The team with the most Cheerleaders (both if tied but must have one minimum) can successfully argue calls against this ref on a roll of 4+.

## Pushover

A ref easily intimidated and browbeaten into submission is considered a pushover. The team with the most Assistant Coaches (both if tied but must

have one minimum) can successfully argue calls against him on a roll of 4+.

## Psychopath

Some refs are just crazed lunatics; don't ask how they passed the exam! And this one has a chainsaw. If he spots a foul he goes crazy and charges across the field after the fouler. Players sent off by this ref will also suffer an attack from his chainsaw (use the rules as in the Handbook).

## Rookie

Fresh out of referee-college and still hazy about some of the exam questions, this ref is easily fooled by veteran players and Coaches willing to exploit the kid's naivety with a practiced spin of absurd illogic and invented rules subparagraphs. Players attacking the ref (see below) are NOT sent off if you throw a Push Back symbol but instead stay on the field allowing you to continue with your turn.

## Stupid

Some refs just haven't a clue what they're doing and punish players totally at random. If this ref sends a player off you must roll to see which team he has accused, then randomise which of its players he is punishing (use MVP counters).

**Note** – If the player sent off doesn't belong to the moving team it isn't a turnover!

## Stubborn

Some refs never ever change their mind. If you dare Argue The Call don't even bother to roll the dice, you are immediately sent off! You can still have a player attack him of course!

## Warped

With as great a desire for violence as the fans, some refs actively encourage fouling. In fact this ref considers NOT fouling to be a crime. He never sends players off for fouls, instead if you end your team turn having NOT committed a foul then your opponent may roll to send a player off just as though you HAD committed a foul (and claim the Ref token because of it). Decide which player is victimised by random (pick an MVP counter) and make the roll as normal. Dark Elves are renowned for producing warped refs, many of which are thought to be retired Darkside Cowboys players in disguise!



## POWER TO THE PLAYER

Ok, that's all fine and dandy, but aren't Blood Bowl players supposed to tear the ref limb from limb, racking up ref fatalities by the cartload? Up until now that has not been represented in the way the game plays and for many coaches the recent changes further turned that dead-man-walking into a figure of dread, who for fear of having players sent off no longer fouled. What, afraid of the ref! Is this Blood Bowl I'm playing or have I just turned into a Bright Crusader? This section is for all those coaches who want to get back to playing Blood Bowl the way fair-minded, right thinking, decent, upstanding citizens never intended, yet everyone else did.

**Note** – Though these ideas work perfectly well alone, alternative ref types work best when used in conjunction with these attacking rules as they allow any victimised teams the chance of 'removing' refs they don't like.

## AS THINGS STAND

In summary, after your opponent has committed a Foul action you immediately roll a dice to see if the referee sends the miscreant off. If your player is sent off the field, you as coach of the team get to argue the call. Success in the argument reverses the





decision, the player gets to stay on the field and you can continue your turn. Otherwise he's off and you suffer a Turnover. Finally, the fouled team take possession of the Ref token.

But what ever happened to the players themselves, those great, hulking mountains of muscle with attitude? Aren't they supposed to flatten refs by the truckload, setting new referee fatality records and making the profession of Match Official open only to the suicidal and terminally insane? Well, this section is your chance to even things up with the ref yourself and show him just where he can put that whistle.

### DON'T GET ANGRY...

If a player on your team is about to be sent off, instead of having your coach argue the call you can take a more direct and satisfying approach to the matter by attacking the ref with the player.

### ...GET EVEN!

If your player is sent off, you can have him 'disagree' with the ref for such impertinence by rolling a single Block dice and applying the following result (you may not use re-rolls to affect this throw).

**Note** – Unless a referee attempts to stop the players having their 'fun' by sending them off, players will usually ignore the ref (most players don't even realise there are refs in this game). This means you cannot have a player attack the ref unless that player has just been Sent Off.



### Smack!

Verbal dexterity not being at the top of your player's list of credentials (not even on the page in fact) he elects to vent his frustration by doing what he does best. The ref doesn't know what hit him and is momentarily incapacitated. Roll for his injury as you would a normal player. With the ref unable to say otherwise, the fouling player gets to stay on the field and you can continue your turn.



### So it's like that, is it?

The player simply ignores the referee's (and opponents') shouts of protest and continues to play. Unable to physically enforce his decision the ref gives up trying, resigned to making a post-match written report. The player escapes his punishment for now, is not sent off and you may continue your turn. However, after the match the player will be Fined, write 'F' in his Injury box as a reminder.

After you collect your winnings for the match you must immediately pay, up 10,000 gold pieces for each 'F' so written. If you are unable (or unwilling) to pay then the player(s) concerned get suspended for one match instead. To suspend a player replace each 'F' with an 'M' (just as though he'd received a serious injury) and yes, a player will be suspended for several games if he had several unpaid Fs. Fines must be paid for or converted to match bans straight away. You cannot leave them to be dealt with later.





## OFF!

The player's protestations fall on deaf ears and in any case he quite fancies watching the match now. He is sent off as normal.



## I said get OFF!

Despite finding a new home for the ref's whistle, the fouling player is still sent off and for his troubles gets himself suspended for one whole match. Write 'M' in his Injury box as though he'd received a serious injury.



## Whack!

This final injustice is the last straw and the ref erupts in a fury of official righteousness, giving the unsuspecting player a taste of referee boot. In a bid to set an example, the fouling player is sent off and suspended for one match (write 'M' in his Injury box). In addition, make an Injury roll for the effects of the ref's attack (no Armour roll required – it comes as too much of a surprise).

## INJURED REFS

With no teammates to protect them, the referee is a valid target for every coach, player, fan and hot dog vendor both inside and

outside the stadium. As a result the career of a ref is often short lived being as they are the loneliest person at any match. Referees suffer the following from rolls on the Injury table:

**Casualty** – The ref is unable to continue the match. A replacement will be found but not until the next kick-off. Until then no more fouls will be awarded.

**K.O'd** – The ref will not be able to award any more fouls until he recovers. He automatically recovers in time for the next kick-off. Until then his special rules (if any) are also suspended.

**Stunned** – Briefly disorientated by the blow, the ref is unsure who hit him. Reset the Ref token back to the sidelines (then reapply any special rules).

Though you don't get SPPs for attacking refs, why not record fatalities for the fun of it. Count the result of Casualty as a ref fatality – don't roll to see the extent of the injury suffered. It's safe to assume that when a Blood Bowl player unloads on an official it's fairly decisive.

I hope you have fun with these ideas. Until next time – keep on fouling, this is Blood Bowl!

## SOME WELL KNOWN (AND NOT SO WELL KNOWN) REF HAND SIGNALS



No! No! No! No!



You leave me out of this, you big bully!



Put me down you big...



Alright, I give up - I'm going home - you guys can get another referee... etc.



Mmmf!ghhhmnggh!



Illegal holding!



Foul!

New material for Inquisitor, Blood Bowl, Mordheim, Necromunda, Battlefleet Gothic, Warmaster & Epic 40,000

FANATIC

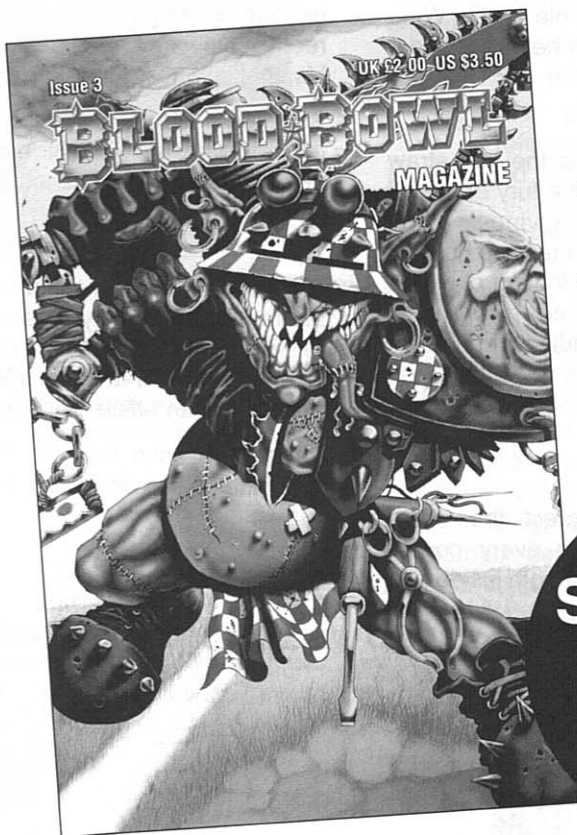
FANATIC

# BLOOD BOWL

MAGAZINE

## Subscriptions

Fanatic magazines are extremely popular and are always highly sought after. The only way to guarantee your copy of Blood Bowl Magazine is to have it delivered to your door by subscription!



Subscribe to:

### BLOOD BOWL MAGAZINE

and we'll deliver the next 6 issues, plus you get the following benefits:

- Your copy of BB mag delivered direct to your door
- You'll never miss an issue
- You'll save money on the cover price and on postage

**Subscriptions  
Now  
Available**

New subscriptions will start with the next issue published.

Unfortunately we cannot include back copies in subscriptions because they are in limited supply.

## INTERNATIONAL SUBSCRIPTIONS

If you've been posted to another segmentum, don't worry! You can subscribe to any of the above directly in many countries. If you are outside the UK all you have to do is call the relevant telephone number listed below and ask about the Fanatic subscription service available in your area.

<b>Australia</b>	02-9829 6111	<b>Italy</b>	0044-115-916 8075
<b>Canada</b>	1-888-GWTROLL	<b>Spain</b>	93-336 8772
<b>France</b>	01-4908 5220	<b>USA</b>	1-800-394-GAME
<b>Germany</b>	0049-211-5402 200	<b>Any other</b>	0044 115 91 40 000

### WRITE TO:

Games Workshop Mail Order, Willow Road, Lenton, Nottingham. NG7 2WS UK  
or call: 0115 - 91 40 000 (8.00am til 10 pm GMT)

SUBSCRIBE ONLINE AT [WWW.GAMES-WORKSHOP.COM](http://WWW.GAMES-WORKSHOP.COM)





# Spike!

## BLOOD BOWL NEWS AND VIEWS

Welcome once more Blood Bowl fans to another bone-breaking issue! May I remind all our female readers that although Griff appeared in the last issue we cannot forward your fanmail. However, if you wish to continue to send your undergarments through the post then that's fine with us as we can always find a use for them in the Spike! office.

The season is now well underway with the biggest game so far reported below. The Undead continue to dominate and now the Craggen Counts are rising to previously high league standings – what's going on?

*Pierce'd Organ, the Ed-Eater*

## EYE 4, MARAUDERS 2

# IN THE GRUDGE MATCH OF THE SEASON

*Pitch-side report by Uury Rinale*



The 2502 season has had its fair share of surprises but as these two giants met, it was clear this was not going to be one of them. The Marauders and the Gouged Eye are bitter rivals and as they lined up for the kick-off I could tell we were going to be in for one of this season's bloodiest games. After the usual delays – a few Goblins were set on fire and thrown on the pitch – the game finally began, with the Eye receiving.

Marauders' Kicker, Jameus Kaiser hiked the ball across the field, landing within five yards of the end zone. It was deftly collected by Groggant Hobbit-Killer who started to trundle down the field, a cage of Eye players surrounding him. Groggant, a proven scorer, headed into the Marauders' defence after his eighth touchdown this

season. Fortunately for Marauders fans, he was stopped in his tracks, Tog'rath'gurn a freebooter Ogre, who the Marauders hired just hours before, cut through the Eye cage like a hot sword through a Halfling. He then clotheslined Groggant in the face, sending the Orc crashing to the ground. Teeth and the ball went flying.

The ball was gathered by speedy Marauder Catcher, Heckle Flurburgh, which ended the Eye attack and began the Marauders first time in possession. Flurburgh sped down the flanks for an undisturbed 60 yard run as the Eye defence failed to organise. All was going well for Heckle who began to slow down and wave at the Orc fans, and at just two yards away from the end zone he was hit in the face by some flaming troll-dung.

Play resumed after Flurburgh was treated for third degree burns and the ensuing riot was calmed. The ref (an Orc) gave a foul against the Marauders, stating that if you're stupid enough to wave at Eye fans you fully deserve getting hit in the face by a flaming stool! This caused another riot and the ref disappeared in the melee. The sub-ref was brought on and play continued with the Gougued Eye in possession.

This time there was no hanging about as Orc Thrower, Anga Gassga (eighteen completions so far this season) threw a diagonal 46 yarder across the field and into the waiting arms of Varag Ghou-Chewer. The team captain wasted no time, and with only poor rookie Jegal Torp (second appearance) in the way, a touchdown was a certainty. And so the half ended one-zip to the Gougued Eye, a finger being the only remains left of Jegal Torp.

The second half saw the Marauders receiving, leading to a great touchdown by Manfred Weasel. Only his fourth of the season but pundits are keeping an eye on this rookie and expect big things in forthcoming games. The Gougued Eye once more went for a Long Bomb throw to pogo stick riding Scrappa Sorehead but he was barged out of the way by fierce blocker Roight Cleaene. However, problems ensued as instead of gathering the ball he grabbed the pogo stick and then bashed the prone Goblin with it, picking up the Marauders fans, award for Best Casualty Caused So Far This Season! Luckily Jager Haffa was nearer the ball than any other Eye players and managed to complete a medium pass to Manfred Weasel to score



his second of the game and put the Marauders in the lead. Play was then held up, as they could not pry the now bent and buckled pogo stick from Roight Cleaene's grasp. A sleep spell by the Marauder's wizard allowed him to be carried off the pitch but he would still not let go of the pogo stick.

Another fumbled throw allowed Manfred Weasel an easy interception. As he ran down the flank he was blown to pieces, showering Marauder coaching staff and this humble reporter in Manfred's former body parts. It turned out to be an Eye ploy – the ball was a bomb! This seemed to halt the Marauder form with a recovered Groggant running in an equaliser as the game entered the last quarter. The Marauders' Ogre walked off the pitch saying his Mum would kill him if he was late home, leaving behind a meagre and tired Marauders defence. Varag charged through the dejected defence giving the Eye the lead again.

In the dying seconds of the game Goblin Scabby Stinkybreath scampered through the legs of Marauders defender Spencer Von Lankyburg to finish the game 4-2. I then quickly ran out of the stadium as the traditional pitch invasion began, only taking two weeks to clean up this time.

# Where are they now?

**Spike!** asks what are the legends of the game are doing now?

*This Issue – Puggy Baconbreath*

*We caught up with Puggy at his homely hole deep in the Moot.*

**Spike!** How's life been since you retired from the Grasshuggers?

**Puggy** Oh very good, I tend to my gardens and run a market store in the village every Festag.

**Spike!** You seem to have umm... let yourself go since you retired.

**Puggy** Well, I've got to eat. The trouble with being a Blood Bowl player was the coach kept us on a strict diet of only eight meals a day and one of them was just a sandwich!

**Spike!** Speaking of retiring, it is actually quite rare for Halfling players to retire, usually they just die. How come you're so different?

**Puggy** Two reasons, firstly lots of bran in the morning for when I used to go on my eight second jog. Secondly, well it's quite scary being out there, and with all that bran I'd eaten, and well, there's no place to go on the pitch, so it might have smelt a little.

**Spike!** I see, so the 'smell of fear' kept the opposing player away?

**Puggy** To an extent. Playing against the Nurgle's Rotters or a werewolf team actually had the opposite effect!

**Spike!** What was the best match in your career?

**Puggy** I enjoyed the 2494 season game against the Oldheim Ogres the most.

**Spike!** I would have thought that game would be particularly violent and bloody.

**Puggy** Oh, normally they are but this time the Ogres, being Ogres, got confused and ended up at the Moot Mighties Stadium and started killing them instead, this left me to score a hat trick of touchdowns. We still lost of course – I can't work out how!

**Spike!** Have you got any plans to return to the game, maybe as a coach?

**Puggy** No, I still go and watch the Grasshuggers play and they always put on a good meal at the end of the match. I even have a memorial stretcher in my name in the Grasshuggers' museum.

**Spike!** Any plans for the future?

**Puggy** Not really, I just want to live out the rest of my days in my beloved hole. Although an accursed Grey Wizard and a bunch of Dwarfs keep calling and wanting me to go off on some silly adventure but I keep telling them where to jump!

**Spike!** Thanks for your time.

## ★★★ Did you Know...

*It is well known that Berrybriar Fatfellow founded the Greenfield Grasshuggers because he lost a bet. But many people forget what the actual bet was. How many live chickens can you get in your mouth? Well Berrybriar managed six, but spat them out when the flustered chickens started to lay eggs.*

# Croak-a-Cooler

When you can't quench your  
thirst try something with bite!





# ASK LORD BORAK!

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

**Dear Lord Borak,**

I am a well-trained Beastman with skills in Blocking, Tackling, and Guarding, and I've had a vision that Khorne will soon visit a mutation upon me in return for faithful service. What mutation should I pray for?

Khorne Kidd

*Dear KK,*

*Hey look at me, I'm getting a mutation! I am so important, Khorne likes me the best, nyaab nyaaab nyaaaab! So what? No one likes a show off, you know. I don't have a mutation and look at how successful I am! I got here by training hard and perhaps bribing a few officials, but I never once sucked up to a Chaos god for an easy ride. These things come with a price, while a mutation might sound good now, you'll be regretting it when Khorne comes knocking on your door at 3.00 am looking for a place to crash because he got wasted and can't remember where he parked his chariot.*

*I'm not bitter!*

Borak

**Dear Lord Borak,**

The Minotaur on our team has been having some trouble lately, he just doesn't seem to be as strong as he once was. Maybe he is getting old or something, but it's starting to get really pathetic. Even elves are pushing him around! We are going to have to fire him, but how can we prepare him for the news?

Not-So-Wild-Animal

*Dear NSWA,*

*Prior to firing, you'll want to make sure the meat is prepared properly. The following recipe will make the difference between a merely good meal and a great one!*

- 1-1/2 cups ketchup*
- 1/2 cup prepared chilli sauce*
- 1/4 cup prepared steak sauce*
- 3 Tbsp. dry mustard*
- 2 Tbsp. prepared horseradish*
- 1 Tbsp. molasses*
- 1 Tbsp. red wine vinegar*
- 1 Tbsp. minced jalapeno chilli pepper*
- 1 Tbsp. garlic juice (or use fresh garlic)*
- 1 Tbsp. Tabasco sauce, if desired*

*Whisk first ten ingredients in bowl, add hot pepper sauce to taste. Make sure to apply the mixture both before and during cooking!*

*Bon appetite,*

Borak

**Dear Lord Borak,**

I'm a High Elf and I play on the line for the Amrothel Adamantines. Several months ago, we were playing a Dwarf team called The Goldiggers when one of their cheerleaders caught my eye. Some of the guys were laughing and wondering whether or not she was even a she, but I was instantly smitten. That night, I managed to meet up with her and we've developed a secret relationship that I don't want to jeopardize. But she says she doesn't want to live a lie anymore, and that we have to either let everyone know we're in love, or call it off! Of course if this becomes public knowledge, I'll at least be kicked off the team, if not right out of Ulthuan! What should I do?

Regards,

Elf With A Stiff Back

*Dear EWASB,*

*So you're into chicks with beards eh? I like ones with horns and claws myself. I once met this really nice Daemonette at a pub in Praag, but she left me after I took her to a Red Lobster for All-You-Can-Eat King Crab night. Anyways, back to your question. Love is a beautiful thing, even if Dwarven women are not. I wouldn't really worry about being ridiculed, if you really want to know everyone is making fun of you anyway. I mean you are an Elf after all, so what could be worse? Just get your girlfriend to carry you away to her cave in the mountains and you can live a happy life bumping your head on doorways and feasting on a diet of ale and dried meat. I'm sure you'll make a very handsome couple.*

*Invite me to the wedding if it's an open bar,*

Borak

Feeling glum? Blinded by love? Can't find your keys?

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/>



*THEY WILL COME FROM  
ALL OVER THE GLOBE...*

TO  
PARTICIPATE...

TO  
BE THE ONE...

TO  
LIFT THE CUP...

THIS SPRING...

BE THE CHAMPION



# BLOOD BOWL

## FANGS VERY MUCH!

Vampire Team Experimental rules

By Jervis Johnson

## THE PITCH

Mark Bedford shows us how to make his fantastic pitch

## THE RESURRECTION

Was you there? Reports from the guys that played

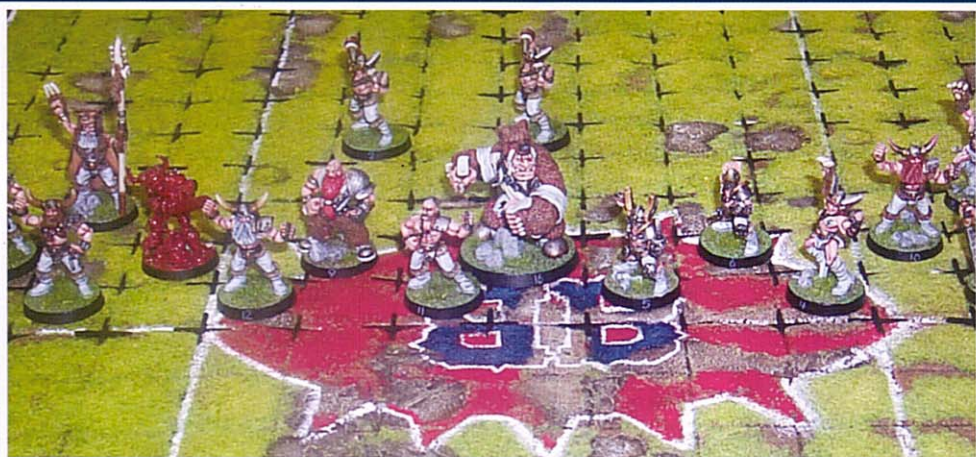
## WHOSE GAME IS IT ANYWAY?

House Rules for Refs by Carl & Matt Brown

## SPIKE!

The magazine of the Blood Bowl world

This issue: Gouged Eye Vs Marauders Match report



Some of Anthony Watt's great Norse team that won Best Painted Team at Blood Bowl Resurrection



[www.BloodBowl.com](http://www.BloodBowl.com)

Games Workshop Ltd,  
Willow Road,  
Nottingham,  
NG7 2WS, UK

PRODUCT CODE: 60710999005



Games Workshop, Games Workshop logo, Blood Bowl, Death Zone, Fanatic and Fanatic Logo are trademarks of Games Workshop Ltd. The copyright in the contents of this product are the exclusive property of Games Workshop Ltd © 2002. All rights reserved.