

ISSUE 3

JANUARY 2012



**AUSBOWL
ORIGINS**

**A TASTE OF TURF:
VICTORIAN
FACE OFF**

**THE
ART OF
SCHWAGER**

**WORLD CUP II
ACTION FROM
AMSTERDAM**

BLITZ



www.thenaf.net



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Last Issue Errata!!!

In issue 3 we forgot to credit Pete Arentsen for his Bushranger Bowl wrap up. Please accept our apologies Pete.

EDITORIAL

Hello Blood Bowl world! Welcome to issue 3.

The first thing you'll have noticed is that this issue has a very different format to the last two. Carnivean (Erin) and I are experimenting a bit with the layout of the magazine, an experiment that might take a year or so to get right. Please let me know what you like, or don't like, as you see it so we can refine our vision going forward.

This issue has a few special features for you. First is a feature on the NAF World Cup II, with an international piece by the organiser himself, Andre (Prince Lucius). This month also marks five years of AusBowl, so Carni takes you on a trip back in time with *AusBowl Origins*.

You may also have noticed the amazing piece of artwork on our cover this issue. Our interview is with Christian Schwager, the NZ-based luminary responsible for a great deal of excellent BB art, such as the Sandgroper Cup logos.

We also debut some fiction this issue from a budding writer, Hacker (Cory) who introduces us to a group of dwarfs in the first part of *Misery in an Ale Tankard*.

We get a breakdown of some of the NAF stats with master analyst Rabid (James) before checking out some of Virral's (Richard) amazing custom pitches in this issue's *The Big Pitch: Anything I can do, you can do better*.

BRETT WHITTAKER SINISTERDEXTER

We also see the welcome return of *A Taste of Turf*, with ksharper (Kyle) and DazedMW (Matt) fighting it out.

There's also *Full Time Siren*, *Between Rounds*, another instalment of *Stadia of the Old and New World*, *The Last Word* and all the sub-magazines. As the AusBowl State Championship II nears, some states are starting to choose their representatives, with more information to come in this issue's, and future issue's, sub magazines.

Finally, there is a section in this issue about something I am passionate about, and which began in the *Southern Strike* last year - the *AusBowl Hall of Fame*. Along with keeping a tally of past winners of local leagues and tournaments, the Hall of Fame will seek to honour a yearly crop of five Stars in each representative area. Check out the article, and hit AusBowl for more details later in the quarter.

So, once again it is a jam-packed issue. I apologise for it being a little bit late. I have been in the process of moving to an undisclosed location in the southeast of South Australia since mid December, which has held things up. But rest assured, BLITZ can't be silenced!

Thanks to all contributors, without you guys this doesn't happen. And to all readers, as always...

get BLITZed!

REGULARS



02

Editorial

04

News

06

Full Time Siren

08

Sponsors

38

AusBowl Committee

108

Fun Stuff

110

The Last Word

TOURNAMENTS



11

Important Dates

12

Upcoming Tourneys

34

Gathering of Might

36

Hindley Street Bowl

FEATURES



18

World Cup II Feature

We speak to Prince Lucius, the organiser, as well as hearing from members of two of the Australian World Cup teams and reviewing the results.

42

AusBowl Origins

We celebrate the fifth anniversary of the AusBowl discussion boards.

50

Interview:

The Art of Schwager

EXTRAS



40

Between Rounds

84

A Taste of Turf

The MBBL's ksharper and
DazedMW face off.

94

BL!TZ Hall of Fame

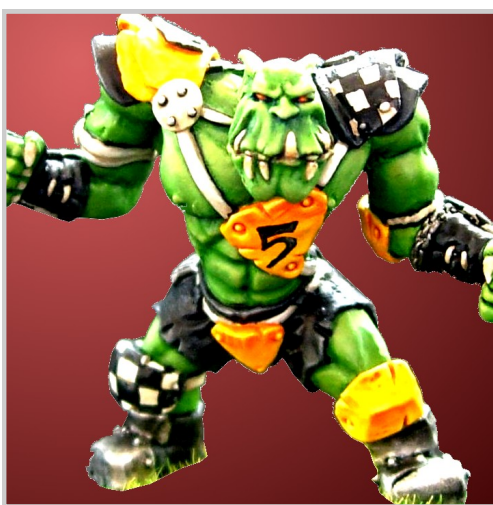
95

Stadia of the Old and
New World

98

NAF Coach Rankings:
should you care?

SHOWCASE



46

Fiction: Misery in an
Ale Tankard

102

The Big Pitch:
Anything I can do...
...You can do better.

SUB-MAGAZINES



56

Capital Punishment

60

Nuffle Says What?!?!?

66

Victorian Times

67

Nuffle Territory News

70

Southern Strike

78

Western Juggernaut

82

The Crystal Ball

MANDATORY SKILLS CLARIFIED

During a recent (slightly fiery) exchange on AusBowl, Galak Starscraper (Tom) from Impact! Miniatures and the BB Rules Committee (BBRC) clarified those skills that are supposed to be mandatory to use at all appropriate times.

The AusBowl thread in which this occurred [can be found here](#) (post #40), and the list of mandatory skills is repeated below:

General

- Frenzy

Extraordinary

- Always Hungry
- Animosity
- Ball & Chain
- Blood Lust
- Bonehead
- Chainsaw
- Decay
- Fan Favourite
- Loner
- No Hands
- Nurgle's Rot
- Really Stupid
- Secret Weapon
- Stunty (negative aspects)
- Take Root
- Titchy (negative aspects)
- Wild Animal

All skills not listed above (including the positive aspects of Stunty and Titchy) are intended to be fully optional.

Thanks to Tom for clearing this up for the community, and thanks to all for the spirited discussion.



TOM ANDERS IMMORTALISED

In a move of pure genius, the aforementioned Galak Starscraper (Tom) has also been immortalised in miniature form (see pic above) for his amazing commitment to our favourite game.

The miniature was commissioned by Norse and Chris from Impact! Miniatures and sculpted by Patrick Keith. Visit Impact! to get your hands on one.



WORLD CUP

If you've been living under a rock on the Nullarbor you may have missed the fact that the NAF World Cup II happened recently in Amsterdam.

Three Australian / NZ teams competed and did us all proud. Check out the feature later in this issue for more details on their journeys to this icon of the global BB community.

TFF GOLDEN FOOTBALL

TalkFantasyFootball (TFF) is a discussion board very similar to AusBowl except geared towards the global BB community. It is well worth a look for anyone wanting to know what is happening out there in the wider world of BB.

Recently, a respected member of that community inkpwn (Arthur) suggested and then began a painting competition called the *Golden Football*.

During each six week period a vote will be held to decide on the type of miniature to be submitted for the competition in the next six week period. All entries must be painted during the six week period of the competition and are submitted to a popular vote in the following six week period.

Pitch Invader's unique take on a dwarf deathroller - a Hill Dwarf boar rider. Winner of November's TFF Golden Football.

Anyone can enter, so go to the Fantasy Football Miniatures & Products forum on TFF by [clicking here](#) (NOTE: you need to be a TFF member to see this forum).

November's miniature type was secret weapons and the competition was won by Pitch Invader and his unique take on a dwarf Deathroller.

December's category was big guys, and voting is currently open.

NEW PODCAST: BOTHDOWN

The end of 2011 also saw the start of a brand new podcast franchise to rival the unstoppable juggernauts of the Zlurpee and 3DB brands.

BothDown is produced in Canada by two self-identified 'gingers' and they aim to bring something a little bit different to the airwaves.

Instead of discussing tactics (the realm of 3DB and Zlurpcast Tactic Zone) or D&B (the province of Zlurpcast), the BothDown team - Steve and Scott - are all about lint...

...I mean fluff! BB fluff to be exact. They want to draw on the wide and varied background of the game to provide informed conversation about the stories that make the game great, and house rules for zany leagues and tournaments.

From their website:

Don't come to the podcast expecting tactics or power gaming, but there's plenty of fun and fluff.

BothDown can be found by [clicking this link](#). Episode two has just been released, and the podcast will soon be able to be found on iTunes. Check it out for something a little bit different...

...and ginger!

NAF PRESIDENTIAL ELECTIONS

Every two years the NAF holds elections for its office bearers. The most important of these is the President. Voting in the Presidential race is now open. See *NAF Full Time Siren* for more details.

MERRY XMAS, HAPPY NEW YEAR AND HAPPY EASTER!

With the quarterly format of BL!TZ I didn't get the chance to wish our readers a Merry Xmas.

However, I hope everyone has a triple POW 2012 - Happy New Year.

Finally, as issue 4 will be released around Easter time, have a great one of those too.

And for anyone celebrating any alternate holidays, enjoy them too



CAN YOU HELP?

We need artists, graphic designers and photographers who can provide 'stock' images for use in BL!TZ like:

- Photos of miniatures**
- Photos of BB-related elements**
- BB artwork**
- BB-related design elements**

If you have the skills and can help, even with just one of the above, we would appreciate it and will credit you. Contact SinisterDexter at:

southernstrikeeditor@gmail.com

NAF FULL TIME SIREN

By Babs (Stephen Babbage)

NAF presidency – vote now

The NAF (the organisation to assist in organising, ranking and providing resources to Blood Bowl tournaments) is currently in process of voting for their new President. The successful nominee will become President of this organisation for two years.

The NAF is 'run' by volunteer members, who hold the following elected positions:

- President
- Vice President
- Treasurer
- Tournament director (approves tournaments world wide)

There are also non-elected positions of

- Membership Organiser
- Webmaster
- Content editor
- Regional Tournament Coordinators (of whom I am the Australian and New Zealand member).

More information on what these positions do can be

found in the NAF library under NAF documents, or more specifically here: <http://www.thenaf.net/index.php?module=Pages&func=display&pageid=25>

(You may need to be an NAF member to view this).

The NAF works to support Blood Bowl tournaments mainly through membership, which involves a gift of three block dice in annually changing colours, and ranking coaches on their performances with races throughout tournaments world wide.

In Australia we have a strong community in Blood Bowl and many people have valuable contributions to make to the NAF. I encourage you to vote, vote responsibly and before the 17th January.

Don't forget, if you are organising an tournament, please ensure you drop me an email or PM on AusBowl a few months before hand to discuss NAF prizes, dice signup and ensuring results count towards the NAF rankings.

If you don't organise a tournament, make sure you attend as many as you can – they are great fun.



AROUND AUSBOWL

MERRY XMAS AUSBOWL AND A HAPPY NEW YEAR

Santa hates me as much as Nuffle:(

sart

Merry Xmas to all and to all a good fight (on the pitch)

sumbloke

Merry Xmas. Who knew that 4kg of prawns would be too much. Eep

tribalsinner

LEAP AND TOUCHDOWN

No quotes here, but check out the thread!

NAF PRESIDENTIAL ELECTION - NOMINATIONS

I have accepted [the nomination for President - he later withdrew from the race] these are the answers to the first questions I'll probably be asked.

1 - No I did not have sexual relations with that woman.

2 - No I didn't drink that much, my drinks must have been spiked.

3 - Yes but I didn't inhale.

4 - I didn't do that it was my stunt double.

5 - That picture is a fake someone who hates me must be good at Photoshop.

6 - I was only in that strip club for research.

7 - There will be no fouling tax introduced under my leadership.

Hopefully I've covered most of it there.

Thomsy

IT'S GOOD TO BE NUMBER 2

I've just come out of some serious psycho therapy to get over that last fucking game...

I lost 3 games all season and they were all ones that counted.

CableTrax

FREEDOM FIGHTERS I - FARC2

Ah Rabid - sowing discontent and confusion with your very first post.

One Eye

I had Boggy picked before we started but I thought One Eye was the other one, to me they just seemed the most likely candidates.

Hacker

NEW BB PODCAST - BOTHDOWN

"God dammit I'm white!" was probably the highlight for me.

Hacker

I love the fact they used the term "Tang" Not once not twice but thrice

sart

WORLD CUP IN AUS

we could have it at tribal's house! yeah let's DOOOO IIIITTTTTT!!!!!!!!!!!!

Devilsreject

I'm in. Great idea Devs!

tribalsinner

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Are you a Sponsor?

If your organisation has sponsored an Australian or New Zealand tournament or league in the last 12 months, contact BL!TZ to get a logo and link in the Sponsors Pages.



RESOURCES



AusBowl discussion board
www.ausbowl.com

TalkFantasyFootball
discussion board
www.talkfantasyfootball.org



Zlurpcast
podcast
www.zlurpcast.com



Three Die Block
podcast
threedieblock.libsyn.com



BothDown
Podcast
bothdown.com



Bloodbowl Playbook tactical website bbtactics.com

**Got a cool
resource to
add?**

[Contact us.](#)

Roze El's Hall of Fame
miniatures archive
rozeelhall.blogspot.com



IMPORTANT DATES

January 2012:

- ACT** **Australian Blood Bowl Nationals - CanCon**
27-29, Canberra (Drakeular)

February 2012:

- SA** **Adelaide Dungeon Bowl Cup (ADBC)**
18, Windsor Gardens (anc001)

- NSW** **Clash of the Titans (COTT)**
25-26, Cherrybrook (Junior)

March 2012:

- ACT** **AusBowl Team Championship I**
10-11, Narrabundah (BeefyGoodness)

- QLD** **Brisbowl**
25-26, Cherrybrook (Junior)

April 2012:

- VIC** **Conquest**
6-9, South Yarra (JoeKano)

- NSW** **Leviathan**
TBA, Quakers Hill (Thomsy / Sangraal)

May 2012:

- QLD** **Auscon**
TBA, Brisbane (big_al)

- WA** **Sandgroper 6**
19-20, Innaloo (Reaper)

- ACT** **Canberra Cup**
TBA, Lanyon Marketplace (Carbrawn)

- NSW** **Gosford Gauntlet**
TBA, Gosford (Vimes)

June 2012:

- ACT** **Wintercon**
TBA, Canberra (avulling)

- QLD** **Cane Toad Cup**
9-10, Toombul (Kojihama)

July 2012:

- NSW** **Eucalyptus Bowl**
7-8, Burwood (Virral)



Want your tournament promoted in BL!TZ?

To get your tournament listed in the Important Dates section, either ensure the details are updated in the [Tournament Listing on AusBowl](#), or contact southernstrikeeditor@gmail.com with the details.

BLOOD BOWL™

AUSTRALIAN BLOOD BOWL NATIONALS: CANCON 2012

One of the largest Blood Bowl Tournaments in the Southern Hemisphere and now featuring a Perpetual Trophy created by Ausbowl's Carnivean. Cancon continues a Progressive style format allowing teams to develop or be crushed over 7 games. Cancon 2012 see the introduction of a Player Gift, the DragonDice, a sculpted Blocking Dice with a Dragon Face to be used as a Turn, Reroll or Score counter.



Friday 27 to Sunday 29 January 2012—Exhibition Park in Canberra (EPIC)

NAF Registered Event (light green / black dice available upon registration)

Blood Bowl Competition Rules Pack (CRP) plus Chaos Pact, Slaan and Underworld

1,000,000gp to spend—minimum 11 players

Progression format—full inducements (except no special play cards)

Swiss style, 7 game round robin, 3 games Fri/Sat, 1 game Sun + ceremony

Prizes for painting, best custom board and the Grimrod Award

All teams must be painted and represent the player appropriately

Each coach receives a DragonDice Counter player gift.

AusBowl Norse Legacy Team to be raffled off



MAKING THE EVENT BETTER

Be organised and arrive on time so the first games can start on schedule.

Have a copy of your A4 team sheet ready to be handed in for validation.

Enter your NAF name and NAF number on the handed-in team sheet.

If you are not a NAF member, and don't intend on registering, write "Not NAF" on the team sheet—this saves time uploading game results to the NAF.

Bring official GW or NAF blocking dice, homemade blocking dice are not allowed.

Thanks

Drakeular (Gavan Pearce)

0415 118 994

gavan.pearce@gmail.com



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FANTASY BOWL DICES

Adelaide Dungeon Bowl Cup

proudly presented by Griffin Grove



Tournament Info

Date: Sat Feb 18 2012

Location: Windsor Gardens Community Hall, NE Adelaide. (same as Souther Shrike).

Cost: \$30,
\$10 for under 18s accompanied by a full fee payer.

Ruleset: CRP + ADBC rules (see BL!TZ issue 1 for rules)

Time: 10:30 to 18:00,
optional huge game on the grand dungeon afterwards.

Contact:
PM anc001 on ausbowl, or
email afoul@internode.on.net

this year the grand dungeon is even bigger!



a custom-made, hand-painted set of dugouts is a special registration bonus prize

BRISBOWL



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MARCH 24/25TH 2012
ENOGGERA BOWLS CLUB
72 PICKERING ST, ENOGGERA
BRISBANE

AUSBOWL TEAM CHAMPIONSHIP

subject: ausbowl team championship

location: harmonie german club
49 jerrabomberra avenue, narrabundah act 2604

date: 10 and 11 march 2012

structure: six game swiss style team tournament
teams of four coaches
crp rules plus slaan, chaos pact, underworld
1,100,000gc starting roster - 11 players minimum
resurrection format with extra skills

contact: beefygoodness (ben): bvanzino@grapevine.com.au

[coachs pack](#)





9 - 10 June 2012
Toombul Shire Hall, QLD

\$40 entry

**6 game resurrection
 format**

**1.1m to spend plus
 'Additional Pre-Training
 Points'**

[Rules Pack Here](#)

Prizes:

- Gavin Clark painted team
- Adam Norris painted team
- Phoenix Forge
- KR Multicase
- Willy Minis
- Impact! Minis

Gifts:

- Token Pack
 - Custom etched beer glass
 - Custom CTC dice
- (player gift pack awarded when ZAP! spell used)



WORLD CUP II

In November 2011 three teams of six Australian and Kiwi coaches flew to the other side of the globe to be a part of the second NAF Blood Bowl World Cup. This extravaganza, hosted by the Amsterdam community, saw just under 480 coaches compete for the glory of themselves, their team and their country.

In this feature we give you an organiser's perspective of the event, results (especially for the Australian / New Zealand teams) and some player perspectives.

The NAF World Cup is held every four years with the first held in England in 2007 and the next scheduled for 2015. The location of this event has not yet been decided and, much like the Olympics or Commonwealth Games, is subject to a bids and selection process.

How did 'our boys' do? Could they bring home the big prizes? Did they, at least, put in a good showing? Did Gnome survive?

These questions, and more, will be answered in the following pages...



WORLD CUP II

AN ORGANISER'S PERSPECTIVE

As titles go, this can't be more to the point. If I were you I would check the player stories which probably are much more interesting and will not contain dry Dutch attempts at being entertaining. In most respects, it's my attempt to write it all down before I forget.

AROUND MARCH-APRIL 2010

I must admit it didn't occur to me to offer a bid for the WC 2011 especially since I wasn't at the 2007 episode. I remember I didn't agree with the format for the 2007 WC when OMM (or Jim L. if OMM rings no bells) proposed it. So, in 2010, I didn't think of the WC at all.

It was 'Dutch Dave' (as we know him, the Blood Bowl world being flooded with Daves) who asked me if we should enter the bidding process! The first thing I remember was stating that:

"If I become tournament director for the NAF, then I can't do both".

With my third lost election at the NAF this at least would not be a factor.

I will not say anything about the bid we made, but we were pretty sure there were better ones, especially since we had to remind OMM twice that we actually had made a bid and ask why we weren't mentioned. This resulted in David and me not really bracing ourselves as we expected not to get it.

Previous Page: the calm before the storm at De Rode Hoed.

We were a bit shocked that we actually did get the nomination in the end.

AUGUST-MARCH 2010-2011

So, now David and I went into overdrive. Visiting several venues and getting all the costs and other stuff in a huge list.

First, with lower entry fees *de Rai* in Amsterdam was the winner, but they responded really slowly to phone calls and emails, so, once we had a realistic idea of the number of players, we continued looking for another venue and raised the ticket price.

We could now also afford *de Rode Hoed* which was a much better venue logistically and of historical significance as well. Especially for those who travelled half the globe, we wanted to offer something striking, not a building which can be compared to a gym without mirrors. This did mean that we had a limit to the total amount, but it was still higher than the amount in our bid, so a justifiable change of venue.

Of course not everybody agreed. But David and I remain convinced it was the right choice. We figured that not everybody would agree on most small things we would conjure up and we might get booed on a few larger issues, like when we proposed not to have a painting award.

We decided quickly never to argue, since that would make things worse. We sometimes gave correct figures to the TO's on the NAF forum, so at least they could vouch for us.

In the end, the problems were minor. Only January-February was a bit hot at times.

APRIL-NOVEMBER 2011

These months were filled with little stress periods and tranquility. All the little things we did added up to many hours of work. A few hundred hours work is a reasonable estimate and it consisted of replying to emails and sorting small problems.

We had organized an extra venue with a maximum of 36 players but a month in advance this was raised to 48. Unfortunately, nobody could organise the logistics at such a late moment, apart from team MBBC, but they took over for a team from Canada.

Individual players kept disappearing into teams as they started to lose players. Luckily we could fill most within a few days.

Many other small problems arose but we were ready for most of them. Some teams had to leave early; sellers wanted to use space for selling so we needed more room in the main venue; one team had to get the same table and this needed to be entered in the software.....these sorts of problems.

The only real problem was that the cost of the venue went up dramatically six weeks before the tournament started and so we switched from referee-shirts to wrist-bands and no longer tried to organise World Cup dice. Losing money was not what we had in mind.

Finally, the last two weeks before the tournament arrived. Several evenings were spend testing the software. Mepmuff was a huge help with keeping all the dropouts and re-entries in check. The last week saw a few teams on five players, who then might have six on Saturday but maybe five again on Sunday. I must admit, I lost the overview in the end.

And then we heard there was a strike in Italy and Schiphol might be in fog..... We started calculating losing 15 or more players at the last moment. This was two days before the tournament started. Several teams were already meeting each other at *de Schutter*.

THURSDAY NIGHT: CAFE WATERLOOPLEIN

This is our official league pub and sometimes home of the worst Dutch music. With loads of students being present it was a bit crowded and loud. To make things worse, it was the day of the "great fog" which plagued Schiphol and resulted in three of our international referees being quite late.

Fortunately they arrived in the end but now we feared many players might be stuck somewhere or had given up trying. So, at around 22:30 we returned home with three referees and had a nightcap before we needed to wake up at 07:00.

The coming weekend would ultimately be decided by how much adrenaline everybody could muster in his system and thankfully, it was quite a bit.

FRIDAY MORNING: DE RODE HOED

We were at the venue at 08:00 sharp. Now we needed to set up in an hour since we couldn't do that the night before because of a publisher's convention.

So, four people set up the computer room, one organised the string for the flags and the others started checking and putting stickers on the tables.

Unfortunately, they hadn't been cut yet (oops number one I suppose) and we had to wait for two people to cut them since we couldn't find more than two scissors. So, they quickly had to cut 222 stickers and had people run off with them as soon as certain rooms or table sequences were done.

Then we found out that the tables in the main hall had been numbered horizontally in the wrong fashion (I'll stop numbering the oopses). We decided to keep it that way since people had this table numbering in the booklet we put online. Unluckily we also found out that four rooms we were told were on the same level actually weren't near each other at all. Now the rooms with the top tables were not next to each other but completely apart.

Around that time I started seeing referees who I didn't recognize. After investigating they appeared to be players who the *Rode Hoed* caretaker had let sneak in. A complete Dutch team had managed to get in and we let them remain because they were way too early and might need some coffee.

The others were pushed back out.

A quick glance outside showed a few hundred players, what we consider one of the most awesome gaming views ever. At one time we saw 40 or more players walking over the nearby bridge with all of their Blood Bowl stuff.

It was now obvious that it's actually happening and we tried to make sure that the doors could be opened at 09:00 as planned. David and Draco left for *de Schutter* to start that part of the tourney. Then a truck arrived to get rid of the rubbish they made the evening before. Great!

Ten Minutes after our initial 09:00 policy the doors finally opened and all referees tried to direct the players to the main hall, while also sifting out the team captains towards three people handling logistics like team sheets, white wristbands and asking if their team is complete.

This line became quite long since it's still 74 captains - around the number of players we used to get at a Dutch Open.

Luckily everything was sorted around 10:00 and, to our surprise, all matches (apart from some unlucky Spanish blokes) started on time.

We then allowed the sellers to set up shop. A bloke I've never seen before came up to me and says:

"hello I'm Pierre".

At that moment my brain couldn't put two and two together, so I had

no idea who he was supposed to be?

But after a few seconds he explained he's the referee from France who just drove 15 plus hours in a completely overbooked bus from the south of France. Claudia (ref team) told him he should take a coffee first and sit down for a while. The guy was seriously tired....

The sellers settled and from a few we got goodies to give to the players. We also got a huge stash of sealed gaming CD's - more on those later.

FF Fields made pitches for the individual winner and team winners and we got to see them first hand. They're bloody awesome!

Other sellers gave us teams and one handed a custom made Amsterdam Blood Bowl ball to all players. The NAF coins were also distributed and after that we took our first break.

We had two teams with five players and they'd probably stay this way for the rest of the day. At the moment that was our most pressing concern.

We also noticed that *de Rode Hoed* had many personnel walking around and might be overstaffed. They remedied that themselves on Saturday and Sunday, lowering the overall cost at the end. This was quite important since we'd agreed on a revenue minimum to keep down the costs and this is linked to the amount of personnel they've got walking around.



De Rode Hoed, a venue of historical significance, as well as a damn fine place to lay waste to your opponent on the pitch.

We were told numerous times that during the last WC the beers were sold out a few times so we were confident that the revenue minimum would cause no problems.....

but the nights at *de Schutter* obviously were a bit harder for

some and in the end we just managed to make the required minimum.

With a venue that costs around 98% of our budget, any significant increase might have turned in a disaster.

The first round was finally over and we were looking for solutions to get all the results ASAP to the control room. Maarten (Amsterdam League Godfather) positioned himself at a top spot so people couldn't walk towards snacks or the sellers without bumping into him.

This was one of the many things we learned on the spot. 'Breaking of matches' - as we described in the rules- was not appreciated at all and remained a problem the entire weekend, but mostly because people were simply disappointed.

We got painting votes as well which we entered between rounds, and the handover was

around 75%. We never actually knew how high the number would be but we knew 100% was unrealistic.

We were at least glad that we had a format that was widely discussed at the NAF forums and practically tailor-made to what the players wanted. It might not have been the best solution, but with 480 teams it's difficult to decide what actually would be.

Most importantly, our four match controllers got their first test. Of course we tested the online system a few times with all sorts of horror scenarios, but somehow that always works out, so we were relieved to see it did actually work on the day.

Now we needed to get the results done as quickly as possible so one of our referees could take three teams to *de Schutter* and David could return with three to us.

The results were entered live so people picked up mistakes pretty quickly, but since the four controllers made an extra check after entering all results they had normally already changed the results when we heard a knock on the door telling us there was a mistake.

On average they had all results entered and checked after 25 minutes. And as a bonus for us, most matches started way earlier than the official timeline.



Full steam ahead as the players get down to the business of the day.

On Friday a team came to us and asked us where their opponents were. David could simply state that the official starting time wasn't for another 15 minutes yet.....

Then it was time for lunch. This is an expensive part of a tournament this big and something which we had talked about with the venues extensively, but you never know how it actually looks. Personally, we thought that lunch at *de Rode Hoed* was better than expected and at *de Schutter* a little disappointing.

This of course resulted in the Saturday sandwich extravaganza which left around 30 players with nothing to eat. This was a mistake on our part and was remedied on Sunday.

Still, not very good and a wise lesson for all bigger tournaments.... Lunches take a long time and the next WC will have to find a way to feed 400+ people within one hour.

We had the venues to take care of that and this might be the best way for the next organisers. Thankfully, lunches were at least pretty quick, the venues cleaned up the mess in good speed and it didn't interfere with the flow of the tournament.

After lunch a reporter from the Amsterdam newspaper appeared (without notifying us of course) and stayed in the venue for quite a while.

The next day there was a nice article in the newspaper. Not completely accurate and they didn't get all the rules, but for outsiders it was a pretty nice piece.

SATURDAY MORNING: *DE SCHUTTER*

Well, for me and Panico it was *de Schutter*, most referees and organisers simply returned to the main venue.

Since we didn't want to leave a laptop in the pub, we needed to bring the few sheets from the night before and phone in all the results over to headquarters as soon as we knew them. This also worked as planned.

What I didn't foresee was that with only 36 players, there wasn't much for Panico and me to do. So, we played some Italian and Dutch dice games. How I wished I had taken a Street Bowl pitch with me.

In the last hour we at least could tell the players how much time they had left and watch some of the games which were getting tense.

We deliberately put three teams from three different countries in the pub the whole day so we hoped that would force them to mingle a bit. If this actually worked I do not know.

After lunch and getting the green light from the main venue I returned with a Belgian, German and Italian team and I was pleased that the trip was only 20-25 minutes on foot. After a *Google Earth* check a few months ago, my first impression was 30+ minutes....

Back at the main venue, I heard about the lunch disaster but thankfully- if true- the remaining players got a sandwich which was paid for by the main venue itself.

I could immediately see that fewer personnel were present. Since the revenue target the previous day wasn't met this was sort of good news.

The remaining part of Saturday actually went pretty smoothly and it looked like more people actually started to drink a little earlier which was also good news.

Actually, Saturday went so smooth that we took things a little easier, trying to get a more enjoyable sort of experience, but after our official photographer and referee Arjan noted that one of the top rooms hadn't seen a referee in 30 minutes, we quickly returned to a more rigid system.

All referees were now given a zone which they had to check every 10-15 minutes and make sure all players at least were told regularly how much time they had left. This was especially important since the chess clocks were not handled the same way by all referees.

After game five it was clear that the strongest teams were again pretty predictable apart from *Unqualified* - a top ten contender four years ago, which now received the "worst round result" CD we made for the lower tables.

Team Hellhound, with Blood Bowl old timer Kithor in their midst, dropped from unexpected leader to catch up in just two rounds. *Les Azes* were struggling, but they were now struggling in the top four and the Danish *Argentinians* were definitely battling it out for a win instead of second place four years ago.

On the bottom tables I was surprised to see the *Hampshire Superhogs* and a Dutch team. The Americans also seemed to drop lower and lower and of course the *Wild Colonial Boys*, but their team choices made clear they weren't going for the major positions and at least they won a CD as well.

After the last match on Saturday we had six rounds of painting votes and a few judges who would check the top painted teams the following day. *Team Lutece Noobz* was on top with a healthy one point margin. *Team Exiles* had the honour of last place, trailing by two points.

SUNDAY MORNING: DE RODE HOED

The strike and the fog weren't the logistical nightmare that we feared. The matches again started on time but slowly we started to miss a few players. One guy got a call from work and needed to leave Saturday night and another had a chance to play in his hometown team instead of playing reserve in another.

A few more problems arose during the day, especially when three players suddenly left without telling anybody (even their team).

It made Sunday the most stressful day as a few small problems appeared that we hoped would not arise. Thankfully, Niels and Edwin's computer program was easily adjustable.

Several judges started looking at the top painted teams. We had a clear leader from the teams vote but the judges, who take a long time looking at the best teams,

practically unanimously made a different choice.

The usual individual priorities were mentioned as some prefer conversions and others skill with the brush or both, but the end choice (which we unfortunately didn't get to see) was extremely well done.

Sunday was also obviously the day that partners and children could walk in the venue unchecked. Already on Friday we decided that if we didn't mention the fire regulations maximum, then we might get away with it. Friday it was just a few people who came when the schedule was almost finished.

We told everybody well in advance that nobody could visit but now on Sunday we didn't want to tell people their children and/or partner couldn't go inside. How big were the odds that the fire department will make a surprise inspection?

With a few hiccups, we finally entered the results and made the final list with winners and losers.

Maarten took 25 Spanish players to central station so they could take off on time. *Alsterbowl* only had three players left and they got the wooden spoon and the last CD, but unfortunately they couldn't wait for the ceremony.

The last teams from *de Schutter* returned and we double checked the winners before going to the main hall. As fast as possible we took all the trophies and goodies to the stage near the organs and

made sure Maarten has returned.

Just before we start a guy came up to us and says:

"Have you got the gaming CD's for the winners?"

These CD's had been a mystery since Friday 10:00. Finally, after looking all Sunday for the owner, the mystery was solved.

NAF President Lycos took the stand and delivered a speech thanking all important people. My only regret here is that Mepmuff should have been standing with us on stage instead of with his team in the crowd. He was very important to the organisation and should at least have stood next to Niels and Edwin.

The ceremony itself was beautiful, especially from our perspective. Three levels of Blood Bowl players cheering for the winners is simply awesome. It's a pity the painting prize winner wasn't there and 57 casualties in nine matches is a record I don't think will be beaten quickly.

Danish singing the French national anthem is also amazingly funny.

The new world individual champion is called Kaltenland and judging from the screams of two of our referees I conclude he's Italian.

We had a Dutch player who could have been champion and I must admit that we kept our fingers crossed, but in the end the Italians apparently had their's a bit more crossed.

The English *Waterbowlers* took the

team title and the queen got blessed in Amsterdam. I'm pretty sure Nuffle had something to do with it, but they definitely deserved the title, leaving the Danish in second place...

...again.

After all people slowly left the venue, we took a few minutes for a beer and a cigarette and started to clean up. We said goodbye to Pierre, who we might never see again and who was a great help.

Others like Dan Titan, David and Draco headed to Utrecht and Almere (look it up). Claudia and I went home to get rid of loads of paper and stuff we bought. We immediately took a taxi back to *de Schutter*, however, for the after party.

We were present - live - when a player collapsed on a table, but thankfully blood wasn't spilled.

Spanish players.

It was over before I knew it.

It was a shitload of work and I doubt David and I would like to do this again. Still, it dominated my 2011 calendar and my brain has many nice images burned into it forever. In most respects the Blood Bowl community is simply awesome.

Both venues said it was much easier than expected and they thought the atmosphere was brilliant. Thanks.

And now, shamelessly we want to thank these people:

Lycos, Geggster and Pippy for moral and NAF support.

Niels, Edwin and Mepmuff for computer/internet support.

Claudia and Olaf for all the match entries, Arjan for the photographs, Maarten, Daryl, Aramil, Pierre and Roderick for great referee work.

Dan Titan for linguistic and referee support and of course Panico for being the official head referee which wasn't easy in the end.

The staff of *de Rode Hoed* and *de Schutter* for their work.

Sqar for paper and ink and contributing songs for the CD's.

Darkson, Thadrin and Jam for contributing songs for the CD's.

Juergen from Austria for his match sheet idea.

Olaf again for his drawings.

All TO's for their ideas and all the players, especially those that traveled a long way, for coming over and make this an unforgettable experience.

We finally got to talk to the Aussies. Especially because I had some stuff I hoped they could take home with them.

We thankfully talked more about Blood Bowl stories and Amsterdam in general. I only remember the Canadians, Germans, Danish and if I probe a little deeper, there might have been a few English, French and

The Jade Raptors, an Amazon team painted by Cookie.



TEAM RESULTS

#	Team	Score	Matches team / games	Won	Drawn	Lost	Net TD + Net Cas	TDs + / -	Cas + / -
1	Waterbowl (UK)	36.5	9 / 54	30	13	11	45	82 / 48	114/103
2	Team Argentina (D)	35.5	9 / 54	31	9	14	76	76 / 49	130 / 81
3	Lutece Noobz (F)	33.5	9 / 54	26	15	13	41	71 / 49	103 / 84
4	Pilous (F)	33	9 / 54	26	14	14	18	72 / 54	93 / 93
5	SOCK'S (F)	32	9 / 54	26	12	16	16	74 / 59	91 / 90
6	Team Hellhound (CH/G)	31.5	9 / 54	24	15	15	26	74 / 58	96 / 86
7	Bologna Magicabula! (I)	31.5	9 / 54	27	9	18	25	72 / 55	118/110
8	Les Azes (F)	31.5	9 / 54	25	13	16	9	64 / 50	90 / 95
9	SantaKO Team (E)	31.5	9 / 54	24	15	15	1	72 / 66	84 / 89
10	Team ANZAC (AU)	31	9 / 54	22	18	14	31	70 / 59	107 / 87
11	CHARISM'AZES (F)	31	9 / 54	25	12	17	6	61 / 49	83 / 89
51	LES REMIS (F)	26	9 / 54	19	14	21	2	61 / 77	128/110
52	Team Wombat (AU)	26	9 / 54	17	18	19	-4	72 / 75	94 / 95
53	The Whiteshirts (UK)	26	9 / 54	20	12	22	-9	62 / 70	84 / 85
77	Team USA World Police...	20.5	9 / 54	15	11	28	-42	64 / 89	99 / 116
78	Wild Colonial Boys (AU)	20	9 / 54	15	10	29	-41	64 / 80	102/127
79	A.F.F.L (NL)	19	9 / 54	13	12	29	-43	53 / 99	117/114



The winners of the second World Cup were a UK team named Waterbowl, with Dutch and French teams coming in second and third.

While they were in the running for a long time, Team ANZAC couldn't quite make the podium, coming in a very respectable tenth.

Team Wombat finished in a mid-table 52nd.

The Wild Colonial Boys, playing a range of stunty teams, challenged for the wooden spoon but ended up in 78th spot, two from the bottom.

PLAYER RESULTS

#	Team	Race	Score	Won	Drawn	Lost	Net TD + Net Cas	TDs + / -	Cas + / -
41	Azza	Orc	18	5	3	1	21	12 / 8	22 / 5
94	Thomsy	Norse	16	4	4	1	-2	16 / 8	13 / 23
96	D_Arquebus	Lizards	16	5	1	3	-3	14 / 12	9 / 14
151	ScottyM	Dwarf	14	4	2	3	10	10 / 9	25 / 16
163	ClayInfinity	Ch Dwf	14	4	2	3	4	11 / 10	19 / 16
185	Smeborg	Nurgle	14	4	2	3	-3	10 / 13	12 / 12
214	GeoffWatson	W Elf	13	3	4	2	2	17 / 10	16 / 21
235	HipCat	Vamp	13	4	1	4	-18	15 / 16	9 / 26
239	Scalpifig	Human	12	4	0	5	9	19 / 17	18 / 11
264	Creature	W Elf	12	3	3	3	-6	17 / 14	13 / 22
278	sangraal	Dwarf	11	2	5	2	17	9 / 10	24 / 6
300	shadow	Necro	11	2	5	2	-3	10 / 9	13 / 17
313	Brunificus	Lizards	11	3	2	4	-12	12 / 13	8 / 19
319	Doubleskulls	Ogre	10	2	4	3	7	9 / 8	32 / 26
322	GardenGnome	Necro	10	2	4	3	6	11 / 12	19 / 12
406	Easykicker	Orc	8	2	2	5	5	6 / 10	17 / 8
469	Brother_Tycho	Orc	4	1	1	7	-16	5 / 19	16 / 18
479	JoeKano	Halfling	1	0	1	8	-32	3 / 16	18 / 37

Azza managed to top the local table with a solid finish within the top 10% at 41st.

Thomsy and D_Arquebus managed top 100 places, while the rest of the travellers found themselves fairly evenly spaced across the field.

Smeborg managed the highest ranking by a NZ based coach at 185th.

Well done to all teams and coaches.



AMSTERDAM OR BUST

By smeborg (Paul Deacon)

In November, by a stroke of good fortune (thanks Babs!), I found myself as the kiwi sandwich in *Team ANZAC* at the second Blood Bowl World Cup in Amsterdam. Amsterdam is a fine city, provided you like close encounters with bicycles (I was hit four times), fog (seven and a half out of eight days) and the smell of weed (three stoner cafes down every alley). It might also help if you like Turkish flea pit hotels, but of that, perhaps the less said the better. But it has to be said: I am a Nurgle coach.

Getting three teams from Oz/NZ to Amsterdam was quite an achievement, even more stunning was getting everyone to the venue in time for the first game (well done captains!). The tourney was held in a conference venue (*De Rode Hoed* means 'the red hat') in the canal belt, in a former hidden Catholic church (Catholics were forbidden to practice their religion openly, so built churches that were hidden from view, looking like normal apartment buildings

from the outside). Full of character, much better than a modern building. The organisation was very slick, indeed beyond professional, with no glitches at all that I was aware of. 480 coaches organised into teams of six, with nine games over three days (Swiss system). Data input and draw for the next round was always done well within the time available. Hats off!

First game, and I was drawn against a cute Spanish girl with an Amazon team loosely translated as "the Randy Bitches". No pressure....

Opening the account with a risky passing TD, I managed a fine last turn 2-1 victory. Second game saw a similar win against a necro team, catapulting me into the unlikely first spot for our team. Third and last game of the day saw a rather fine 3-0 victory against a dwarf team, giving me a feeling of invincibility (well, at least of rather good luck). Dream on...

Second day soon saw the smile wiped off my face, with a match from hell: 0-4 defeat to skaven (with a most gracious Italian coach). The one match in the tournament where I could do nothing: blizzard, Blitz result on turn one, everything I did failed, my opponent broke armour three out of four times for the duration of the match. Then a hard-fought draw against undead (good result for me), and as last game of the day, my finest ever tourney game.

We were playing in a pub (*te Schutter* - 'the shooter' was a former shooter's guild) because of overspill from the main venue (the tourney was a victim of its own success, and grew from 400 coaches to 480).

Playing against a French team, my opponent was a tough and cautious coach playing dark elves. Despite a good turnover chance, I was 0-1 down at half time. In the second half my cage struggled at glacier-like speed down the pitch. On my last turn, I faced a double screen of dark elves. One of my team



-mates whispered in my ear that all five of them have lost their matches. No pressure...

I was dimly aware of 20 or 30 people gathering around the table. I did what I could to clear the way and then launched my jammy touchdown attempt (4+ dodge, 4+ dodge, 3+ dodge, GFI). One of my team-mates called the numbers.

First roll succeeded to a great roar from the crowd. Then the second. Then the third. And finally the GFI, to massive applause. Re-roll not required.

It seems everyone except my opponent's team mates were rooting for me. I pulled off an improbable turn 16 draw to save the honour of the team. No shortage of bragging rights there. I later discovered that my opponent was the top ranked dark elf player in the world (NAF rating 242 after the tourney). This may explain the applause!

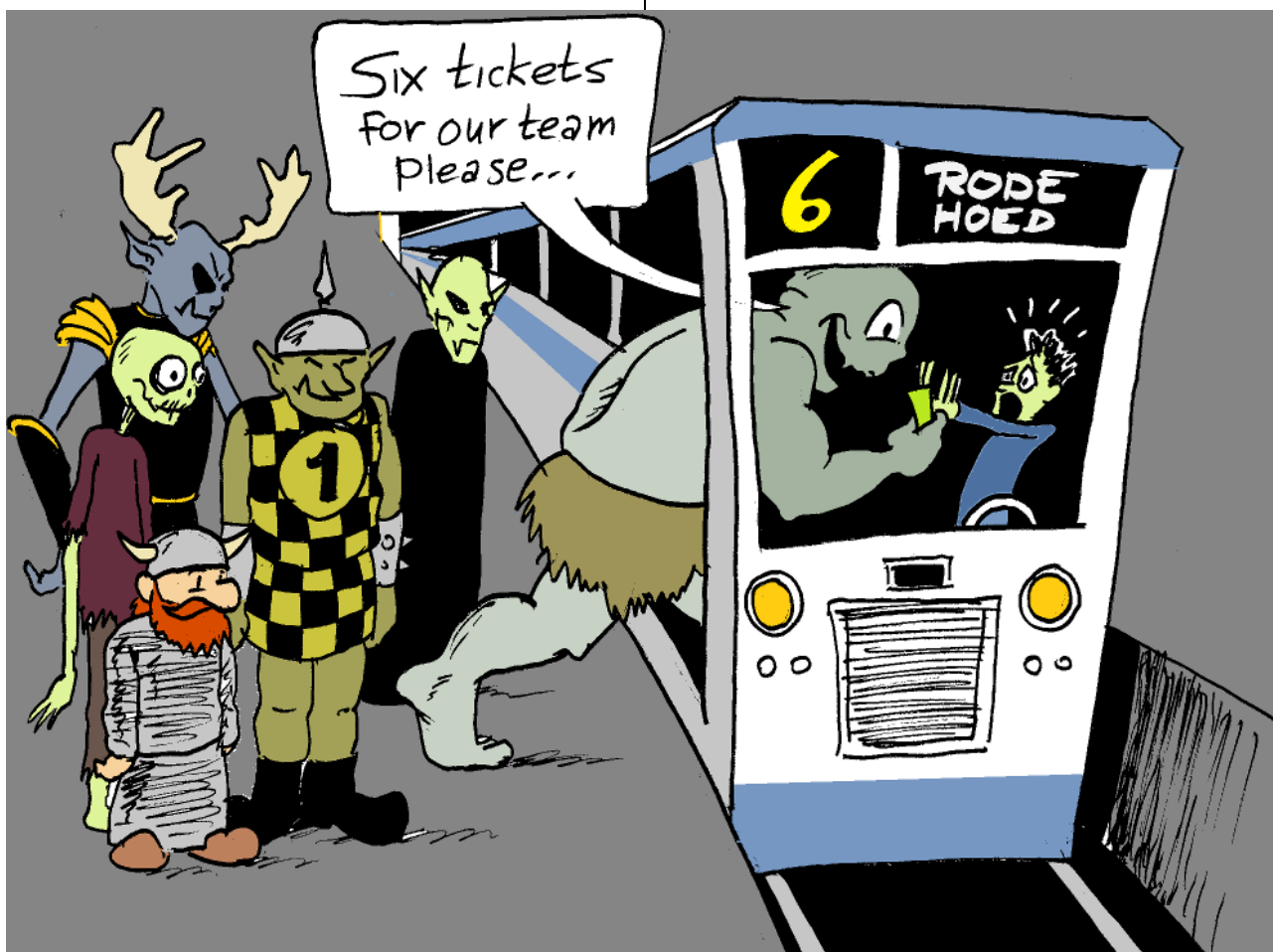
On the last day my mojo deserted me, jet lag set in, and I played badly for the first two games, against undead and lizzies (the power teams of the tournament). But in the last game of the tourney, I pulled off a magnificent turn 16 shutout win (1-0) against skaven. And, more importantly, the team

managed a 5-1 victory in this last round to propel us to 10th place (out of 80 teams).

This was a magnificent result, and very fair (we lost only two out of nine rounds, the teams that beat us finished fourth and ninth). I found out that I was the only Nurgle coach at the tourney (evidently they are not highly regarded in Europe). I feel a European tour coming on...

I have completely fallen in love with team events (this was my first). Everything you do is for the team, this is a great motivator, and even when losing you never say die. We all had a good laugh, everybody had their winning and losing streaks. We won five of our rounds by the narrowest of margins (3 1/2 to 2/12), but that was enough to keep clawing our way up the table. A sweet and fitting end to a wonderful tournament.

Great to see that we can get three teams from Oz/ NZ to Europe, and can hold our own playing-wise and, ahem, socially. Let's keep up the tradition, and who knows, perhaps one day the World Cup will come to Oz!



THE HUTCH-HIKER'S GUIDE...

By D_Arquebus (Daniel Hutchinson)

Well I've been lucky enough to represent Australia in the second NAF World Cup held in Oct 2011 in Amsterdam. This is the second time I have been part of the Australian contingent and the experience if anything surpassed the first. Largely the addition of more fellow Aussies and the chance to meet great blokes from around the world (mostly Europe) over a beer or six and share our love of this quirky little game.

I took the AusBowl Coins inspired by Carnivean and brought to the table through the hard work of Conan. I recall that every coach I played was very impressed and even passers-by stopped to check them out. I directed all to the AusBowl site and this BL!TZ publication, so hopefully the readership goes up some.



The Australians were represented this time by three teams rather than the one in 2007. Everyone we met was greatly impressed by the effort and energy the Aussie had brought to the tournament and in

travelling to Europe.

Team Wombat – sangraal, Thomsy, D_arquebus, Brother_Tycho, Creature, and GardenGnome

Team ANZAC – Shadow, Smeborg, Azza, GeoffWatson, Sledge, and ClayInfinity

Wild Colonial Boys – JoeKano, Brunificus, DoubleSkulls, Scalipfig, hipcat, and easykicker

I took the lizardmen as they are converted from the Crocodile Games Sebeki and had a number of skinks as Australian native lizards backing them up. Many were shocked by my lack of a kroxigor on the team. And some looked weird when I pointed out I hadn't got him painted in time. The lack of him didn't really prove the detriment many opponents expected. Especially my round five opponent MeneerTim whose own Krox let him down terribly.

The small, vertical nature of buildings in Amsterdam made for an interesting layout. The main hall having the bottom ranking teams up the top of the three tiers looking down over the 'middle of the pack'. The top ranked teams were seated in rooms off the main room as the top tourney players in Europe prefer the quieter head-to-head action. It made for a great view throughout the three days of play. There were also six teams playing off down in the informal

drinking venue as well, *Cafe De Schutter*. *Team Wombat* didn't play any games down there but were to be found propping up the bar every night and into the early mornings. The chance to catch up with players who you'd only met and played that day, as well as some of the big names in the Blood Bowl world (including NAF Pres Lycos) was as the Mastercard ads would put it "Priceless".

Day 1

Round 1 – *The WhiteShirts* from England – Beat NAF Pres Lycos. With him having already played sangraal and Thomsy in tournaments in the weeks leading up to the WC I was very much hoping I'd get to play him as well. Hell of a way to start.

Round 2 – *Carrot Crunch ALL STARS* from England – This round we won every game so *Wombat* took the round 6-0. Good fun round with some hideous KO wake up rolls leaving my opponent short staffed on the pitch to stop the lizards from walking away with it. The strength of the saurus saw us through, showing that playing contact football with norse can lead to them running out of team.

Round 3 - This saw the pinnacle of the *Wombat* crusade on Table Two (and thus the greatest fall). We played against the highly motivated French team *Pilous* and were generally rolled across the board (except the irrepressible

Thomsy) and went down five losses and one win. It was inspiring to see their victory cry every time one of them did a CAS (and in my game vs Chaos Dwarves I took a disproportionate amount).

Day 2

Round 4 – the Spanish Team – and the first language gap. My opponent did not speak much English (but hey I spoke AERO Spanish so nothing against him there). The captain of *Team Spain* was sat next to me and proved able to cover any gaps in my own game as well as enlivening the level of conversation across the whole room. The greatest thing this round was watching the choreographed dance moves of the Spaniards to popular dance tunes that one of them would start singing and they'd all be off. Was a tremendous round.

Round 5 – TEAM HQ from Belgium. Face to face with lizards I had a tough fight. Rather than deciding the game the krox proved very unreliable for Tim and he had to resort to not doing much with him. In the end it could have gone either way but this time the luck broke his way. We both tried everything we could and it was one of the closest matches of my tourney.

Round 6 – Old Lutece Crew from France. I played and his 'famous (in European circles) team' *Stade Lorein*. A game characterised by my opponent failing the first dodge by double one and then not failing a dodge again. He got me 4-0 as his ability to consistently leap into the cage and knock the ball free AND recover in the same turn to get

away was insurmountable without a single Tackler in the team. Still a great game and a beautifully converted team.

Day 3

Round 7 – Having dallied in the pub and then gotten turned around on the fog shrouded streets of Amsterdam I'd had only a few hours sleep before this round against the hugely fun *Scotland Clan ELG*. I think most of *Wombat* would concur that this was our most entertaining round. We all got on like a house of fire, so much so that more than half the games were in danger of being called due to the delays from chatting and having a lark. My own game was crazy, where my saurus got KO'd and CAS-ed off the pitch and we saw three pitch Invasions. With plus two FAME to my opponent that should have gone against me but it actually allowed (with one very lucky set of rolls) to take out his AG3.

Round 8 – the *Pink Pansies* from Denmark. My opponent here was undead (again) and it was a tough match back and forth. In the end it could have gone either way but I managed to recover the ball from the huge scrum and clear it to win.

Round 9 – Ouroboros from Switzerland. My opponent Otis had some shocking moments in rolling multiple ones in this game. I took note and marked him up often. It was a tense match but with Otis trying to spread the game (against a very fast lizard team) and failing key rolls I took the win. Still you can never rule out elves and it came down to a two-plus catch at the end of the game to draw,

which of course he failed. A great bunch this team and a fitting end to the tournament.

My personal results were 5/1/3 compared to 4/2/3 from the First World Cup in 2007. Again a reminder that the frequent and ready access to international tourneys over in Europe makes for some solid coaching ability. I came third in terms of overall ranking from the Aussie coming in at 98th from 480 coaches.

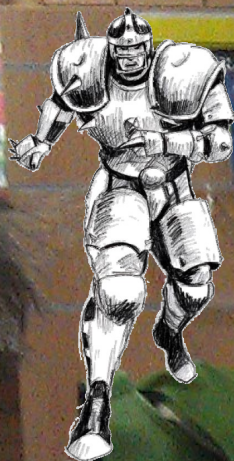
But the tourney is really about the team environment.

ANZAC came tenth out of 80 teams, *Wombat* came 52nd and *Wild Colonial Boys* missed their much anticipated wooden spoon by two spots and came in 78th.

The team environment really promotes the party atmosphere of the World Cup. It is entertaining to match yourself against some of the best in the World. But also just to be there and soak up the atmosphere. And I'm sure that every one of the Aussies there wouldn't have missed it!!

Come 2015, anticipate this Blood Bowl coach to be there with his green and gold on. And I hope to have some more of my fellow Aussies there beside me.





GOM

2011 saw a massive change for the "Gathering of Might" as it was the death of Cheesbowl.

In its third year the tournament changed its rules from the much loved and hated three roster no rules system to an alignment with the SSB rule set to enable it to become a NSW AusBowl team qualifier.

For those of you who have never attended GOM for the last two years it has been held in an old church currently used by a variety of groups. This provides a unique atmosphere as blood bowlers look up at a stain glass windows and pray to Nuffle for the oncoming game. It also gives Gnome a nice spot to target any flying dice.

The year saw a greater mixture of teams across the board and a few more elves in what has tended to be a bash heavy tournament.

The first day of the tournament saw winners and losers all around with only one player coming out ahead - Grumpsh (Iain Fisher). A move to the school

GATHERING OF MIGHT

library not only allowed those players with time on their hand to catch up on some light reading with Asterix and TinTin but also sorted the real contenders.

At the end of the six rounds there would be only one undefeated player and that was Iain taking out the tournament for the second time. Wood elves dominated the top 2 spots with second place going to Rabid (James Russell-Wills) and a close third with Richard "the submarine" Andrew (Virral) rounding out the top three after losing to James on sportsmanship. Special mention also goes to Dan Payne taking home the mug for wooden spoon for the second year in a row.

The real prize for the day went to Grumpsh who claims the first spot in the NSW Ausbowl team. With a second spot up for grabs at next years GOM we look forward to another tough and hotly contested tourney.

Redcard (Brad Millner)



Iain (Grumpsh) takes the spoils and becomes the first NSW Blueblood.

HINDLEY STREET BOWL

Hey there Bloodbowlers,

2011 was a great year of Blood Bowl based fundraising in South Australia with not one but two charity Hindley Street Bowls being held.

Hindley Street Bowl II: Floodbowl was held early in the year to raise money for the flood victims in Queensland. It was commissioned beautifully by DarkHorse (Jake) and he brought some great mechanics to the already crazy Street Bowl rules variant. Chief amongst these was the 'Cheat For Charity' mechanic where coaches could purchase valuable rerolls or random cards to help them on the road to glory.

When I was asked to commish a Blood Bowl event at the Breast Cancer Brawl, along with some good hearted Warmahordes players, I knew that I was going to steal as many of DarkHorse's rules as possible.

This was for two reasons. The first was they were really good concepts and the second was that I had three weeks to organise it.

With that in mind I got cracking and started working on *Hindley Street Bowl III: Breast Cancer Beach Bowl* with my good friend Ramtut who generously offered his private beach pitch as well as to be sold in a raffle. (insert picture around here)

Despite the short preparation time we were able to bring about a fine tournament with a sweet set

of swag. Every player received half of a customer created cardboard pitch (the other half was available at a very reasonable price) and we had enough prizes that everyone took at least one home.

The over-all winner, GuppyShark (Brad), also took home a spiffy trophy and there was talk that HSB:IV might even have a perpetual trophy on offer.

Despite this seeming largess we were able to raise a fair chunk of change for Breast Cancer research. Over \$400 of change in fact, which is pretty awesome.

I really need to say thank you to all the people that supported us. Big Shout-outs go to following:

Infinity Games for hosting us and the Warmahorde players. I fully recommend Infinity for any South Australian coaches looking for a city based location to play a game of Blood Bowl, or M:tg, tabletop mini games or even your RPGs.

Daniela (or Nailyon as she's known) for painting an absolutely superb Ram-tut in pink wrapping (see the picture on the following page). To put it into perspective, raffling this miniature raised approximately a quarter of our funds.

Impact! Miniatures were incredibly generous with their support and I have to give Tom a big personal thank you for being a great contributor

RESERVES

MINOR KO

MAJOR KO

REROLLS

TURN

HINDLEY STREET BOWL III BREAST CANCER BEACH BOWL

SCORE

for tournaments in SA.

The Southern Shrike Bowl tournament also shared the load and donated some of their fine Limited and MVP miniatures. Great to see tournaments helping each other like this.

All the people who helped me arrange and run this this little 3 ring circuit, the people who turned up and dumped their cash into a good cause.

Now that we have come into the new year DarkHorse and I will be talking about what we can do to make *HSB IV: The Ever Increasing Tag Line* the biggest and best Hindley Street Bowl ever.

See you there!

Vain (Casper)



HINDLEY STREET BOWL III
BREAST CANCER BEACH BOWL



WHAT?
WE WERE KEEPING SCORE?

3RD PLACE



MAJOR KO

MINOR KO

RESERVES

37

BREAST CANCER BEACH BOWL

THE AUSBOWL COMMITTEE

The AusBowl Committee was formed to assist with overseeing the AusBowl discussion boards, create a core of national contact points for all things Blood Bowl in Australia and help to put together the BLITZ. Below are names, internet handles and some details on their role for each of the AusBowl Committee members.

To contact any of these individuals, you can send them a personal message (pm) using the AusBowl discussion boards (www.ausbowl.com) using their internet handle (in brackets after their name below). Alternately, contact southernstrikeeditor@gmail.com

AusBowl Discussion Board Chief

Erin McKee (Carnivean)

SA Representatives

Adam Marafioti (Olaf_the_Stout)
Brett Whittaker (SinisterDexter)

BLITZ Chief Editor

Brett Whittaker (SinisterDexter)

Tasmanian Representative

Brian Horton (Bevan)

ACT Representatives

Ben Vanzino (BeefyGoodness)
Rod Noy (Grimrod_Waaghfist)

Victorian Representatives

Kyle Harper (ksharper)
Andrew Godde (JoeKano)

NSW Representatives

James Russell-Wills
(Rabid_Bogscum)
Richard Andrew (Virral)

WA Representatives

Drew Lovell (Reaper)
Nathan Gall (Ratt)

NT Representative

Matthew Semmens (morge)

New Zealand Representative

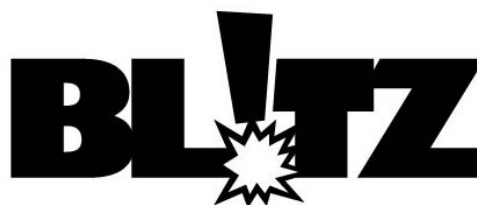
Paul Deacon (Smeborg)

Queensland Representative

Nick Ashby (Rednick)



Advertising Costs



We currently have two options for AusBowl / BL!TZ advertising, as detailed below. However, if you are a retailer looking to advertise either in AusBowl, BL!TZ or both, alternative packages can be negotiated.

Contact admin@ausbowl.com to advertise.

Platinum Package: **\$300 for 12 months**

- 12 month priority 5 advertising on AusBowl top banner*
- Full-page BL!TZ advertisement per issue for 12 months (4 issues)
- Platinum sponsor title and badge on AusBowl account
- Access to admin panel to view stats
- AusBowl sponsor forum access
- AusBowl gallery access
- Business' logo displayed on sleeve of AusBowl shirt created during year of sponsorship



Gold Package: **\$200 for 12 months**

- 12 month priority 3 advertising on AusBowl top banner*
- Half-page BL!TZ advertisement per issue for 12 months (4 issues)
- Gold sponsor title and badge on AusBowl account
- Access to admin panel to view stats
- AusBowl sponsor forum access
- AusBowl gallery access
- Business name displayed on AusBowl shirt created during year of sponsorship



* Priority 5 is five times more likely to appear upon opening a page than priority 1. Priority 3 is three times as likely to appear.

Generally speaking the digital camera has become something that a lot of people have in their pockets at a tournament or league day, so there is no reason why you shouldn't be out there taking photos:

BETWEEN ROUNDS

The Camera

What would be the minimum you need from a camera to take decent shots of game play?

First of all I would always make sure that the camera you buy has standard tripod attachment. Camera shake is going to be your main enemy with taking pictures close up, so a little mini tripod or one of the articulated ones are going to make the world of difference.

Secondly I would be looking at the minimum distance the camera can focus. You are going to be

fairly close to the subject, so you want to make sure that the camera can cope. Most cameras have a macro setting these days and while they are not truly macro shots, this setting will allow you to get a lot

closer than without it set.

Thirdly, tournaments are not known for their great light. They are generally dimly lit which plays havoc with the camera. Some people will say to just use the flash, but all of us have seen the harsh lights that get thrown around at the distances we are talking about here. This does overlap somewhat with the tripod, but having a high range on the "film

speed" (ISO) can help. This makes the camera more sensitive to light, but has the drawback of your images getting "noisy" or "grainy". It will give you a more natural looking picture though when compared to a shot taken with a flash.

Getting there now. To get the most from your camera, you want to also make sure that it has a manual setting or an aperture setting to give you total control over the camera settings we need to adjust. This is necessary to control depth of field which we will talk about below.



With manual focus, 1cm minimum distance, tripod mount, ISO 1600, image stabilising and aperture priority mode, the Canon SX130IS can be had for a little over \$200 locally. It also has plenty of competitors so shop around!

Finally, having a remote or a timed release on the shutter is a must have. Most come with a 2 second delay or a 10 second delay, possibly both.

None of these things are out of the ordinary these days unless you have a super compact that is credit-card thin and even then most of the options are likely available in menus instead of dials.

It doesn't hurt to check though if you are going to take it along to tournaments

or league days. There are plenty of camera review sites around to check these things before you go hunting.

But what settings?

Obviously this is where it is all happening.

Everything we mentioned in the camera section plays its part. Some of the things we mentioned mean that we don't have the worries we may normally have under non-ideal tournament settings.

Aperture is really going to be the focus of what we do from here on out. The aperture is how open the iris is on a camera, a smaller number lets in more light.

While this sounds good for our tournament lighting, the problem is a thing called "depth of field"

Depth of field is the depth of the plane that remains in focus. There are a lot of technical explanations of DoF on the net if you want to read into it more but what we need to know is that a wide/small aperture



Standard tripod mount



Aside from using the aperture priority (Av) setting on the dial, the additional settings will allow you to go a long way forward in teaching the basics of photography. If you think that you may want to delve into the dSLR realm, the compacts of today can give great insight into the intricacies of the photography hobby.

has a shallower depth of field.

This is where we run into problems. We want a high aperture (f11-f16) to keep things in focus but a low aperture (f4 or lower) to allow in more light.

A shallow depth of field will allow in lots of light but may put the miniatures head in focus but not his arm or chest, or maybe the Ogre in focus but not the Orc he is blocking. On the other side of things everything may be in focus, but you may introduce blurriness into the photo.

What we are looking for is a fine balance between the depth of field and how much light is coming into the camera.

Tripod photos

These give us a lot more flexibility with the depth of field. Once you have a sturdy base and the 2 sec shutter release ready you are set.

The movement of the camera in any direction is what causes the blurriness of the photo.

If you have all this ready to go, put the camera onto the "A" setting on the dial and set aperture to



Simple tripods for compacts can cost around \$10-15.

between 8.0 and 11.0. Set the film speed (ISO) to around 200 or 400.

From there you can tweak it around. Want some more depth you can push the aperture out to 16 or even more but you can get other distortion happening then.

With a tripod, you should be able to leave the shutter speed up to the camera and leave the flash off.

Hand-held photos

Things can get tricky here. Bracing your body, resting elbows on tables, etc can get you some decent shots. Also a lot of these compacts have image stabilisation.

Generally though, you wont be able to get quite so close as with a tripod.

This can work into your favour though. Depth of field is relative, with the same settings on the camera, as you move back and refocus, the amount of that mini in focus will increase.

The mini will be smaller on the frame but more of it will be in focus.

Finishing up

This is just a basic run-down, nothing flashy, but enough to start some of you mucking around with the settings.

You will see different board surfaces having different effects on your images. Light coming in through a window, people walking past the table. Some of the larger custom stadiums are very different to a flat board in terms of how your camera sees it.

But this can be as much a side hobby that fits hand in hand with the games we love and play.

I started out with a simple Canon A20 about 10 years ago now. I can say it is damn addictive and doesn't have to be hugely expensive to get results.

It just requires time and patience to get the results you are happy with.

As painters and gamers I know you all have the perseverance needed!

AUSBOWL

FIVE

It doesn't seem that long ago that AusBowl wasn't here at all! But this year will mark the 5th year that AusBowl has been around.

AusBowl 1

AusBowl didn't start without trouble, in fact the first year was more of a wasteland than what is here today.

It all started pretty much through three people—Chunky, DM and myself.

It was something that we had talked about and then for some reason we all pushed through. It went from something mentioned at a tournament or somewhere, to a more focused email chain between the three of us.

It took shape and back and forth it went between all three of us with suggestions. Things we could include. Things we wanted to do some time. We were passionate about the concept. Something dedicated to Blood Bowl. Something for the players to congregate around like the office water-cooler.

All three of us thought it had merit and that it could be a valuable resource . . . That it could actually be worthwhile to the community. We were right but not for quite a long time as it turned out.

Originally, the site was yellow and a steely-grey for those who don't remember. Also the current logo was yet to be born.

Much of the talk was as you thought it would be, people looking for leagues, tournaments, etc. but while we tried to keep the info flowing through, we never really had a community behind the site supplying much needed information.

There were only about 40-50 people at its peak and after about 5 months it died a natural death. It still bumbled along and we did what we could but peo-

ple seemed to be fine with being lost in the forums of other larger sites.

And so it continued until about 12 months later when discussions between DM and myself moved forward again.

AusBowl 2

It got a rebranding to the blue, silver and orange you see today but with the template that had been there up until about 12 months ago.

It was at this time that I also sat down and much around in PhotoShop one day and created the now semi-famous AusBowl logo!

Once again though the site seemed to be suffering a similar fate. For about 3 months after we re-launched and sent out some feelers to people to let them know we were there, things bumbled along and nothing major really happened.

I was generally heading there once or twice a week, updating some things, and moving on.

Until one day when I got an email which said I had a personal message from someone.

Quite strange, we were using email direct to keep in contact so who was this PM'ing me?

I log in and half the screen is lit up with unread posts, there are people on the site actively and there are around 70 members.

In the course of a week, some magical number had been reached.

The critical mass that was needed had been reached.

The one major thing that changed this time was that it really was AUSbowl. Previously the site really may as well have been NSWbowl.

ORIGINS

YEARS OF AUSBOWL

We weren't a community as such in 1.0 because it was a couple of leagues. 2.0 changed because a lot of the people on the site only knew each other from the website.

People were coming to share thoughts on the game, organise tournaments, talk tactics, organise online games, whatever else they cared to talk about.

For quite some time things were quite rosy. As always we do get clashes on the forums but that is to be expected.

We have had our doozies over the years though and

I guess the site changed forever when the site was wipe clean.

Not by me but by another admin of the site.

Initially there was a great amount of panic. Leagues were at a standstill, tournament information lost and generally there was a sense of mistrust community wide.

Most people did not know what happened or why including myself. I had to be told about the incident.

Once the status quo was reinstated on the website, the community definitely regrouped. Trust in the

site and that there was not going to be reoccurrences of information going missing brought the leagues back too.

Following on from these events, not a lot happened on the back end. It had probably been 3 years since the website software had been touched.

It was stable, but the code behind it had not been touched by the development team for a long time. Basically they had let the software we were using just slide into oblivion.

It was then around Feb 2011 that I decided that we needed to move forward to a more fully supported option for the site.

AusBowl 3

This was tough.

There was no migration path from the software we were on to any of the major community packages.



First of all the existing software had to be updated to the latest version which was only marginally newer than what we had.

The site then had to be migrated to Drupal. Unfortunately Drupal's forums are not quite up to scratch. It didn't recognise sub-forums and permissions schemes were different.

So then it moved to stock PHPBB. Though all the sub-forums had to be relinked and then the permissions had to be reinstated.

This was the main reason we were out of action for about a week.

It was tiring and a lot of late nights ironing through the process before I did it for real on AusBowl 2.

It's kind of funny, everyone seemed happy with what we had. Hell even I was.

No one seemed to be missing anything, sure there were a few features missing that people would have

used but they really were nice to have.

After moving forward though we really have been able to do some things that just would not have been possible without the moving.

There are so many things we now have access to.

So what has happened since the upgrade and what will happen to AusBowl going forward? The upgrade allowed a lot of things you can't see. We now have a lot more flexibility around the permissions (something that I am still largely to do), access to a lot of community written add-ins, something that is actively maintained and a site that is a lot better for it.

People now have custom ranks available to them in the forums.

The upgrade has allowed donations to be a possibility.



Static content can now be written in the site.

Full surveys can be run in the forums.

We can allow for advertising in the website.

A full functioning gallery is now available for members.

A lot of the administrative tasks can be farmed out (still to do!)

And that is just the stuff I can think of. There is plenty more behind the scenes that can be done to improve things.

Moving forward

Last year saw people open up more than I thought for the membership on AusBowl. I never expected there to be more than 50 in a given year, it really is quite amazing.

The first part of that was the first draw, giving away the Blood Bowl Team Manager and the Lord of the Rings card game.

Also this year will see the 3rd AusBowl Star Player of the year. Last year I held an election of a kind though I am going back to a secret one this year. Money from donations goes straight into there as well.

With the 5th Birthday coming up, there will be a mega-giveaway. Obviously there will be some gaming stuff but I am trying to see what else I can get in there as a surprise.

Obviously the 5th Birthday is closer to the next release of Blitz! So you have to wait until then to exactly what is happening, no guarantees though!

There are a few other things that I wanted to do over the years in terms of the tournament support as well that is now a possibility. Who knows what else can happen this year.

Thank you!

When all this started, probably back in late 2004 or 2005 (I have the emails around somewhere!) I don't think anyone saw this happening.

The AusBowl community stopped being about the people who run it and more about the people who make it what it is some time ago.

It is pretty amazing to turn up to a tournament and see 20 or more jerseys all lined up and ready to play.

It is phenomenal that people are quite happy to donate their time and effort to something like the legacy team each year.

Just think about some of the things out there now.

AusBowl Blood Bowl Boards
AusBowl Coins
AusBowl Jerseys
AusBowl Legacy Teams
AusBowl Tournament

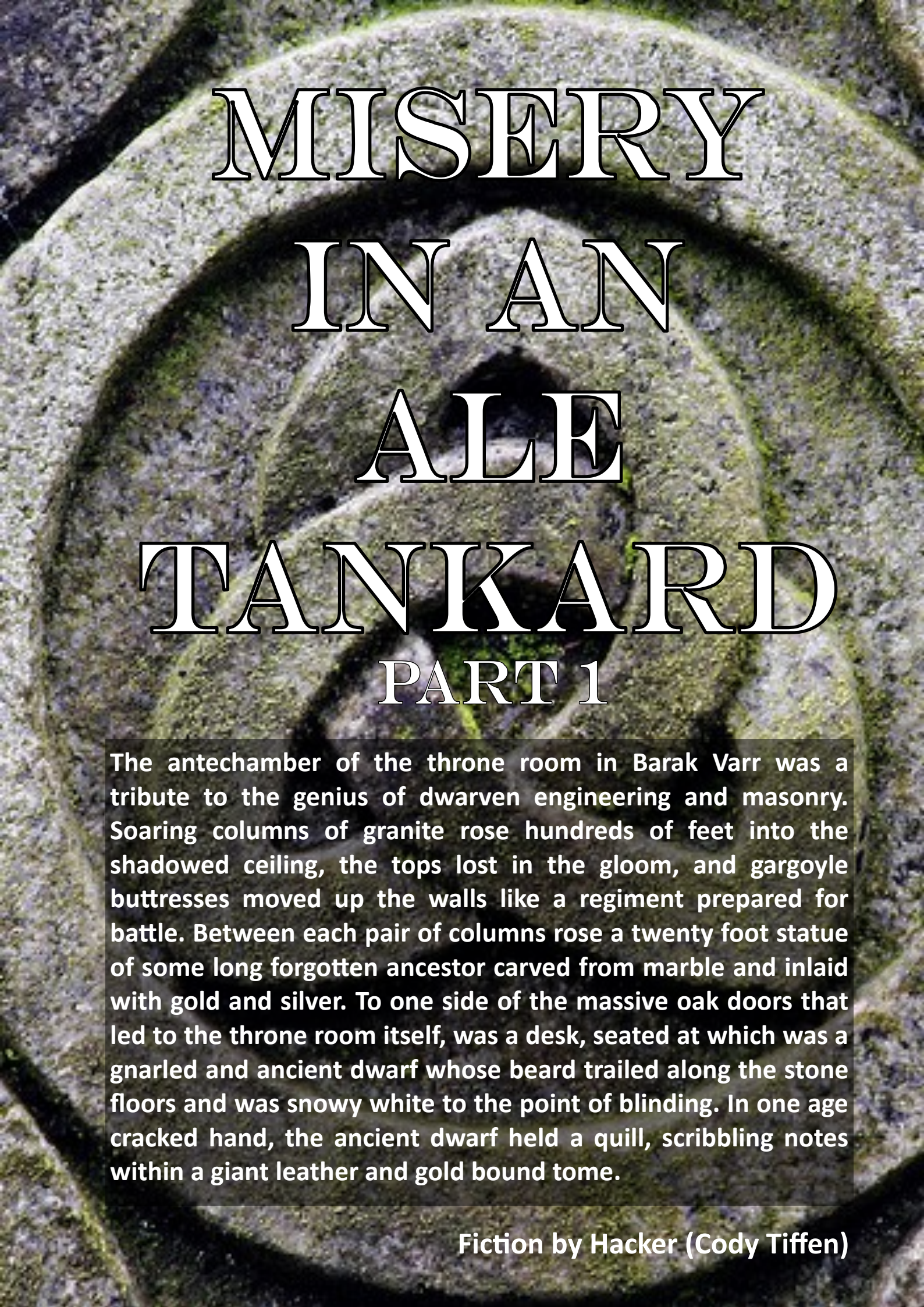
And that is just things the community has done for AusBowl directly. There are lots of other tournaments, leagues, shops, etc who are probably getting extra players through AusBowl.

More importantly though is that there are people around who pick up my slack from time to time. They know who they are and I am not going to mention names here in case I miss and offend someone.

I guess the one thing that shows how much of a community we have is people putting together this magazine!

It's a lot of hard work for people to do, and everyone does it for the hobby alone so an extra special thank you to Blitz! contributors.

I hope some of you at least got a little something from my reminiscing and also bore with me through some sentimental moments and I'll see you all next issue for our 5th Birthday party!



MISERY IN AN ALE TANKARD PART 1

The antechamber of the throne room in Barak Varr was a tribute to the genius of dwarven engineering and masonry. Soaring columns of granite rose hundreds of feet into the shadowed ceiling, the tops lost in the gloom, and gargoyle buttresses moved up the walls like a regiment prepared for battle. Between each pair of columns rose a twenty foot statue of some long forgotten ancestor carved from marble and inlaid with gold and silver. To one side of the massive oak doors that led to the throne room itself, was a desk, seated at which was a gnarled and ancient dwarf whose beard trailed along the stone floors and was snowy white to the point of blinding. In one age cracked hand, the ancient dwarf held a quill, scribbling notes within a giant leather and gold bound tome.

Fiction by Hacker (Cody Tiffen)

All such beauty was lost however on the one dwarf who sat waiting in the chairs opposite the desk. He was stocky as those of his race oft were. Standing at roughly four foot and nine inches and significantly broader than a man, the dwarf was possessed of a long, luxurious red beard; it was plaited down the sides and was tangled with small stone charms, carved in the likenesses of ancestors. He was clad in a mail hauberk that stretched below his knees, a large shield was strapped to his back and a large double-bladed axe rested before him, his palm steady on the top of its head as the oak shaft rested on the stone floors. His face was taciturn as normal, the great creases of his age clearly evident on his weather-beaten features.

The ancient scribe at the desk finally looked up from his work as if just noticing the seated dwarf for the first time, "The King will see you now Tungdil." The ancient said in a reedy voice that barely rose above a whisper, thankfully the acoustics of the great chamber allowed it to carry clearly to the seated dwarf. Tungdil rose gratefully from the seat, his large frame groaning from the effort, taking his rune encrusted axe in hand he strode purposefully towards the door.

"Thankyou Grimbald." He answered dutifully to the Ancient and entered through a space in the giant oak doors of the throne room. He was met by another dwarf with a black beard, the kind of young beardling who was taken as a herald in the King's chamber and hence so eager to please that he often made mistakes. The young dwarf escorted Tungdil into the throne room with great care to maintain his dignity. The Throne room was significantly smaller than the antechamber, whereas the antechamber was designed to intimidate those who would seek audience with the King; the Throne room was designed for a meeting of friends. Though it might have been smaller it was no less ornate, the massive throne raised up on a dais with golden arms shaped in the likeness of Seadragons. The Herald stepped forward and boomed out in a deep baritone.

"Thane Tungdil Goldhand, commander of the Mountain Guard Regiment, Thane of the Goldhand clan and bearer of the axe Legbiter." The young dwarf finished and bowed, exiting quickly as Tungdil continued to approach his King. King Byrrnoth

Grundadrakk was still a king in his prime, strong and resolute, as unyielding as the rock from which the dwarves were hewn.

"Tungdil Goldhand, you have been away from my halls to long laddie, far, far too long." The King began, "Do you bring news of the incredible reclamation of Karak Eight Peaks?" the King asked eagerly. Tungdil shook his shaggy head sadly, his great beard swinging back and forth, the stone charms tinkling.

"No your majesty, we were ambushed by the Grobi," the Dwarf answered sagely, his anger rising with the next few words, "They were too cunning, I fear betrayal." The King's fist cracked as it clenched tightly on the arm of his throne, veins popping out on the surface of his skin. The aged monarch glared down at Tungdil.

"Careful laddie, those are harsh and serious allegations," Byrrnoth began, "Accept that on this one occasion you were outsmarted by a Grobi, they are more cunning than the Urk." The old dwarf said in a not unkind manner, "How reduced is the Regiment?" the king asked suddenly more interested in the conversation.

"We are but twenty strong now, many new names were added to the book of Grudges following the battle, one of the survivors has taken the Slayer's oath, I couldn't talk him out of it." Tungdil informed his King stiffly. He rankled at the thought of being outsmarted.

"Boindil?" the King asked resignedly, Tungdil simply nodded, the King responded with a nod of his own, "I'm sorry Tungdil, but the Mountain Guard is honourably disbanded, they have earned their rest."

"What?!" Tungdil nearly choked, "Allow us more time, we can rebuild." The Dwarf pleaded with his monarch but even as he spoke the older dwarf shook his head.

"No Tungdil, my word is law and my decision is final, you may go." Despite how it was phrased it was an order, Tungdil bowed deeply and left the throne

room, seething as he was.



The atmosphere in the cramped quarters of the barrack room was one of quiet sorrow and mourning. The surviving members of the Mountain Guard sat in a rough group sipping on tankards of ale, the usual banter and good natured humour gone as they contemplated lost friends and awaited the return of their commander.

They would not have to wait long it would seem as Tungdil entered the room, his men shifting aside hurriedly to make room for him within the group and handing him a fresh tankard. He stared sorrowfully into the pits of the central hearth's embers before reaching back into his belt pouch and withdrawing a stack of thick envelopes. The old dwarf began handing around, giving an envelope to each of the seated warriors.

"Your final pay lads, the King has ordered us disbanded and retired with highest honours." The Commander said with a tone of utter contempt, emphasising this by spitting a glob of phlegm into the hearth. A Dwarf to his right laid a meaty hand on his shoulder.

"What does this mean for us Tungdil?" the dwarf asked, his black beard shaking with his disbelief causing stone charms to tinkle, "Where are we supposed to go now?" Tungdil looked at the other dwarf with a look of helplessness and shrugged.

"I don't know Boendal, I don't know." The old commander said shaking his age-weary head. Just then Boendal's twin with the orange beard piped up in a deep, aggressive baritone.

"There's got to be something we can do," he almost roared, drunk as he was, "Any ideas?" the drunken slayer asked to the general assembly, and it was of course the youngest member of the regiment who broke the silence.

"Well, why not Blood bowl?" the young Thorgeild asked, "There's a local cup soon, not too far from

here, and it's accepting unknown entries." The beardling said hurriedly, a fire lighting like a dragon's breath furnace in his eyes, "You used to be a Blitzter Thane, surely you haven't forgotten everything." He said directly to Tungdil. The older commander looked at his young pupil and favoured him with a smile.

"It's been a long time since I put on my boots Thorgeild, besides we'd have to convince most of us to play and we don't even have a coach," the old dwarf apologized, "I couldn't teach anything, I was a half-competent Blitzter a long time ago." Then seeing the disappointment on the lad's face the Brigadier offered, "If you can find us a coach and convince the warriors here to play we'll give it a go."

Thorgeild walked into the Tavern with a wary step, it was the Broken Shield, located in probably the seediest part of Barak Varr, and it was the section that belonged to the Granite Jaw clan, renowned for their untrustworthiness. He had to come though; he had been told this is where he'd find their new coach, he'd found out through a small tip that there was a man of the Empire here who'd been a coach recently, sure he'd lost the job but that could be for any number of reasons, Thorgeild reasoned with himself.

The tavern was dimly lighted with oddly spaced tallow candles, providing a smoky haze and a horrible smell of week-old vomit, stale sweat and spilt ale. Thorgeild persevered and headed towards the only man he could see in the tavern. He was definitely from the Empire, tall he was standing at just shy of six foot, with broad shoulders that tapered down to a more narrow waist. His brown-blond hair was cropped short and a light dusting of a downy scruff covered his jawline with a black shadow, though tints of red could be seen. He was also exceedingly drunk, six empty stone tankards stood before him and a seventh was half empty and clutched in his hand, the most surprising thing about this man though was how young he was, he could almost be a boy. Thorgeild approached quietly and began almost as quietly. "Excuse me sir?" he asked and was greeted by a mad cackle.

"Calls me sir, he does." The man grinned foolishly at him; he was obviously well and truly drunk.

"Mister Tiffenheim, I hear you're a Blood bowl coach, I represent a small team who need someone

of your expertise to aide us.” The man looked at him bleary eyed and stood up on his feet hurriedly, the alcohol rushing to his brain.

“I am the greatest coach in the world!” he shouted before promptly falling down. Thorgeild shoved a contract into his hands along with a quill, directing him to sign, and then the poor drunken sod signed his life away.



Shafts of light slanted through the cracks in the walls and fell upon the sleeping man, his face was pale and drawn, he was very sick, a pounding in his head akin to a dwarven jackhammer slamming into his skull served as a sharp reminder of the night before. He groaned as he rolled over, though where he'd expected to land on more bed he found himself falling to an abrupt stop on the wooden floor. He rose unsteadily and looked around only to

find himself in a wagon, a moving wagon. What he'd thought was a bed was merely a pile of sacks, “What in the name of...” he began as he made his way towards the back of the wagon.

Tungdil walked behind the wagon at the head of his small column of troops in full battle dress, it had been his only idea on how to get them in shape for the tournament, he grinned through his great shaggy beard as the human's head popped out the back of the wagon, “A fine morning to you Coach, we didn't want to disturb ye' so we just moved you into the supply wagon.” He informed the clearly hung-over coach.

“Coach?” Cody asked before all the memories of last night came crashing back on him like a tidal wave. The hung-over Coach's scream of anguish could be heard for miles around.



Find out next time how the team will fare in their first match, also how their new coach will adapt to coaching a Dwarf team. Until then see ya's on the pitch!

Hacker.



THE ART OF Schwager

Hi Schwager, welcome to the third issue of Blitz! Nice of you to offer yourself for this article. First of all tell us a little bit about your background, both artiscally and gaming:

Thank you for having me, Erin. Not sure if you wanted an introduction here, but you get one anyway...

My name is Christian Schwager and I'm originally from Bavaria in the south of Germany. I've been living, working and gaming in NZ since 1999. I work as a freelance illustrator and graphic designer, and, of course, I am an avid Blood Bowler.

What about your first gaming experience? What is Schwager's gaming origin story?

I played plenty of boardgames when I was a kid, but mostly pretty basic stuff like Ludo and The Game of Life. That all changed when, at the fairly late age of 16, I walked into a comic store in Munich and saw a Space Marine Strike Force box sitting on the shelf... right next to an Adeptus Mechanicus box. I was really blown away by the artwork and the whole idea of the Warhammer universes and I became an instant GW fan.

Shortly after, me, my brother and a few friends

started playing HeroQuest and all its expansions and soon after that 3rd Edition Blood Bowl, when it came out in 1993.

Do you think one has heavily influenced the other? Did you draw because you loved gaming or did you game because you loved to draw?

Definitely. I have always loved to draw, but in games (or Fantasy & Sci-Fi in general) I had found my niche as what I want to draw. Although the inspiration goes both ways, I'm definitely more in it for the artwork. I would never play a game that I don't like the look or artwork of. On the other hand, I would happily own a game (no matter how crap it might be) just because I like the artwork.

Other than BB and a few boardgames I don't really game much as such. I'm really more of a collector.

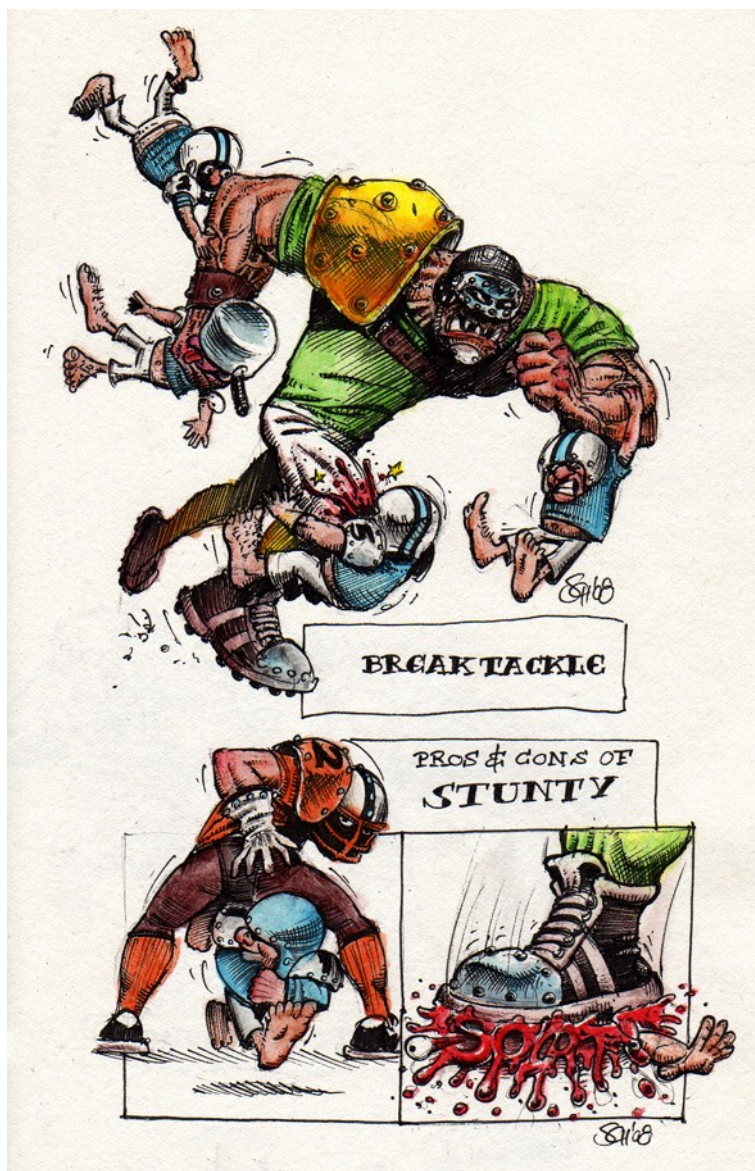
I remember when I was little, I loved drawing, painting, anything. I was OK at it, but I never really considered it a career path actively. When did it first occur to you that this is the path you wanted to take?

It was actually my parents who first noticed that I was good at it when I was little... well, I actually doubt that I was that good at it to begin with, but I definitely enjoyed it. From the moment I could hold a pen, really.

As I grew older, there wasn't really all that much opportunity for me to pursue the arts in school, but I just kept on drawing anyway... despite the discouragement of my art teacher at the time. Quote: "Not everyone who can draw a little also has talent." That was hard to swallow at the tender age of 14, but still didn't deter me.

So I guess I always knew that I wanted to do something that involved drawing and generally





Did you dabble in other creative mediums like photography or sculpture? Or did you just grab the bull by the horns?

After my horrendous time at (middle-) school I had the opportunity to attend a College of Further Education for two years which focussed on art and design. That was really awesome and I got to try out a bit of everything related to creative arts. Not to mention the fact that I got to leave my stuffy little hometown and go to school in the big city (Munich, where I walked into that comic store).

I learned a lot about art there, including that a lot of it these days is just intellectual wank (excuse the language). At the same time, the field of illustration is regarded as an inferior art form. For the most part, I see it the other way around.

Although I've always worked as a freelance illustrator on the side, it was never my full-time occupation until a few years ago. Along the way I acquired an apprenticeship in promotional window display, worked as a sign-writer, web designer and graphic designer.

I would love to do more sculpture and large scale paintings, but unfortunately my creative space/office is contained in the kitchen/lounge of our very small flat. There's not all that much you can do, especially if it's messy.

being creative, but what exactly that was evolved over time. These days I have a pretty good idea of the work I want to do. Finding this kind of work that's also paid is not always easy, though.

Do you still have any of those really early pieces anywhere?

There may still be a few floating round my parents house, but not many.

Not that I'm terribly sad about that. They really weren't very good and I've got tons of drawings and paintings from the last 20 or so years stored away in various boxes.

Are you a dog or a cat person?

Cat. We are owned by a little diva called Roxy.



You walk into a bar and all the fair haired people are standing on one side and all the dark haired people on the other. Where do you stand and why?

I'm too stoned for this... let's go somewhere else.

Personally I go to the bar and order a drink, the barman will know why everyone is standing where they are.



Everything in the last 20 years has made massive "digital" leaps. What are the biggest changes you have seen in your industry?

For starters, there's a lot more work out there. At the same time, the competition has grown as well... in quantity as well as quality. It all makes for a very different market than it was 20 years ago, both good and also some bad.

For me personally the impact was profound as well. I consider myself a late adopter when it comes to technology.

When I finally got my first tablet a few years ago, I was still sceptical, but not for long. I quickly discovered the advantages of using software like Photoshop to paint. Especially in an industry that is not only much bigger, but also faster than it used to be.

There is only one thing that really bugs me about digital art... you'll never have an original.

Things that were once above the reach of enthusiasts are becoming more and more consumable. The SLR camera is the obvious one, but laptops, phones and even publishing with blogs and emags like this one. Where once they were rare, now everyone has them. I have noticed recently that graphics tablets are permeating the more mainstream stores.

There has been a lot of commentary on what has happened to those respective industries.

If the graphics tablet ever became a consumer item, what do you think the effect would be on the industry you are in?

I don't think graphics tablets are gonna become much more mainstream than they already are. It's really only the Wacom tablets that are expensive. My Aiptek cost me less than \$150 and is roughly A4 size.

Even if they became cheaper still, they would still require someone to muster the motivation to sit down and draw something... which they can do with pen & paper as well.

The whole touchscreen thing on the other hand... finger painting on the iPad anyone?

Sorry, got a little bit heavy in there, let's bring it back.

Favourite ball sport (was gonna say football but realised the problem!)

That's all right.

Definitely Rugby (Union), by a long shot. I used to quite like American Football, too, but it's just so



tedious to watch... anything other than highlights, that is.

When it comes to sport in general, though, my biggest love is Ice Hockey! That's what I grew up with.

If there was one person dead or alive you could meet, who would it be?

Wow, there are so many, I need to think about this for a while...

Okay, if I had to choose it would have to be Leonardo da Vinci. I think we would get on quite well.

In regards to BloodBowl specifically, what has been your most memorable event. It could be your best season, best TD, favourite kill, whatever . . .

There have been quite a few over the years, but one of my highlights was when an Ogre (from an Ogre team) dodged away from his markers, blitzed the last defender out of the way, resulting in a CAS, and went for it twice to pick up the ball in the endzone for a TD... all without a re-roll. I still lost the match, but I didn't mind.

Along those same lines, people always have that one player they loved. The player you had built from scratch and was a true star on the Blood Bowl board. Tell us a bit about your favourite.

Oh yes, his name was Hiraishin and he was a Human Catcher (the 2nd Edition Ninja dude). He was just

shy of 75 SPPs when he met his end at the hands of Regan O'Malley's Human Blitzer Brett Hart, almost 10 years ago. Over the course of his career he had gained a host of useful skills, lost 1MA and re-gained it again. He died just after I had used the Apothecary on a seriously injured Blitzer!



People often think that "mad artists" must be fantastic painters and vice versa. I know this isn't always the case, I have a friend who was an incredible cartoonist and colourist but couldn't paint to save himself.

How have you approached the different creative arts and what were the results?

In my experience it's all about practice, practice and more practice. People always tell me that I'm so talented. All I can say is that the only reason I can

draw as well as I can is because I do it all the time. Pretty much every day.

It's the same with painting. I never used to be very good at it, but I just kept on doing it until I got better. I still struggle with colours, but I'm working on that.

Coke vs Pepsi?

I'll have a shandy, please.

Subject matter. How much does that influence your desire to create a piece?

Can you just pump out something that is purely for the money or is there always a vested interest into the piece?

Very much so.

I have done plenty of work for free over the years, simply because I really wanted to do the piece. And it goes the other way, too. If I'm not interested in the subject, I'll only do it if the money is right. It can be a real struggle to create a piece of art of or about something that simply doesn't interest me.

Do you have a favourite theme you always like going back to?

You know like a safe place you can always go when you have an artistic block?

There are plenty, actually. I circle through all my favourite themes randomly. One moment I'm into pirates, a week later it may be tanks and WWII. It can happen quite quickly, too. Generally it's medieval Fantasy that interests me the most. Myths, legends and fairy tales, that sort of thing. When it comes to artistic block, it's more about doing something different than what you're working on at the time. Doesn't really matter that much what it is.

If someone young was an aspiring artist, what would your top 5 tips be to them going forward?

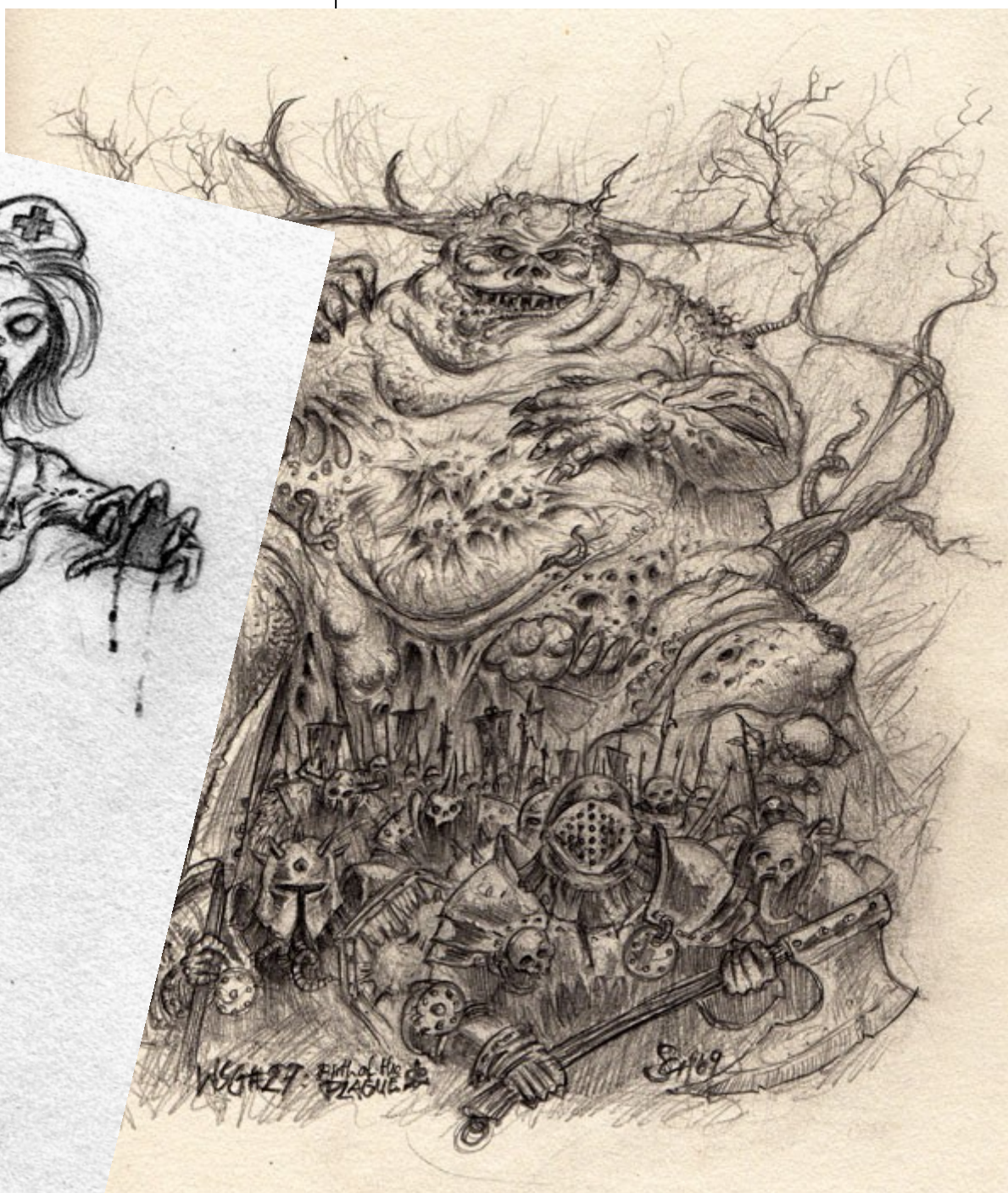
1. Get a sketchbook and draw and/or paint in it all the time.
2. Get some education/additional training behind you. There's a lot to learn about creating art.



3. Figure out what you want to draw/paint and focus on it, without limiting yourself to it.
4. Let nature inspire you and seek it as your reference whenever possible. And I mean actual nature, not photos of it.
5. It won't be easy unless you get lucky. So be prepared to put in hard work and long hours for little or no reward for a while.

Thanks for your time today Schwager and see you on the forums!

My pleasure. Thanks again for having me :)





CAPITAL PUNISHMENT



Greetings from our nations Blood Bowl capital!

The season is at a close where coaches are either celebrating their victories or drowning their sorrows. First off, *Hells Cout* is putting up the numbers showing they are **THE** team to beat in the ACTBBL Major League, despite losing their star in the semi final to the FUBAR Fellows ([check them out here](#)).

Having won both the Blood Bowl Cup and now the Chaos Cup, will we see the valuable—normally unattainable—mutations put to good use? I'm sure coach avulling (Andrew) will come up with something game breaking.

In the Minors, S Mortimer has shown that grooming a team in the open and then unleashing them upon the minors is certainly a winning strategy, taking out the grand final despite playing up quite a lot in team value, though the inducements seemed to really make the game for his team. Can the Majors handle another Necromantic team? Or will Nuffle rule that one needs to go? I'm looking forwards to see if the other teams in the Majors decide to just focus on 'Anti-Necro plays'.

The Rookie Grand Finals see the unlikely skaven champions in the *Didditon Oddrugs*, coached by Peter M. Scraping in just to make the semi final cut-off the *Oddrugs* were given a massive chance by a surprise forfeit from the top of the table dark elves who would be tipped to win the whole thing. The grand final was never going to be an easy match however for the skaven with either the dwarfs or chaos dwarfs playing off for the other top spot.

In the end it looked like the dwarves couldn't hurt the normally squishy skaven who pipped them at the post for the 2-1 score victory.

The Open League saw a veritable curb stomping



win for the *Mome Raths* taking out the Grimwaagh Open 2 four touchdowns to one.

[Jubjub](#) put his indelible imprint on the game with a mighty four casualties and causing a career ending loss of AG on an opposition Throw-Ra. Watch out for this guy! He already has a bigger bounty on him than league legend Zuul!

It has been a great season with many highs and lows and Nuffle showing both his sides to determine game outcomes. I'm looking forwards to the start of the next season after the holiday break. See you all at Cancon and the Australian Team Championships!

BeefyGoodness (Ben)

OPEN LEAGUE GF

 no custom badge Mome Raths	gate: 36 000 SEASON RECORD 4 TD score 1 4 cas score 3 (0) (kills) (0)	 Turner Eternals
Gyre Whittle Burble Gyre	TD Scorers	Thro-Ra 3
Jubjub Jubjub	Badly Hurt'ers	Blitz-Ra 1 Blitz-Ra 2 Mummy 3
Jubjub Jubjub	Serious Injurers	
	Killers	
Gyre Gimble	Completions By	
	Interceptions By	
Whittle	MVP awards to	Mummy 3
Sustained Injuries		
	Miss Next Game	victim regenerated
	-1 AG	Thro-Ra 1 the 2nd









Result added December, 17th

Match notes












Turner Eternals spent \$250k from their ample treasury to get a Wizard and a Good Karma card (Woof Woof). Both were used to recover the ball in the first half when the Mome Raths gained possession against the kick on T1 after a failed Thro-Ra pickup.



MAJORS







	Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
	the infernal comedy	Chaos Pact Aaron	2,170k	6 1 0	130	15 - 7	39 - 15 (12-3)
	Hell's Cout	Necromantic Andrew V	1,930k	4 2 1	104	17 - 7	33 - 12 (4-4)
	Chile Khorne Carnage	Chaos Chris Williams	2,350k	4 0 3	92	9 - 11	25 - 23 (8-4)
	FUBAR Fellows	Dwarf Simon M	1,950k	4 0 3	92	9 - 13	25 - 22 (7-5)
	Sewerside Runners	Skaven Lelruthus	1,810k	3 0 4	76	16 - 15	21 - 25 (0-5)
	Blue Collars	Elf Grimrod	1,540k	2 1 4	66	16 - 14	9 - 29 (1-9)
	Hellarious Pranksters	Underworld Drakeular	1,850k	1 1 5	50	8 - 15	16 - 30 (1-3)
	Anarchist Angels	Chaos Carbrawn	2,440k	1 1 5	50	7 - 15	18 - 30 (3-3)







GRAND FINAL

 the infernal comedy	gate: 73 000 SEASON RECORD 1 TD score 3 6 cas score 2 (2) (kills) (0)	 no custom badge Hell's Cout
 Hood	TD Scorers	 Ranger "Slasher"  Ranger "Slasher"  Ranger "Slasher"
	Badly Hurt'ers	 Zuul
Boniface VIII  Marc the adversary Brutus Boniface VIII	Serious Injurers	 Ranger "Slasher"
Boniface VIII Torj	Killers	
Dante	Completions By	Revel Nemsis
	Interceptions By	
Virgil	MVP awards to	 Ranger "Slasher"
Sustained Injuries		
Virgil	Miss Next Game	Peter victim regenerated
	Niggling Injury	victim regenerated
	-1 AV	Oonder Grise
	Death	 Argent † victim regenerated





MINORS

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 Devious Shadowmasters	Dark Elf Andrew V	1,760k	8 1 1	174	18 - 3	18 - 18 (2-4)
 Davi Grontis	Dwarf Phil W	2,200k	6 1 3	142	14 - 8	34 - 3 (5-0)
 Eastern EurElf Gym Team	High Elf Peter M	1,870k	5 1 4	126	17 - 13	15 - 18 (1-3)
 Blackwater	Halfling Andrew R	1,050k	5 0 5	120	15 - 17	20 - 39 (5-3)
 Forfeit Rookie	Human Carbrawn	k	0 0 4	16	0 - 8	0 - 0 (0-0)
 Forfeit Minor CC2	Amazon ?	k	0 0 4	16	0 - 8	0 - 0 (0-0)

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 The Savage Rose	Wood Elf Luke	1,980k	6 3 1	154	19 - 8	14 - 23 (5-4)
 Grim Reapers Guards	Necromantic Simon M	1,920k	5 2 3	132	13 - 10	29 - 21 (2-3)
 Rusty Cage	Nurgle Andrew R	2,100k	5 2 3	132	14 - 13	24 - 24 (5-2)
 The Brides of Kaine	Dark Elf Chris Williams	2,090k	5 1 4	126	13 - 11	24 - 17 (4-4)
 Zharrduk Infernoes	Chaos Dwarf David	1,720k	2 5 3	102	9 - 12	13 - 11 (3-2)
 Sea of Claws Ravens	Norse Ben P	1,640k	0 3 7	58	6 - 16	12 - 18 (2-6)

GRAND FINAL

 Davi Grontis	gate: 52 000 0 TD score 2 2 cas score 4 (0) (kills) (0)	 Grim Reapers Guards
	TD Scorers	William Burke II William Burke II
Lefty Logsplitter	Badly Hurt'ers	mercenary / fans / random event Levi Lupine \$ Levi Lupine \$
Rockrider Howitzer	Serious Injurers	Levi Lupine \$
	Killers	
Fritz Longlegs Fritz Longlegs Rockrider Howitzer	Completions By	William Burke II Dr John Barclay Dr John Barclay
	Interceptions By	
Snoori Whitebeard	MVP awards to	Tara The Terible
Sustained Injuries		
LongstriderAnvilstream	Miss Next Game	victim regenerated

Result added December, 19th

Match notes



The GRG induced Igor, a Wizard, a Magic Item card (GITKA'S STRENGTH OF da BEAR) and a Miscellaneous Mayhem (Sprinkler Malfunction)

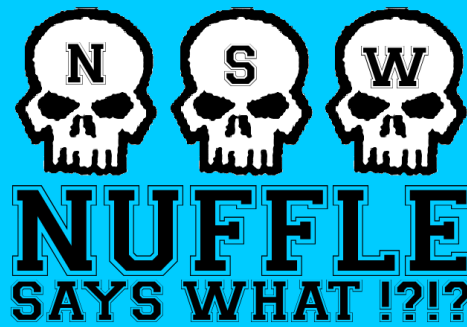


ROOKIE

	Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
	Har Ganeth Saints	Dark Elf Michael Geld	1,590k	6 2 1	144	24 - 14	10 - 22 (4-4)
	Heinz Pride	Chaos Dwarf Ben	1,650k	6 2 1	144	17 - 7	21 - 6 (4-1)
	Crimson Breweries	Dwarf Lelruthus	1,510k	5 3 1	134	15 - 8	28 - 11 (5-2)
	Didditon Oddrugs	Skaven Peter M	1,520k	5 2 2	128	18 - 14	11 - 12 (4-3)
	Garric's Greenskins	Orc Simon M	1,520k	4 3 2	118	12 - 7	9 - 6 (2-1)
	Brutle Orcs	Orc Phil W	1,370k	3 3 2	98	10 - 9	11 - 7 (3-2)
	River Stir Slayers	Human ModelWarrior	1,440k	3 1 5	90	16 - 17	8 - 16 (2-7)
	Midori Onnanoko	Wood Elf Simon L	1,310k	1 1 6	54	8 - 19	4 - 19 (1-4)
	Norsecan Raiders	Norse Blair	980k	1 1 5	50	4 - 13	9 - 9 (3-2)
	Guildford Stranglers 1.01 Lite	Orc Peter F	1,000k	1 0 5	40	3 - 9	2 - 5 (0-2)
	Forfeit Rookie	Human Carbrawn	k	0 0 5	20	0 - 10	0 - 0 (0-0)

GRAND FINAL

 no custom badge Crimson Breweries	gate: 27 000 <div><div>1 TD score 2</div><div>2 cas score 3</div><div>(0) (kills) (0)</div></div>	 no custom badge Didditon Oddrugs
Geim Steelheart	TD Scorers	Dar II Tenta
Anbar Stonecrusher	Badly Hurt'ers	Roo Joey Osco
foul	Serious Injurers	
	Killers	
Hirkas Copperhand	Completions By	Boomer Dar II Osco
	Interceptions By	
Urdrirr Silverheart	MVP awards to	Kanga
Sustained Injuries		
	Miss Next Game	Kanga



2011 was a great year for Blood Bowl in NSW. We placed second in the first AusBowl State of Origin competition (as well as hosting the event), hosted the largest tournament in Australian history with Eucalyptus Bowl and generally dominated the tournament scene across the country.

Creature won the Australian Nationals at CanCon, retaining the title yet again for NSW while tribalsinner launched the very successful Bushranger Bowl later in the year, a new tournament that is sure to keep growing in years to come.

My fellow Nuffle Says What?!?! editor Rabid_Bogscum (James) managed to take the prize at both the Sandgroper Cup and Southern Shrike Bowl - and with such humility too! Eucalyptus Bowl was won by GardenGnome for the first time (I imagine he's storing the trophy next to all the others he's taken over the years, including COTT and MOAB this year).

Thomsy joined a fine tradition of winning your own tournament when he took out Leviathan, Hammer took the NSW Open and Grumpsh won Gathering of Might which has secured him the coveted first place in the 2013 State Team (see Boggy's Blue Blood Battlecry section for more details).

And that's just the winners, the list just increases beyond any practical means to report when looking at NSW players who placed second and third across the country.

For those who aren't aware, in March 2012 the first AusBowl Team Championship will be running and is open to all players (unlike the State Championship which is a selective tournament). If you can make it up there, you should definitely try your best not only to represent your state but also to experience

what should be the absolute pinnacle of Blood Bowl in Australia.

Teams are planned from SLOBB and the Carnage Club, but it's open to anyone and if you're struggling to put together a full team you should be able to find an extra player or two if you post on the forums.

And things are already planned for the 2013 State of Origin. Check out Boggy's Blue Blood Battlecry for details on selection events and general information about the process.

The committee making the decisions includes myself, Boggy, D_Arquebus, Hammer and Redcard so feel free to contact any of us via PM if you have questions or suggestions. We stepped forward to help guide the process but ultimately we want the NSW players to have their voice so all suggestions, comments and participation is welcome!

There is a plan for the next issue of BLITZ to include a national Hall of Fame, modelled after the SA Southern Strike HoF. Boggy and I would be interested in hearing from other NSW coaches if you would be interested in us running a NSW specific HoF.

And, of course, we are always interested in article submissions about NSW Blood Bowl, so if you have a contribution you'd like to make or even just an idea or suggestion on what you want to see, then please speak up!

Here's to an amazing new year of Blood Bowl in 2012, I hope to see as many of you as possible at CanCon in a few weeks time!

Virral (Richard Andrew)



SLOBB is the biggest and best blood bowl league in New South Wales bar none... yeah I'm looking at you (insert league name here).

We have a big 2012 planned so why not get involved. Whether you're an old hand or someone that wants to learn the ropes, there will be a SLOBB coach available to give you that game. We have multiple leagues that should cater for any and all forms of availability.

Just starting is our Open league for 2012, where coaches can have any number of teams and play any number of games. We are exploring options to determine an actual winner of the Open season to make playing games there a bit more attractive, so stay tuned to AusBowl for updates. This is the league for people that want to play lots of games or are unsure whether they can commit to the deadlines in our other leagues but still want to play some Blood Bowl.

Season Two of our Rookie League will be starting in February. This is a one season league (after which teams can move to the Open or Main league) and is a first past the post set up with a SinisterDexter-painted Star Player the prize for the winning team. Season Two we will be playing for *Zara the Slayer*.

The Rookie league is an Open schedule match up system where you play every other team in the league once, with deadlines of three weeks to have your games played (n.b. the deadlines only affect your tournament score, as long as you get all your games played by the end of the season it's all good).

Our Main league will probably kick off Season Seven in March or April. The Main league is a one game per month commitment and usually runs for five months or so (not including finals). Season Six is trialing an open match up system, but this will be reviewed for Season Seven which may return to a fixed schedule.

Ulgroth Bolgrot Signs with the Bushrangers

Season One of the Rookie League is just winding down, but we know our winners already. After a fast paced, and sometimes intense inaugural Rookie League, the tribalsinner-coached humans from the *Bushrangers* emerged on top.

Their season was set up by their opening win against the lizards of *Ice Age* (who finished on equal points) and by their victory over the slann of

D_Arquebus
From *Tadpoles*
to *Toads* in



ULGROTH BOLGROT ALMOST FINAL STANDINGS

Ulgroth Bolgrot (S1)

#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	Tribalsinner	Bushrangers	Human	1590k	10	6	3	1	11	9	0	36
2	RabidBogscum	Ice Age	Lizardman	1260k	10	6	3	1	10	-3	0	36
3	D_Arquebus	From Tadpoles to Toads	Slann	1670k	10	6	2	2	13	-14	0	34
4	Conan	The Beasts of Shortwood Forest	Chaos Dwarf	1460k	11	5	4	2	6	7	-5	28
5	Redcard	lost and found	Chaos Pact	1480k	10	5	1	4	7	11	-5	22
6	Murishido	Slannq Park Toads	Slann	1650k	10	4	1	5	1	6	0	22
7	Chavo	The Captain Awesome All Stars	High Elf	1490k	8	3	2	3	4	1	0	19
8	Arcturus	FNC Top Knot Offenders	Chaos Dwarf	1300k	9	2	3	4	-7	11	-1	15
9	drusus82	Neue Stadt Bluebags	Human	1340k	8	2	2	4	-3	-1	0	14
10	Mathfuric	Aludland Blues	Elf	1360k	9	0	4	5	-11	-17	0	8
11	Grumpsh	Jolly chaps	Goblin	640k	8	0	1	7	-28	-7	-1	1



coach be allowed to take part in Rookie seasons in the near future.

We look forward to seeing the *Bushrangers* try and add to their trophy cabinet in the main league, high TV teams beware, as these boys can induce two chainsaw star players and, with tribalsinner's natural propensity towards casualties, these humans will be no shrinking violets.

Tears flow - Redcards...

its almost Finals time

One Month to go in Season Six *The Tear of Redcard*.

The *Chaos Lil Leaguers* have done what we expected and romped through their conference to take top spot in the *Lazy Lumps North*. *Last Legion* and *Atomic Winter* will join them in the finals.

Summer Faerie (Season 1 Spike Magazine Trophy winners) have emerged from a couple of seasons hiatus and proved to be just as dominant. A battalion of ridiculously skilled wood elf catchers forming the core of this talented team, they have taken top spot in the *Bone Idlers North* conference.

The mathematics escapes me right now but I believe all other teams besides *Die Grune Bedrohung* are still potentially in the running for the last two spots (including the Season Five champs *Meat the Beast*).

what was each team's last game of the season. A fascinating final game that would have resulted in a season victory for each of the three named teams depending on the result. Star

Bushrangers thrower

John Gilbert running in the winning TD in the last turn after the frogs had attempted to win the game by going the length of the field.

A reminder to those coaches with games left that your teams will not be eligible for transfer if they don't complete all their games, and nor will the

Commissioner

Rabid Bogscum (James)

Website

<http://slobb.talkfantasyfootball.org>

Contact

[pm to above](#)

Rules

CRP

League meets for a season opening BBQ then occasionally at Good Games and casually. Current Season 6. Season 7 starting approximately April 2012.

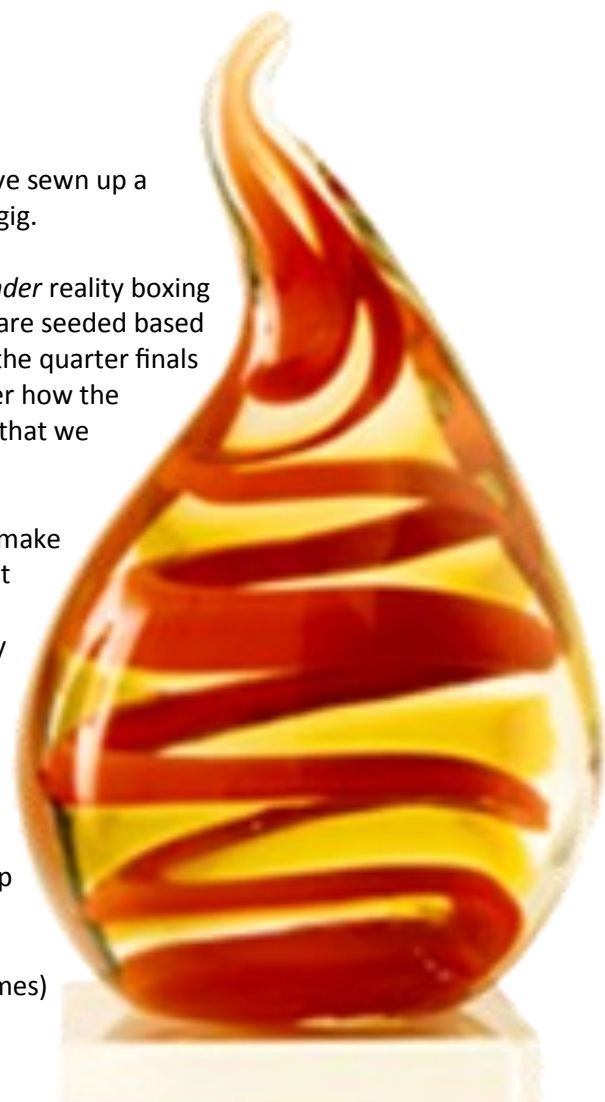
In the South, with two spots up for grabs, *Spear of Akkad* look to have sewn up a finals berth while a few others are vying for the eighth quarter final gig.

We are trialing a call out finals match up system a lot like *the Contender* reality boxing series used to do. Top spot in each conference can't be chosen, but are seeded based on their season points and sequentially choose their opponents for the quarter finals from the remaining five teams. Already there is plenty of debate over how the quarter finals will shape up, which is a nice little meta game in itself that we have introduced.

Good luck to all the teams, and don't forget those of you that don't make the finals we will be running some 'Anti Finals' for those teams to get some games in while the big boys do their stuff. Guys in the South league really need to pull their socks up to get their games played by the end of the month.

So that's the last few months of SLOBB in a nut shell. There are already a few new coaches joining the next rookie season (and it is where I would encourage new but experienced coaches to start). So if your interested don't hesitate to drop us a line on AusBowl, sign up threads are in the forums now.

Rabid Bogscum (James)



TEAR OF REDCARD CURRENT TABLES

Bone Idlers North												
#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	GeoffWatson	Summer Faerie	Wood Elf	1850k	5	4	1	0	13	0	0	22
2	D_Arquebus	Meat The Beast	Undead	1800k	4	2	2	0	3	6	0	14
3	Mathfuric	Stade Mort	Necromantic	1740k	5	2	1	2	-3	0	0	12
4	Redcard	Renlms Raiders	Dark Elf	1280k	4	1	1	2	-1	-5	0	7
5	laphvr	Humping Rats Utd.	Skaven	1740k	4	1	1	2	-5	-1	0	7
6	Burn	die grune Bedrohung	Orc	1730k	4	0	0	4	-7	0	-2	-2

Bone Lumps South												
#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	Justin.Judd	Spear of Akkad	Undead	1240k	6	4	2	0	6	-5	0	24
2	Grod	Big Bang Theory	Chaos Pact	1090k	4	2	2	0	4	3	0	14
3	drusus82	Morwyr	Elf	1110k	6	2	1	3	-2	-14	0	12
4	Virral	Horrible Hybrids	Chaos Dwarf	1240k	5	1	2	2	-2	3	0	9
5	Vimes	Oz Correctional Facility	Orc	1430k	7	1	2	4	-4	9	0	9
6	geoffles	Sithing Elves	Dark Elf	1370k	3	1	1	1	0	2	-1	6
7	Junior	La French Play-que	Skaven	1050k	2	1	1	0	1	4	-3	4
8	Magnus	Purple Cobras	Orc	1000k	3	0	1	2	-3	-2	-2	0

Lazy Lumps North												
#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	Grumpsh	Chaos III Leaguers	Chaos Dwarf	2210k	4	3	1	0	5	13	0	17
2	Tribalsinner	Last Legion	Dwarf	1910k	5	2	2	1	4	-1	0	14
3	Chavo	Atomic Winter	Norse	1790k	5	2	1	2	-2	-7	0	12
4	Arcturus	FNC Heroes	Norse	1700k	5	2	0	3	-1	-2	-2	8
5	RabidBogscum	Disturbed	Necromantic	1600k	4	1	1	2	-2	3	0	7
6	Conan	Drakwald Deadites	Undead	1410k	5	1	1	3	-4	-6	0	7



NOBBL

Season Three... When everything starts to gel and it seems the hard work pays off!

New coaches abound as we have absorbed the Central Coast players and others have appeared from the woodwork. At our regular meet each month we have been getting about four to seven games in and are establishing a bit of presence amongst the boardgamers, wargamers and roleplayers.

A big thanks go out to Babs and Vimes who have been making the trip up the freeway every month. Other new players include Camo, Steppo and my own son Elih who is not afraid to throw the long bomb to a Longbeard, a frightening tactic almost impossible to plan for when it inevitably succeeds!

The new open format is working a treat with plenty of games getting played. Been a bit slow this month with festivities and what not, but that is only to be expected.

Just when it appeared things couldn't get any better, Good Games Newcastle opened and gave us another kick along. The owner, Jason, is a top guy and is keen to support the league as much as possible. Our monthly meet will be joined by Tuesday night opportunities to play at the shop.

He's even starting to get some Blood Bowl stock in, so good on you Jason! Look out for a tournament at the store in 2012...

Daniel Collins

MATCH REPORT EXTRACT: VIMES

Vimes (Drag Queens - Elf) defeats Elih Collins (Small and Powerful - Dwarf) 3-1

In the little time there was left, a representative from the rock sniper's guild made an appearance, stunning a blocker with a well thrown half-brick. Ruby was to finish the game nursing an ice-pack on her head, whilst Helvetica was quite relieved when the referee sent a blocker from the pitch from laying the boot in on her. He then looked at his watch, thought that was close enough, and signalled full-time. The elves are quite relieved, seeing they have finished the game with only six players on the pitch, and hardly any of them were standing.

Commissioner
Daniel Collins

Contact
[pm to above](#)

Website
[see AusBowl](#)

Rules
Slightly modified CRP

BLUE BLOODS BATTLECRY

Well folks the selection process has begun and the NSW Blue Bloods have their first coach. After an intense Gathering of Might with some of the top coaches in NSW in attendance, Grumpsh (Iain Fisher) emerged victorious with a perfect 6-0-0 tournament record, and the luxury of first choice of the wood elves for this ideal ruleset (SSB and AusBowl Two).

His was a break from some of the regular strategy in that he chose the +ST Package, yours truly was runner up with my SSB '11 winning wood elf roster (+AG package) and third was Virral with a typical submarine effort with dwarfs. We both finished 4-0-2.

KNOW YOUR TEAM

Grumpsh is a Victorian by birth but when he offered his services to the Victorian team for AusBowl One he was shunned as being too proficient at Blood Bowl, and instead was welcomed with open arms by *The Premiers*. He finished with a 4-1-1 record including the prized scalp of the *SA Steelballs* number one One Eye (Evan).

He is primarily a chaos dwarf coach; at the time of writing he was ranked the ninth coach in Australia overall, first with chaos dwarves and seventh in the world with that team and with a NAF rating of 204.71. He also has a lot of experience with high elves and has a strong overall tournament record with the races he has played. He has 78 Wins /33 Draws /35 Losses in NAF tournament ranked games.

Iain currently plays in the SLOBB, where his fellow coaches quake in fear every time they play him, worried they are committing their team to retirement by even showing up on the same pitch.

Love him or Hate him, Grumpsh is a proven performer and deserves his qualification and retained spot on the NSW team. Well Done Mate.



Coming up:

The next NSW qualifier hasn't been named yet. So stay tuned to AusBowl for the announcement. The final qualifier will be GOM 2012 but we are hopeful of further tournaments in Sydney, Penrith and Newcastle to round off qualifying.

Wall of Averages:

This is the average placings from selection tournaments and will be used as part of team selection should any of the winners be unavailable or should there be inadequate numbers of selection tournaments. The figure in brackets is the number of Raffle tickets allocated to that coach for the wildcard selection.

- | | |
|----------------------|---------------------|
| 1. Grumpsh (0) | 7. tribalsinner (0) |
| 2. Rabid_Bogscum (0) | 8. Geoffwatson (0) |
| 3. Virral (0) | 9. Amaroo (0) |
| 4. Sangraal (0) | 10. Vimes (0) |
| 5. Gardengnome (0) | 11. Payne_train (0) |
| 6. Thomsy (0) | |
| N/A Creature (0) | N/A Redcard (1) |

Closing Words:

We are currently running on a temporary logo. If there are any New South Welshmen able to help us with a logo that we can use for branding the team and its supporters could you please get in touch with a member of the selection committee. You may have noticed that Redcard has already received a ticket for the raffle. The selection committee determined that those hosting Selection tournaments and subsequently affected due to playing as bye buster would be issued a raffle ticket to in some way compensate them for running the tournament at possible expense of their own selection to the NSW Team. Everything is go to avenge our shock defeat at AusBowl One and bring the trophy back where it belongs in 2013.

James "Rabid_Bogscum" Russell-Wills
On behalf of the NSW Selection committee;
myself, Richard "Virral" Andrew, Mark
"Hammer" Hammersma, Daniel
"D_Arquebus" Hutchinson, Brad "Redcard"
Milner.



VICTORIAN TIMES



Welcome back to the second edition of the Victorian Times, and the first for the new year.

We've had a fairly quiet Christmas break down here, with the Melbourne League being in off-season since October. I'm happy to say that I have plenty planned for the New Year, with the release of some Victorian dice in time for the Conquest Cup.

I have set myself a few goals for this year. The first one is the same as most years, with lots of bare metal teams in my cupboard, and the temptation to buy more new shiny models all the time, I want to take a newly painted team to every tournament this year, and finish my chaos pact team for the MBBL season opener in February.

I also have set myself to the task of fundraising. I would love to be able to send a full team of coaches to the second AusBowl State Championship in Adelaide. And the first bag of goodies I have up my sleeve will be some nice Vic dice, ready for release at Conquest Cup.

With the Melbourne League in hibernation until February, the open league has been seeing a little use as testing grounds for the season proper.

I was hoping to have some news from the Geelong and Regionals Blood Bowl League, and the Eastern Suburbs Blood Bowl League, but as we all know, Christmas is a busy time. So stay tuned for some news from them next edition.

ksharper (Kyle Harper)



Melbourne Blood Bowl League Season Six

Registration closes 3 February 2012

First night 10 February 2012, every third Friday thereafter. \$25 for the season, including access to the Open League.

Commissioner
ksharper (Kyle)

Contact
pm to above

Website
<http://melbourne.bloodbowlleague.com/>

Rules
CRP



Crocodiles Sighted On Blood Bowl Pitch

A whole team of them.

Playing in the Darwin Tabletop Gamers Blood Bowl League (DGTBBL) II and DTGBBL III, *Slice and Dice* have a slight reptilian bent. Their DTGBBL II campaign was ended in the quarter finals when they encountered the *Bearded Bloodletters*. The chaos dwarfs, encountering players shorter than them, took great delight in pushing skinks into the crowd.

While beef would normally be on the menu for most crocs the *Bloodletter* bulls managed to stay out of reach of the more viscous crocs to sprint home for two touch downs to zero.

In DTGBBL III *Slice and Dice* made it to

the elimination semi final before being taken out by *The North Waste Wrecking Crew*. Taken out is the word with the one touch-down by this chaos pact team a mere formality after the nine casualties

to one win.

Crocodile skewers were latter spotted on the concession stand menus.



A spokesmen from *Tzeentch Insurance Orifice*(TIO) has stated that their Croc Attack

insurance sales

have increased since the reporting of a number of off field incidences involving *Slice and Dice* players. Claims against the Croc Attack Insurance has been rare due to the fact that there isn't enough of the victim left to make a claim.

morge (Matthew Semmens)



Darwin Tabletop Gamers Blood Bowl League

The Darwin Tabletop Gamers Blood Bowl League (DTGBBL) has had a good return to the DTG club house. Blood Bowl has a long history at DTG but hasn't been played in any serious capacity for a couple of years with other games taking priority for players. Starting up with a practice season at the end of 2010 the DTGBBL has had three seasons in 2011 and a creation of an open league where coaches can test the skills with a new team or replay grudge matches from the professional league matches.

Results

Season One saw 12 teams compete in a round robin competition. A *Bad Pro Wrestling Team* took out the championships, the *Bad Pro* are a dwarf team coached by veteran Blood Bowl coach Chaotic.

The slann team *Grenouille* coached by Wayne finished in second position. *Bad Pro* took out the most lethal team while the *Cunning Stunts* took the fair play in a boring display of not beating the crap out of the opposition.

Cunning Stunts star thrower Ariel did easily take out the season top thrower award. Other player awards were closer with top killer going to Rugorim, orc blitzer for *Da Deff Skull Krusha Boyz*, top casualties to *Bad Pros* blitzer Leer Romplet and both *Bad Pros* runners got over the line a few too many times and took out one and two for most touchdowns.

Season Two had the DTG split to four divisions

with each team playing all teams in their division and three additional cross divisional games. Coaches were given the option to run multiple teams in different divisions. The finals went to the *Bad Pro* again, easily taking out newcomers *Bearded Bloodletters* 3-0.

The *Bloodletters* did kill the *Bad Pro* Dirty player Ninja Shadehide in return. Top scorer went to *Bad Pro* runner Jerkins Arhyheels making two top scorer awards in a row. *NWWR Marauders* Luthor Von Hawkfire tied with minotaur teammate Schlitz 'Malty' Likker for most kills, while the *Bloodletters'* minotaur Theseus's Bane caused the most casualties. Top thrower honours were shared between Lochy of *DTG Mafia* and All-in Scalyhand runner for the *Bad Pros*.

Season Three finished up the year for the DTGBBL and was run in three divisions. The eventual result saw the *Bearded Bloodletters* up against the *North Wastes Wrecking Crew* in the final. Their early season match resulted in a draw so it was expected to be a close match.

The game ended in overtime with *NWWC* winning, scoring a one turn touchdown thanks to a thrown goblin to win the match with a final result of 2-1. *Bloodletters* team captain Bharrhak Bronzepunch still insists they won five casualties to three with last hobgoblin to say otherwise being feed to Theseus's Bane the team minotaur.

Despite losing the final *Bearded Bloodletter*

Commissioner
Morge (Matthew)

Contact
[pm above](#)

Website
www.dtg.org.au

DTGBBL Season Winners

Season One:	A Bad Pro Wrestling Team	Chaotic	dwarf
Season Two:	A Bad Pro Wrestling Team	Chaotic	dwarf
Season Three:	North Wastes Wrecking Crew	Exavia	chaos pact

players took league honours with bull centaur Lhakh Deadwalker scoring the most touchdowns for the season. Theseus's Baner violent temperament resulted in a runaway lead on the killer and causality inflictors' ladder. The season top thrower saw a return of the high elf team *Cunning Stunts'* thrower Ariel. The open league kicked off at the end of the year has seen a couple of grudge matches played and few new teams getting games played.

DTGBBL Leagues and rules.

House Rules.

Team Captain

Each team is allowed one (1) team captain to be assigned. This cannot be a player with the loner trait.

A team captain is allowed to pick an additional skill that fits into their normal skill restrictions. 20k in team value is added to the player. A team captain can only be replaced if the existing captain is retired, killed, or is inducted into the Hall of Fame.

In addition all team captains automatically start with a 20,000 gc bounty on their head.

The Crowd Loves the Shiny Ones

+1k to the teams gate roll for the game if you field a fully painted team

And +1 to the FF roll after the game.

Bounties.

Bounties are active for all DTGBBL competitions.

The Leagues

The Open League

Lose Challenge league open to all teams. Team can be retired from the Structured Leagues or new teams can join.

New teams start with \$1,150,000 but must spend \$20,000 on acquiring a captain.

Matches are open challenge exhibition style matches.

The Structured League

The is main competition league and is only open to new teams or team who have only played matches in other DTGBBL structured league competitions.

New teams start with \$1,000,000 and get a captain for free. The league is often divided into divisions based on coach skill and team value.

Match and scheduled and expected to be played by specific deadlines.

For more details see dtg.bloodbowlleague.com and dtg.org.au

morge (Matthew Semmens)



Southern Strike



The months after Southern Shrike Bowl seem to be a winding-down period for SA, with Blood Bowl taking back seat to minor concerns like exams, Christmas and New Years. As temperatures soar we all take a deep breath...

...and start to get ready for the new year of Blood Bowl!

There has been some work going on, however, behind the scenes in a few different areas. Despite the relative quiet, plans are afoot—schemes even. Perhaps plots...

The most high-profile of these is the imminence of the Adelaide Dungeon Bowl Cup (ADBC) in February. I have seen some of the extensions to last year's grand final dungeon, and this year's event will be something truly spectacular. Dungeonbowl is not generally seen as a game that lends itself to competition play. But anc001 (Alex) and the boys at AFOUL have done an incredible job with the rule-set (see BL!TZ issue 1), the dungeons and the prize support. This tournament will be a real treat for anyone who attends.

CCKUP is also starting to ramp up again, with the Festival of the Boot planned as a pre-season warm-up. Perfect for those who can't usually commit to a season, this format is set to entice many from hiding.

In addition, the organising for the AusBowl State Championship II and the SA Open is progressing. Vain (Casper) will explain a bit more about what is happening in this area in Steelball Corner (yes, it's back!), but suffice to say that Vain, Olaf (Adam), BenSquig (Ben) and myself have been pretty busy organising things

like a venue, fundraising, sponsors, prizes, etc.

It is also worth noting that two major tournaments are happening interstate in the early part of 2012. The Blood Bowl Nationals, held at CanCon in Canberra, are on during the Australia Day weekend in January. This tournament is actually one of five global NAF-sanctioned "Majors" and is, therefore, a big deal. It usually attracts upwards of 60 coaches and is well worth a pilgrimage at least once.

Also, the first AusBowl Team Championship is coming up in March. This one is also in Canberra (although the location will change in future) and takes a format similar to the World Cup that was recently held. If you can, grab three friends and get there.

So take a deep breath while you can everyone because this year is going to be a big one.

It's also worth quickly mentioning Vain's excellent work pulling together the Hindley Street Bowl late last year. Tilaurin (Terry) started the Breast Cancer fundraiser event a few years back and expanded it to include HSB during the floor relief effort. Well done guys.

For my part, I am in the process of a big move from Adelaide to Naracoorte in the southeast to follow my new career. This means I may be a little bit more isolated from the community than normal, so please send me some tidbits to keep me involved. You never know, maybe it will see the emergence of a regional league...?

Happy New Year everyone.

SinisterDexter (Brett)

Commissioner
Darkhorse (Jake Kroker)

Contact
sagbbl@gmail.com

Website
cckup.bloodbowlleague.com

Season Six of the CCKUP League has been run and won.

In an exciting and intriguing finals series, the *Cryxian Warmachines* made it past the highly favoured *Quetza Komodos* in crushing style in Semi-Final One (score line 1-0 (6-1)) to make it into the Grand Final where they faced *Da Skummi Gitz*, fresh off their Semi-Final Two demolition of the *Lizard Pack* (score line 2-0 (7-1)). This set two heavy hitting teams, necromantic and orcs, into the Grand Final and left two lizardmen teams to fight for third place.

The Grand Final saw a fantastic battle of the undefeated *Gitz* and the underdog *Warmachines* with fickle dice and brutal wizards ruling the day. *Da Skummi Gitz* wouldn't be denied though, winning the game 2-1 (1-1).

Congratulations to da *Gitz*, winners of CCKUP Season Six and the new holders of the *Adamantine Codpiece of Victory*! Commiserations to the valiant *Warmachines* and a pat on the back to the *Komodos* who won the ^{third} place game against the *Lizard Pack* 3-2 (0-0).

Well as one season draws to a close, the next one gets prepared to launch and with that, the City of Churches King's United Prize League is proud to present:

The Festival of the Boot Preseason Tourn-event

The Festival of the Boot is a mini-league that will run for four weeks, culminating in the Boot Party one day "bring and bash" event!

What is it? The Festival comprises a three game challenge league for new teams to compete in. All teams competing will be created as per CRP standard rules with a budget of one million gold.

Who can enter? Any coach that is willing and able to play games is allowed to enter. Yes, this does mean that coaches that are not willing to commit to the CCKUP League will be invited to play so long as they do so in the proper spirit of competition and glory whoring. Even coaches who are planning on returning a team are allowed to enter a brand new team into the Festival. You just need to be signed up to the CCKUP

league website and be willing and able to report your games using it (it is very easy to use).

When is it? The Festival will officially kick off 23 January and run until the first day of CCKUP Season Seven (20 Feb). The Boot Party will be held (most likely) on 11 Feb which will be a day for all coaches to get together, have a meal, have a laugh and challenge people they might not know or see often to a match of Blood Bowl.

Where is the Festival? The Festival will be played in pubs, lounge rooms, gaming clubs all around Adelaide! Part of the challenge of a challenge league is to set up a time and place to play (which is pretty easy). The Boot Party will be looking for a suitable venue, details to all participants in due course.

Why should you play? Teams that compete in the Festival will be allowed to play in the following CCKUP Season with all the skills, cash and battle scars they have earned. There will be prizes and rewards for how teams perform in the Festival so make sure every game is played in the proper spirit of CCKUP Blood Bowl. Plus, the Commish wants to use this as an excuse to have more great social events in the league, times for us all to get together, hang out and play some ball.

New coaches can sign up for the Festival of the Boot and/or CCKUP Season Seven by sending an email to Jake to arrange access to the league website or by posting in the [AusBowl thread](#).

So come on, get involved in CCKUP Season 7 and... get Your Block On!

DarkHorse (Jake Kroker)



CCKUP



Hi fellow BL!TZ readers, its Nayfan here (The almighty leader of SABBL) just here to give you a rundown on all things that have happened within our league since BL!TZ issue 2.

Season Three

Where we left off in BL!TZ 2 was at the end of our Season Three finals with only the Grand final to be played. The Season Three grand final

was to be played between One Eye's (Evan) wood elves and my own necromantics.

The game was an absolute drubbing! The *W.E.A.P.O.N.S* defeated the *Poo Jabbers* 4-0 This gave Evan the coveted *Skeletal Hand Cup* in his first season with us, so a big congrats to the One_Eyed juggernaut of Season Three.

After the match we had pizza delivered for our grand final day lunch and straight after it was time for trophy presentation!

Season Four

Season Four is well and truly underway, we're almost in the finals at the stage of me writing this and by the time BL!TZ 3 goes to print we will probably have finished the season.

A lot of team changes have happened within the league. Evan has gone with invincible goblins, Aaron changed over to dark elves, I chose to change to a chaos pact team, and to



Commissioner
Nayfan (Nathan)

Contact
pm on AusBowl

Season 3 Trophy Winners

SABBL#1: Evan Whittaker

Most SPPs Individual: Aaron Schroder

Most TDs Individual: Aaron Schroder

Most CAS Individual: Aaron Schroder
Tim Welden

Most Completions: Sammi Szewczuk

Most SPPs Team: Evan Whittaker

Most CAS Team: Tim Welden

Most TDs For: Evan Whittaker

Least TDs Against: Evan Whittaker

Least CAS Against: Nathan Staff

SABBL Wooden Spoon: Matthew Thurston

Least SPPs: Matthew Thurston

be honest the new teams are doing 'generally' better than the second season teams.

Within SABBL, Season Four has become known as the SEASON OF RAGE! almost everybody has cracked the shits at some point, generally due to the lovely god that bestows luck upon our dice!

Even the smiling assassin Drew cracked it and threw his dice. Matthew, the king of rage, launched some dice outside never to be found again, claims of 'F*CK BLOODBOWL!' and 'PUT ME ON THE RAGE QUIT PLAQUE, COS THIS IS

F*CKED!' (that's right, we have a plaque with engraved names of all ye whom rage quit). Even I have worked myself into a frenzy this season.

But with all of the rage that has been going on as a side distraction, the Bloodbowling has still been taking place (no quitters yet).

Aaron, in his youthfulness, seems to be keeping his head cool for now and is leading the pack, but will he undo himself in the finals like Season Three??? only time will tell!

Robert is trailing Aaron at this stage, but he is only second due to Aaron scoring an extraordinary amount of TD's - I would in all honesty say that Robert has the most solid team this season and a prelude to the finals will happen in the next few weeks when the two table leaders meet each other on the field!

The only other announcement i really have at this stage is that our committee (myself, Evan and Paul) have been throwing around an idea of running another SA tournament. It is purely in the ideas stage and I'd like to see if there is any interest both in SA and other parts of Australia that would like to see this happen. So send me pm's or emails because i would like some feedback on this.

Cheerio and i hope you all enjoyed our section of Southern Strike.

Nayfan (Nathan)

Season 4 Ladder: Round 8

1.	Underdark Nightmares	dark elf	Aaron	20
2.	The Sickness	undead	Robert	20
3.	Green Keen & Farkin' Mean	goblin	Evan	19
4.	Filth of the Horned Rat	skaven	Matt	15
5.	Miami United	chaos pact	Nathan	15
6.	Stiff Carrots	norse	Aubrey	10
7.	The Benchwarmers	human	Tim	10
8.	Waaaaaaghseal	orc	James	10
9.	Filthy Bitches	human	Paul	8
10.	Southside Slammers	orc	Sammi	4
11.	Dinostars	lizardmen	Scott	3
12.	Bloody Fists of Khaine	dark elf	Drew	3

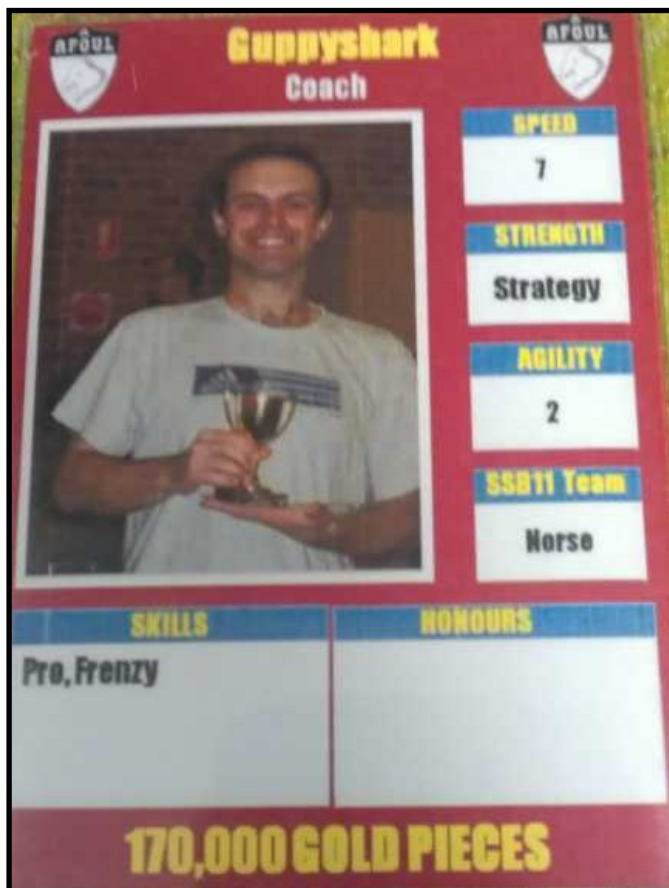


As I write this Season Six is gearing up to its exciting conclusion. The regular season rounds are over and playoffs are just starting.

The last few months have been exciting for our league and SA Blood Bowl in general. We've had great turnout with at least three or four or sometimes five games happening each Wednesday night. We've also attended Southern Shrike Bowl, Hindley Street (Beach) Bowl and had a special 3v3 Blood Bowl "Alco-Apocalypse" game as a send-off for long serving coach whitetailscramblers (Drew). For full Apocobowl rules check the AFOUL house rules section on Ausbowl (available as an official AFOUL rules supplement). Be warned though, Apocobowl is bad for your liver health, your mental capacity and your friendships- infact forget I even mentioned that it exists....

Drew's chaos team also finished top of the table at the end of the regular season, but was run out of town before the playoffs could be scheduled. See below for the final rankings.

Season Seven sees our house rules improved based on the last three months of playtesting and they will also incorporate a few suggested house rules associated with Plazmoid's Narrow Tier Blood Bowl Project (we love the balance and play of the current ruleset, but by Nuffle, I just can't help tweaking things to keep our coaches on their toes!).



anc001 (Alex)

Long-term AFOUL coach GuppyShark (Brad) continues to display mastery of the short (well narrow) form of the game, taking out Hindley Street Bowl: Breast Cancer Beach Bowl late in 2011.

However this success has not yet carried across to the grid iron, where 'Gup' is yet to take home the big prize.

Season Six spent coaching an elf side has been a challenge for the normal norse bash style, but the lessons learned are likely to help GuppyShark capture a title soon. – Lookout!

Commissioner
anc001 (Alex)

Rules
CRP plus AFOUL S7 supplement

AFOUL is a privately hosted league with an open schedule, but with games every Wednesday night.

Contact
afoul@internode.on.net

Location
Northeast Adelaide

Season Six Ladder

1.	The Skull Takers (1)	chaos	whitetailscramblers	retired
2.	Deacons of Death (1)	necromantic	War Raven	reg season champ*
3.	Naggarth Nighthawks (2)	dark elf	Jimm	reg season runner-up*
4.	Children of the Grave (1)	undead	anc001	reg season third*
5.	The Mighty [censored] (1)	orc	Gormath	Most CAS, wildcard*
6.	Radelaide Thunderbirds (1)	pro elf	GuppyShark	
7.	Oblivion with Bells (3)	underworld	Addy	Most TDs, wildcard*
8.	Return of Return to Zork (1)	human	Paul	Most games, wildcard*
9.	The Slaan Side (1)	slaan	Dent	
10.	Slice N Dice (1)	vampire	Kanga1869	
11.	Gob On You (1)	goblin	Chris	Best stunty, wildcard*

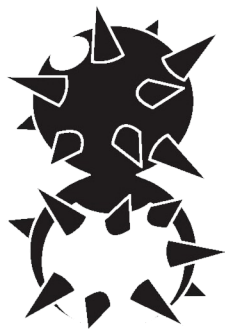
Brackets after team name indicate number of seasons team has played.

* indicates qualification for play offs.

For something different we played a game of 33 on 33 Blood Bowl (three teams and three coaches) on a pitch with centre zone 15 wide, and sides seven wide. Oh and they were hexes rather than squares. Did I mention you have to do a shot when you roll double skulls, when you use a reroll, to bribe the ref, to sneak another player on, or another, or to heal a player, or when you want to do a second blitz action, or a third, or a fourth, or when your opponent scores, or casualties one of your players or... - well you get the idea.

In the end the dwarf/norse/wood elf team destroyed the goblin/dark elf/lizardman team both in blocking power and on the scoreboard but the real winners on the night were those who didn't attend.
Congratulations!





STEELBALL CORNER

Greetings Bloodbowl coaches,

My name is Casper Fertier, though most of you will recognise me as Vain. I am the inaugural President of the BBLOCSA and would like to take some time to let everyone know about us and some of the things we have been doing in preparation for the Ausbowl State Championship II.

Firstly, who and/or what is BBLOCSA?

Well BLOCSA is the Blood Bowl Local Organising Committee of SA and we are the people who are trying to make sure that there is an Ausbowl run in SA and that it is absolutely awesome. Currently we are built around the core of the first year's members with the Executive Board looking a little like this:

President: Casper Fertier (Vain)

Secretary: Brett Whittaker (SinisterDexter)

Treasurer: Adam Marafioti (Olaf the Stout)

Executive Coach: Ben Makepeace (BenSquig)

We will be requesting members to join in the coming months and my personal wish is that every South Australian Blood Bowl coach, active or otherwise, will join. Maybe they want to just keep an ear out for what we have planned, or maybe they want to be fully involved at our committee meetings and take a more active role. Heck, they might want to run for one of the Executive positions once we have an AGM.

Ok, so you are most of the guys who went to the first AusBowl, and you are trying to make sure you get to the second one right?

Actually, that is not how it works. Last year four out of the six positions were awarded due to merit, based on results from South Australian tournaments and selection leagues with the last two 'wildcard' positions going to a vote of South Australian coaches. Both Olaf and I were fortunate enough to grab these positions and I would like to think that it was mainly for our combined efforts in running the Southern Shrike Bowl. Though me being the one responsible for polling,

creating and organising the logo and large batch of Steelball shirts probably kept my name in peoples minds as well. Oh Olaf also started a little thing known as "Nuffle Rocks dice" which had people bandying his name about.

So far we do have two coaches selected for ASC II, and while they are coaches who represented the Steelballs in the inaugural AusBowl they were also the highest placing South Australian coaches in the 2011 SSB. For those not in the know these brave souls and wood elf fondlers are the brothers Whittaker. (SinisterDexter and OneEye)

With the two highest placed SA coaches in the 2012 SSB also getting selected we can be sure that most SA coaches will be bringing their A-game with them and hopefully we can stop this disturbing trend of out-of-townners winning our tournament

Alright, alright, so you probably aren't a bunch of crooks, why do we really need a BBLOC SA?

Well pretty much it is so that someone is there to make sure things happen.

We are investigating venues, raising money, sourcing trophies, creating participant prizes and about a hundred other things between now and go-time. We are here so that one individual person doesn't have to stress about it all by themselves, doesn't have to fork out considerable cash from their own pocket, doesn't have to explain to 60+ coaches why the AusBowl sucked because they weren't able to organise everything in time.

The naked truth is that one person CAN organise it all themselves. We saw that in the first AusBowl. But we want to see what we can do as a team and if we can make an event so great that the next state who hosts will weep at the mere thought of trying to top it.

Also, we are not just here for the AusBowl, though that will be a big part of what we do. We want to be a part of the South Australian Blood Bowl scene and we

are looking at ways we can promote and grow our "sport" in any way we can. For it's population we in SA have a rather strong community. Three regular leagues, a large tournament and there is at least a Dungeon Bowl and Street/BeachBowl tournament as well in any calendar year. With some work I believe we can get more people into Blood Bowl, be improved by the competition and finally stick it to the other state's hoity-toities who think they are the bee's-knees.

Yeah, that is kinda cool, I can get behind this. What sort of commitment do you need from me?

That, my friend, is up to you.

If you are happy to sit back and enjoy the ride then you can just read up our minutes, get the emails and talk about it with your friends. If you want to get a bit more involved then you can come to the advertised committee meetings and bring up your thoughts and ideas. Or as I said before, you might want to get in on the Executive level and try to move and shake things.

If you are really intent on helping out you can also help out with fundraising, be it giving a hand in a sausage sizzle at Bunnings or coming up with a great new gaming idea that everyone is going to go crazy for.

Hey, what is this thing about having to pay \$300?

Pretty much you need a good chunk of change to run this tournament, and we are well on our way to getting it. With Olaf's continued Nuffle Rocks efforts, the awesome painting works of BenSquig and SinisterDexter going under the hammer or by way of raffle and a combo surprise from Olaf and myself we shouldn't be hurting for money to make AusBowl II a success. But that doesn't mean we want people to relax and mooch off our hard work (especially when

there is a good chance that most of us won't even make it to the team in 2013).

By asking for each successful Steelball to contribute an amount we hope to build a bit of a camaraderie as they interact to raise the money. Chuckling as their team mate has to explain to a wrinkly granny what Blood Bowl is at a local sausage sizzle or creatively brainstorming ideas on how to raise monies over a brewski or two.

The raised money will then go to help cover the costs of the tournament in 2013, plus any flights and accommodation for the years when we are travelling.

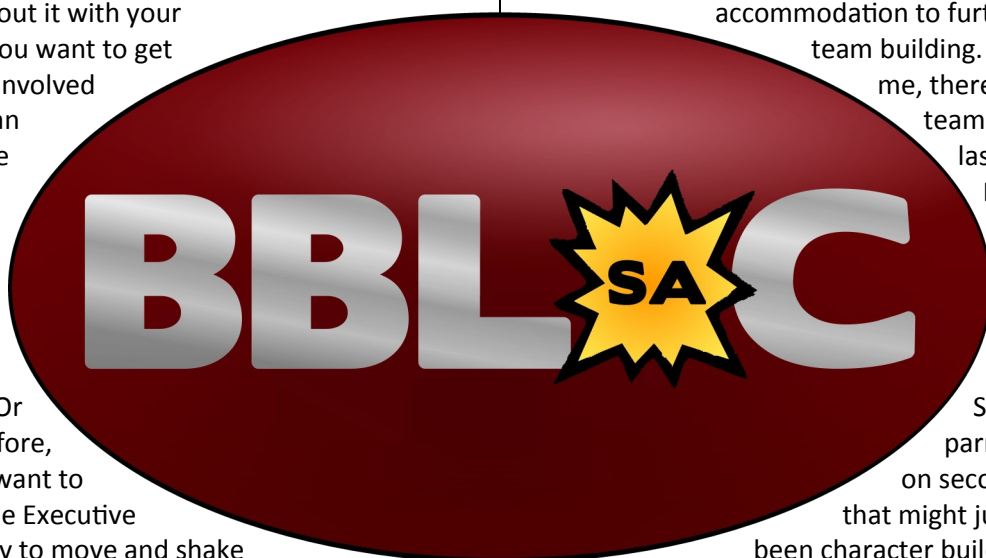
These are a big thing as we try to get the whole team on the same flight and into the same accommodation to further the team building. Take it from me, there was lots of team building last year when I was throwing up on the plane ride home after a dodgy Sydney parmi. Though on second thought that might just have been character building.

For those Steelballs who come to the party too late to help, or who have been unable to take part in the fundraising they have the option of slapping the \$300 on the table and calling it a day. Otherwise, the first \$300 raised via direct fundraising by the Steelball will count as their \$300 contribution.

So hopefully now you have a bit of a better understanding of what BBLOCSA is and what we are doing on the road to the AusBowl State Championship II.

I hope to see you there, after all I am looking forward to trouncing the lot of you interstaters with our home ground advantage!

Vain (Casper Fertier)
BBLOCSA President





western juggernaut



Twice a year the West Coast of Australia sees battle hardened coaches queuing up to beat the snot(lings) out of each other. Through dirty tricks, hefty blows, or a well placed trip, Brawl brings Perth coaches together for a chance at fame, fortune (ok not really), and a magnificent (digital) trophy.

Season Nine brought the coveted Blood Bowl back to Brawl, and with it came some new changes. The first change was three new Assistant Commissioners to make life easier for Reaper and AdvanceOp. Brunificus, Runejack, and Talanis filled in to help approve matches, settle disputes, and overall try and maintain a smooth season.

The next big change was an experiment in how the divisions formed up. While geography has traditionally been the decider in who filled out each grouping, a second decider was added this year in an attempt to pit teams against others with similar team values. The theory was that it would make life easier for new teams to the league. In the end, it seemed the tried and true method of sticking to location proved best for the widespread Perth fantasy football community.

28 teams started the season in six divisions. Four of these were either filled with young or new teams while the other two were squeezed together with the veterans of Brawl.

The early rounds had quite a few unfortunate dropouts. Despite this, the league ended with 26 teams finishing seven rounds or more of the nine round season.

My particular team is a third season dark elf squad that averages around 14 players, going by the name *We Scion Sinners*. We ended the previous season in third place after losing a very tight match in overtime against another dark elf team. The low point of this match was forgetting to use my Wizard! Oh the agony and embarrassment! Needless to say I've written Wizard on a slip of paper for every game with one that I've played since! This left the *Sinners* hungry for a finals match this season.

Going into Season Nine, my team was a bit bruised and battered. The star Blitzer was sitting on armour six without dodge. Another Blitzer had recently been retired due to a bad serious injury and my wrestle/tackle witch elf had been retired in the third place final thanks to getting a strength loss. *Swiss Cheese* might



Commissioner Reaper (Drew Lovell)	Contact pm on WestGamers	Website www.brawlbb.com
<p>have been a better team name with all the holes in my line-up!</p> <p>My early rounds in Season Nine were quite a rough road. The first six rounds were all against bashy teams (thank you so much commissioner Talanis!) I lost to both undead teams. One loss was due to Hack Enslash running rampant through my ranks. In the future, when choosing between going for the ball and trying to take out the guy packing a chainsaw, I'll choose the chainsaw every time!</p> <p>The other undead team had me underestimating their scoring ability. I payed the price with a 2-1 loss in typical bash team fashion as their super ghoul showed just how dodgy he could be. I also struggled immensely with his three guard players.</p> <p>My team has had great luck with agility increases, but very poor luck with rolling doubles. The highlight of these early matches was tying last season's champs and managing a big win against some veteran norse. Despite all of these early bumps and bruises, I managed to sneak into the playoffs on one of the last wildcards.</p> <p>The playoffs had me first face-off against the norse team I had beat earlier in the season. My witch elves managed to win me this match through attrition. The norse player scored first and early. I then managed to knock out or badly hurt the majority of his team allowing for a late score that left the <i>Asgard Raiders</i> with no time to reply. The second half had a similar script allowing <i>We Scion Sinners</i> to pretend they were the big bash team instead of the other way around. A 2-1 win saw us through to the quarter finals.</p> <p>This second round of the playoffs pitted us against the <i>Giants</i> who we beat in the third place final the year before. After the loss I experienced to them earlier in the season, I</p>	<p>decided to try and play it as safe as I could. I took the whole first half to score. He then replied in kind using his guard players and super ghoul to tie the game up at the end of regular time. When the coin toss came up in my favour, my grin was painful to say the least. It wasn't a free walk into the end zone, but my team did what they do best and ran through his lines in four turns for a safe win.</p> <p>The semi-final matched me up against another dark elf team that I had beat in the season's grudge match round seven. In all honesty, these <i>Darkland Dragons</i> were the superior force. If I could build my dream dark elf team, it would be so much closer to his than mine. I went into this match resigned that I would most likely lose as I knew the coach was good, and the team was better.</p> <p>What I wasn't counting on was some fantastic first half rolling on the injury dice. I knew my only chance was to get some key injuries early and use that momentum to hurt more players. I ended up clearing over half of his 11 guys from the pitch but scored too early which allowed him to equalise by the eighth turn. Fortunately, the momentum stayed with me in the second half and he didn't have the numbers to protect the ball from my squad. My good luck lead me to a 4-1 win.</p> <p>The final faced me up against the <i>Deadites</i>, a necromantic team with several very experienced players. My strategy going in was to try and beat up his wolves and ghouls the best I could. All strategy went out the window when the dice started rolling as they tend to do. I started getting lucky with injuries, but unlucky with ball handling. The poor playing by my normally reliable squad lead to me turning over the ball early. He then scored quickly (and how could you not with movement nine and ten werewolves? Eek!). I still managed the equaliser before half time and had one of his wolves in the knockout bin.</p>	

The second half had the simplest of plays going wrong and the ball going back and forth with the *We Scion Sinners* finally scoring in turn eight of the second half for the Blood Bowl championship trophy!

Highlights of this Final game for me include using my apothecary in the middle of the second half to keep *Scion Spooner* (my star Blitzzer) on the pitch. He eventually knocked the ball free from David Kessler (the big, bad, werewolf) only to have it scatter onto himself (and successfully grabbed) so he moved clear with the little energy he had left.

The Deadites then surrounded him and David Kessler charged in at the top of turn eight only to push Spooner around with six block dice. With the coaches unable to assist (having become exhausted) *Scion Spooner* then took his next turn to dodge through the tackling scrum of rotten flesh and ran down the field full tilt. He threw a quick spiral to *Scion Superior* (up and coming Blitzzer) who deftly caught it and ran in for the touchdown.

Another highlight was dropping a fireball onto five *Deadites* including the ball carrier and knocking them all down. Unfortunately only two knockouts resulted from this, but one of the two was Jack Goodman, the ball carrier (and other big, bad, werewolf.) The other was Kenny (a ghoul with block) leaving no one nearby with the agility to threaten a touchdown. After having fireballs like this used against me in the past so successfully, It felt so

good to have it go the other way for a change!

A final highlight for me occurred after having turned over the ball and letting the *Deadites* score on the first drive of the game. With the next kickoff, the ball came sailing in only to land at the edge of the field and clone into two!

DAAAMN YOOOOOU TZEEEEENTCH!!! (Damn you special play cards!)



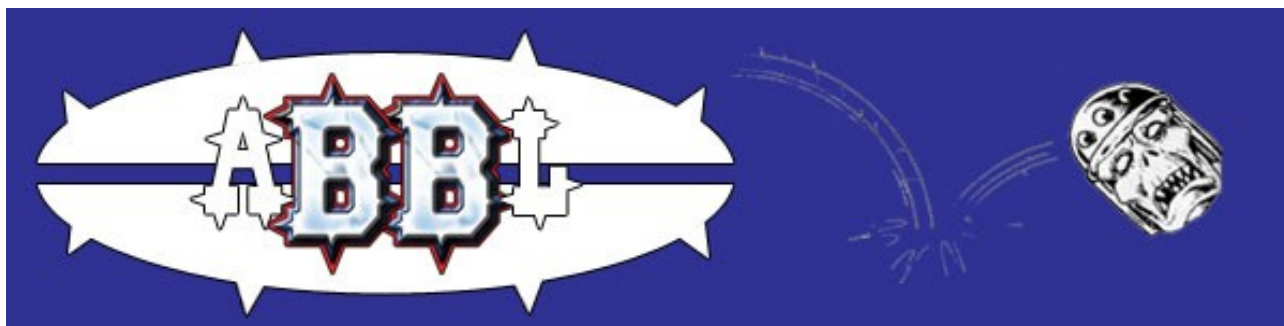
I ended up with a ball on *Scion Superior* and another on Eau Claire, our novice runner. Through twists and turns we set up a risky play down the sideline to try and overcome this cursed demon magic. With a few well placed blocks Spooner ran down and handed a ball off to Rhinelander, my star line-elf who blitzed a ghoul away and ran in ... only to watch the ball vanish before his eyes.

Eau Claire then charged forward and threw a pass that Rhinelander caught with the same true grip that moments before had held the cloned ball. I jokingly wondered if that shouldn't have been worth one and a half touchdowns for the rising star.

It was a great season with plenty of ups and downs where no outcomes were set in stone. I have greatly enjoyed the Brawl league for the three seasons I have been a part of it. The coaches are great fun and the matches often nail biting with hilarious moments that put both coaches in stitches (and sometimes the players, ouch!)

Runejack (Joel Brokaw)





ABBL Season Five was a season of firsts, a season of unexpected chaos and a season that many will rather forget.

Ghoul Runnings met expectations and became the only team in ABBL history to go through the regular season with a perfect 8-0 record. This was not entirely unexpected with the schedule they pulled but what was unexpected was their departure from the playoffs.

The first round of the playoffs saw champion favourites *Barba Bellum* roll there way across the *Happy Tree Friends*. The dwarfs man handled the elves leaving the field with an 8-0 casualty count. *Brightstar Vixens* and *Cheese for the Cheese God* had a closely fought out matchup but the skaven squeaked past with a 5-4 win in overtime. *Da Confuzd* a powerfully developed orc team matched up against an experienced coach with a new pro elf team in the *Caladine Divinities*. In a standard game the *Divinities* made it through. But the big upset was *Ghoul Runnings* facing off against *Perciville Pussies*.

The *Pussies* only just scraped through to the playoffs being the third team from Group Tackle to do so. They managed 12 casualties and three touchdowns for the season and just could not get anything rolling. But they turned it all around in the playoff game against the undead. They ran in two touchdowns to nil and managed to make *Ghoul Runnings* only the second team to be out-casualtied by the *Pussies* all season.

The Semi Finals where not as close with *Caladain Divinities* account for the *Pussies*. Some say it was because they where still celebrating their Quarter Final win. The *Barba Bellum* also accounted for the *Cheese Gods* with star player Wido Validus making his mark on several of the rat men.

And then it came down to Jason Seal coaching the *Divinities* and Danny Powell taking the *Barba Bellum* dwarves onto the pitch for the final time that season. No matter who won this would make it the fifth new coach and fifth new team in five seasons to take the title. In the end Danny Powell and *Barba Bellum* came out victorious as the *Divinities* failed to get any momentum running. A big congratulations go to Danny.

And then it was the sixth season. We lost a few stalwarts this season but picked up a few new players. With the closing of *Ethereal Realmz* I was not sure if this would continue, or the *Redneck Rumble*, but thankfully they both did. This season the numbers dropped to 16 but there is a good mix of new and experienced. Of big surprise was last years champions the *Barba Bellum* starting with a 0-3 record. There was no real surprises with the leaving rolls, and if anything, more should have left.

But the season is well under way with plans in place to run some one day knockout tournaments in the future for the local guys. Things look strong for the Albany region.

Slothman (Damien Watson)

Commissioner
Slothman (Damien)

Contact
[pm on WestGamers](#)



The PWND wrapped up late in 2011 with D_Arquebus' *Marienburg Merchant Seamen* overcoming GuppyShark's *Tilea Azzurri* in a tight Grand Final. Thus far interest in a second season has been low, so the league has gone into hiatus, at least for the time being.

The Drakebowl has also been progressing, though at a glacial pace. With the removal of holiday barriers, hopefully it will improve.

It is worth noting that a few southern-hemisphere leagues are running, albeit beyond the magazine. Mathfuric's *Da Boot* league

appears to be continuing, and a call was put out on AusBowl by a group of coaches on the BBTactics discussion board. More recently, Gustav called for Australian coaches to be part of a Novocastria online league.

So if you're after a league, there are still a few out there. While tabletop is excellent, the online versions of the game are really handy for staying in touch and playing a new set of coaches. Why not resolve to join an online league in 2012?

SinisterDexter



Another season done, another year done. It was a big year with the change to CRP being right at the top of the list. I'd like to thank my admin team of Barre, Tomay and Luohghcra who make my job as Commish much easier by going about the day to day tasks of running the league. The background work is essential to our smooth running and there was a lot of work to be done and animated discussion to be had.

Season 42 was a great success with some surprises. After what was looking like a close contest at the top, congratulations go to Falcon, who has coached the legendary *Slumbering Skink* to their FOURTH Premier pennant. All hail the Lizard King who won the title with a convincing 5/1/1 record. DaemonicLazoth's conference-topping

performance deserves a mention as well. He's a basher like no other and it will be interesting to see how he does in Premier next season after a well-deserved promotion.


The Admin team is still debating the need to introduce some sort of capping system. For the moment it appears that the inducement system is doing a good enough job of keeping games close regardless of where each team is in terms of development. With the introduction of the wizard to the almost complete client, we might be able to hold out and just play things 'straight' - a huge improvement over LRB4.

Looking forward to 2012 and Season XLIII...it'll be another cracker!

Daniel Collins






PREMIER LEAGUE

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1.	 [L] Slumbering Skink	Faulcon	115/182	Lizardman	7	5	1	1	12	4	8	15	18	-3	27
2.	 [L] Seussville Slammers	Tomay	166/165	Undead	7	4	1	2	10	6	4	26	14	12	22
3.	 [L] Woodies Double Inc	erikekers	136/122	Elf	7	3	2	2	15	14	1	9	19	-10	19
4.	 [L] Large Head-on Colliders	Barre	171/168	Chaos Dwarf	7	2	4	1	12	9	3	25	13	12	18
5.	 [L] Bedouin Falcons	ClayInfinity	147/229	Dwarf	7	2	2	3	7	8	-1	22	11	11	14
6.	 [L] Wonga Wonga Whalekillers	Balle2000	126/127	Norse	7	2	2	3	7	11	-4	10	19	-9	14
7.	 [L] Dark Swans	Irgy	181/167	Dark Elf	7	2	1	4	10	12	-2	10	26	-16	12
8.	 [L] Mort Volente	OldBugman	195/199	Chaos	7	0	3	4	6	15	-9	15	12	3	6

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1.	 [L] Quotable Folks	Enigma179	161/127	Wood Elf	7	5	0	2	12	11	1	12	16	-4	25
2.	 [L] Blackwater Sting	Chavo	188/205	Dark Elf	7	4	1	2	13	8	5	7	12	-5	22
3.	 [L] BBQers Rise Again	danielcollins	155/174	Necromantic	7	3	3	1	12	10	2	8	12	-4	21
4.	 [L] Intoxicated Mayhem	Erickan	201/194	Orc	7	2	3	2	12	10	2	16	11	5	16
5.	 [L] Psych Lab	eganra	153/159	Skaven	7	2	2	3	12	13	-1	13	20	-7	14
6.	 [L] We are Ninjah	markCuz	176/186	Human	7	1	3	3	8	11	-3	15	7	8	11
7.	 [L] Wild Jokers	Bobs	183/239	Nurgle	7	1	3	3	7	11	-4	18	11	7	11
8.	 [L] Blue Green Envy	BeefyGoodness	180/224	Slann	7	0	5	2	14	16	-2	10	10	0	10

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1.	 [L] Daughters of the Song	DaemonicLazoth	188/178	Amazon	7	4	3	0	12	8	4	22	11	11	26
2.	 [L] High Street Dandies	Luohghcra	184/195	High Elf	6	4	0	2	14	9	5	6	12	-6	20
3.	 [L] Fire and Anger	Pij	168/163	Necromantic	6	3	1	2	11	8	3	11	10	1	17
4.	 [L] Pon Fhar Athletics Association	mopp	171/161	Elf	7	3	1	3	13	13	0	4	17	-13	17
5.	 [L] Tribute to Alan Parsons	polemarch	167/198	Slann	7	2	3	2	12	15	-3	11	10	1	16
6.	 [L] SkitterSkniks Scourge	gladiatorluke	143/128	Skaven	5	1	2	2	9	9	0	4	14	-10	14
7.	 [L] Gumbeast Reunited	gumbi	180/191	Human	7	1	3	3	9	13	-4	12	9	3	11
8.	 [L] Quod's Grunts	Quod	191/192	Orc	7	0	3	4	6	11	-5	22	9	13	6

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1.	 [L] Redgum's Ruffians	Redgum	189/199	Dwarf	7	5	1	1	13	8	5	21	7	14	27
2.	 [L] Some Kind of Voodoo	Olgrot	143/156	Necromantic	5	3	1	1	10	6	4	10	7	3	27
3.	 [L] Far Coast Forestals	SonofSharkboy	173/189	Wood Elf	4	3	1	0	14	6	8	5	6	-1	16
4.	 [L] Vanisburgh Vipers	gregory_n_white	170/168	Dark Elf	7	2	3	2	7	11	-4	7	14	-7	16
5.	 [L] Amazingly High Elves	Smegish	189/182	High Elf	7	2	1	4	12	15	-3	9	27	-18	12
6.	 [L] Butchrangers	tribalsinner	154/155	Human	6	0	3	3	7	12	-5	16	4	12	11
7.	 [L] Elektric Boogaloo	Rabid_Bogscum	168/202	Slann	7	1	3	3	12	13	-1	9	18	-9	11
8.	 [L] Fist of the Southern Cross	TransientNomad	153/175	Chaos	5	1	1	3	4	8	-4	12	6	6	7

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1.	 [L] Memories of FUMBBLs Past	Olaf_the_Stout	131/124	Undead	7	5	1	1	13	7	6	23	15	8	27
2.	 [L] Aflof Fairies	Slothman	125/117	Elf	6	4	1	1	12	6	6	5	16	-11	22
3.	 [L] Financial Meltdown	Grod	125/123	Chaos Pact	6	3	1	2	8	8	0	12	13	-1	22
4.	 [L] Green Water Rat Pack	Slim_Dangerfield	143/153	Skaven	6	3	2	1	15	9	6	5	16	-11	19
5.	 [L] BobBorc's Army	eagle009	127/105	Orc	5	2	1	2	5	5	0	14	5	9	17
6.	 [L] Lords of Toruk	Lord_Hereticus	154/161	Chaos	7	1	3	3	6	10	-4	17	15	2	11
7.	 [L] SWL Ice Fangs	Ice2	129/137	Norse	6	2	0	4	5	8	-3	20	8	12	10
8.	 [L] Seven Serious Slayers	Spieroz	111/135	Dwarf	4	2	2	0	4	2	2	11	9	2	10
9.	 [L] Unhappy Khlowns	lolvenom	122/130	Khemri	7	1	2	4	3	7	-4	21	11	10	9
10.	 [L] Sons of the Futhark	Belphegor	112/111	Norse	6	0	1	5	1	10	-9	2	22	-20	7

TORTURER'S PICNIC

A TASTE OF TURE

KSHARPER GAME 2 VS DAZEDMW

So here we are, not long to go till the Ausbowl Team Championships, and it is time to test out teams, and decide what we want to take. It has nearly become a tradition that Matt and I get half a dozen games in before a tournament, to get our team rosters decided. So here we go again, and this time it's the classic starter box match up. Orcs verses Humans. Can't beat that!

TEAM DESIGN

Humans - DazedMW (Matt)

With the extra cash that the 1.1million format allows I thought it was a good opportunity to test what four human catchers can do for a team. Of course keeping them alive will be the issue.

As for skills, Wrestle combined with the speed of a human catcher works well, Guard on a Blitzzer to try to cope with teams with additional strength and

Accurate on my Thrower to help with the passing game. I do have four catchers so I hope to be passing a bit!

Orcs - ksharper (Kyle)

I've taken orcs to a few tournaments now, EucBowl format a few times, and progression once or twice, but I've always seemed to take them down the same style, slow and steady grind. I wanted to try make a faster team, but not give up the black orcs.

So I passed on the troll, and took three linemen to roll with the blitzers. I really like the idea of having a full team of AV9 when kicking, and my thrower only afield when I'm receiving. I'll see how it goes.

Skill wise, I easily decided on taking Guard and Tackle blitzers, but the third skill was up in the air for a bit. In the end I decided to take a Mighty Blow blitzzer as well, mainly because I felt I wanted a bit of variety.

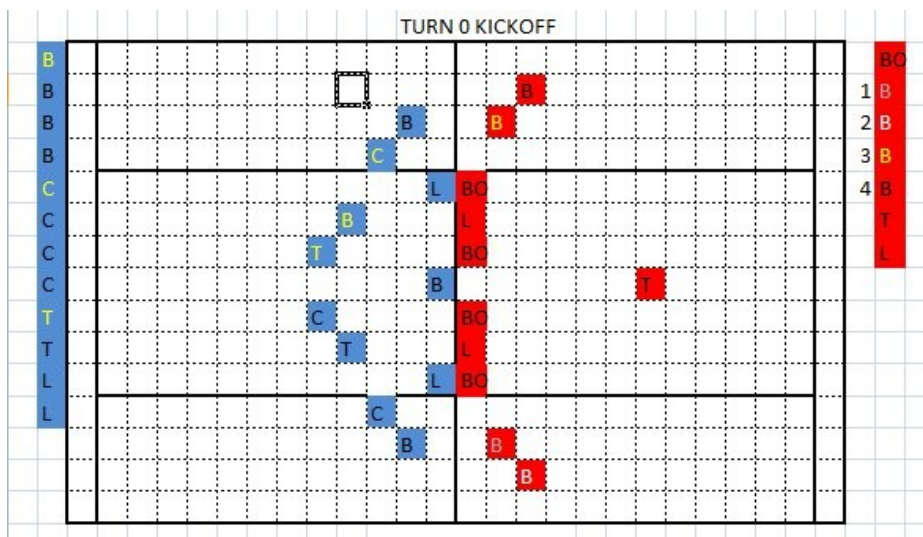


Humans: 3 rerolls

1. Blitzzer with Guard
2. Blitzzer
3. Blitzzer
4. Blitzzer
5. Catcher with Wrestle
6. Catcher
7. Catcher
8. Catcher
9. Thrower with Accurate
10. Thrower
11. Lineman
12. Lineman

Orcs: 3 rerolls, 1 Assistant Coach

1. Black orc
2. Black orc
3. Black orc
4. Black orc
5. Blitzzer with Tackle
6. Blitzzer with Guard
7. Blitzzer with Mighty Blow
8. Blitzzer
9. Lineman
10. Lineman
11. Lineman
12. Thrower



FIRST HALF SET UP

First half kickoff

FAME: +1 to both teams

Kickoff: Blitz

Weather: Fine

Matt: Having all four catcher on the field defensively seemed to be too weak so one started in the dugout. I placed two catchers behind a blitzer each ready to take advantage of any dropped balls (hopefully). One catcher at the back with the thrower, to keep him safe.

Kyle: With Matt's fairly defensive setup, I decided to go with a fairly solid frontline bash setup, with the four black orcs and two lineman there, and if all goes to plan, I'd be able to use two or three of the black orcs to push forward.

I kept the blitzers in the wide zones, as I wanted them to be ready to be a screen, or move to create a cage. I kept the thrower back by himself, against my usual rule of thumb, as I want to get stuck in to the humans as early as possible.

Blitz Turn:

Oh a Blitz! But with the ball in the end zone there is no hope of grabbing it when it lands. I'm able to get pressure downfield with a catcher marking the thrower. A couple of poor dice here from Kyle and I could be looking at an early score.

TURN 1

Kyle: Well, not the ideal start for me so far and definitely doesn't help with the strategy I wanted to use. I wanted to get a player or two back to cover the catcher, and get my hands on the ball.

I KO'd the human lineman first

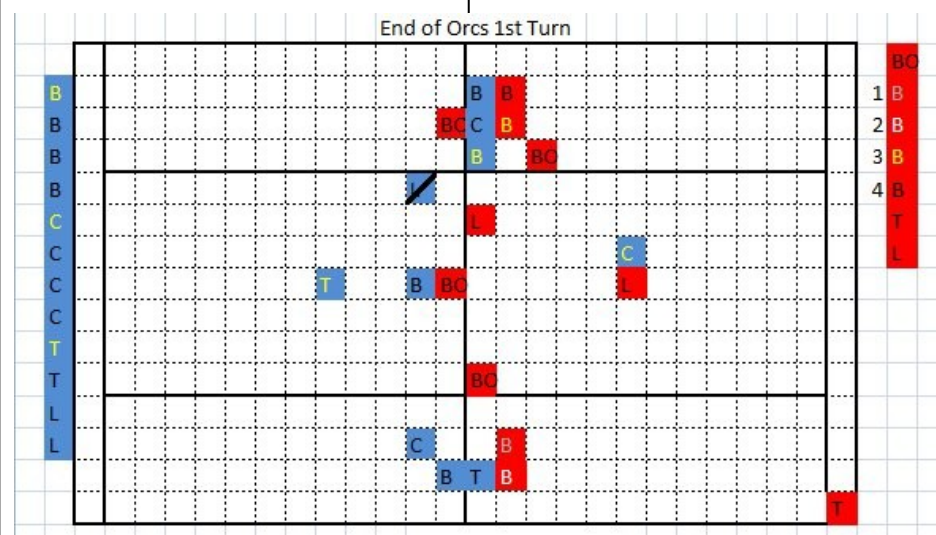
block, and stunned the other, leaving my lineman free to Blitz the catcher on my thrower, managing to POW him. With Matt's pressure on my right flank, I decide to move my black orc behind his players, and try to pin them in there. I manage to pick up the ball, but use a reroll for the Go-For-It. The thrower is stuck in the back corner square, but luckily with the catcher going down, he's safe from the crowd surf.

Matt: Hmmm... down players already! Kyle has my left tied up but he has five on that flank dealing with my four players.

That leaves me six to deal with his seven in the middle and on my right. The ball is in the very back of the field and I don't think he will be able to form a full cage.

I reposition my catchers so they are still keeping a couple of Kyle's players out of the action but I will be able to dodge away next turn.

Let's see what Kyle manages to do with his thrower who has the ball in the backfield...



TURN 2

Kyle: With now two catchers in my backfield, I'm looking at getting the cage together ASAP. My two black orcs and a blitzer are keeping two human blitzers and a catcher busy on the right flank, but only a knockdown there.

With the black orc knocking the thrower over, and my lineman moving across to assist the hit on the Blitzzer, I'm left with three used players in a good position for the cage.

Last thing for the turn is the thrower's action. I can either leave him with the ball, just short of companions, or go the short pass to a secure position. I decide to press my luck, and take the two Go For It's, to remove the interception, and also make the catcher dodge to get into the cage, and proceed to fumble the ball.

Matt: Nice! The ball is on the ground and there are two catchers nearby. Knock the thrower out of the way and then swoop in and pick up the ball. What to do now?



I am already a couple of players down with four players pinned on my flank by those mean Strength 4 BoBs.

Even though it is two extra squares, I don't have the players or the movement remaining to stall, I have a reroll and the play has to be to go for the score.

92.6% chance of success, right?

the chant of "roll a one, roll a one, roll a one..." to really work. And if this was at Southern Shrike Bowl, or Eucalyptus Bowl, poor Matt would have probably won a prize for failing the second GFI to score, with the re roll.

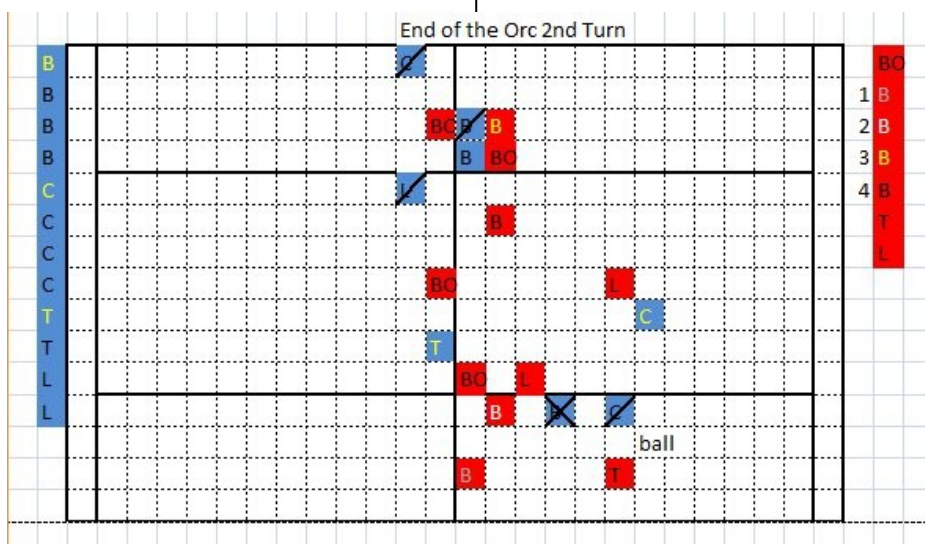
As it is, the ball is lying near my thrower, and he has no qualms with picking it up, and the two blitzers and two linemen take up positions to his left and right, a step in front, and a step behind.

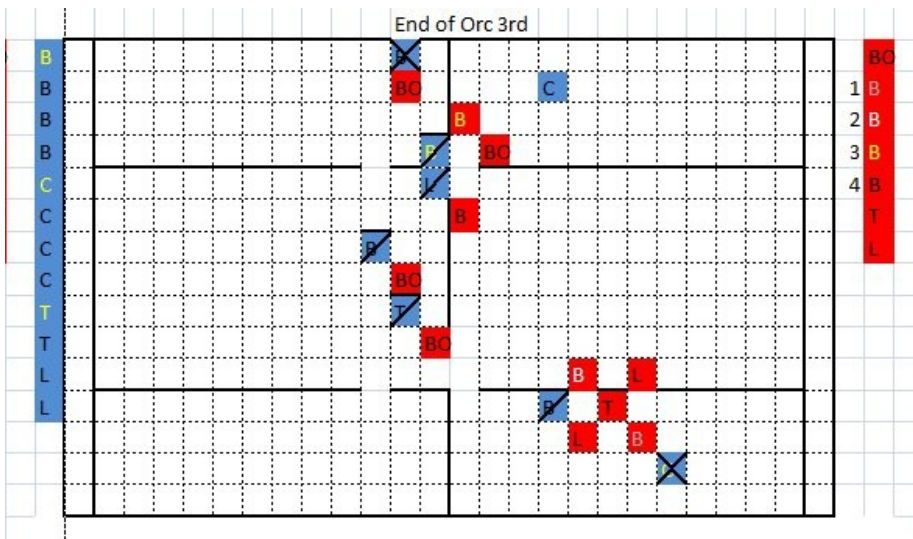
Meanwhile, the more exciting stuff, across on the right flank, I've kept two of his blitzers and a lineman on the ground, and stunned one of the blitzers.

It's really feeling like the orc gods are looking down, and enjoying the orc bash. Only rolled POW's or defender stumbles this turn, really powerful turn for blocking. Currently three players having KO'd the one of the thrower this turn as well. Looking like I can just walk the ball there in five turns.

TURN 3

Kyle: Well, I didn't really expect





The orcs continue to smash my team leaving me with few options in my turns other than standing my players up and trying to reposition them to achieve something later in the drive.

TURN 4

Matt: The one thing I'm thankful for at the moment is that, while Kyle is breaching armour twice a turn, stunned results seem to be the popular outcome.

TURN 5

Matt: Yes, not one armour break. But then when the team starts getting down players it can be hard to line up a lot of blocks each turn.

TURN 6

Matt: This is starting to remind me of my 2010 game at EucBowl against sangraal's orcs. That day I threw wave after wave of human fodder against his orc cage as he sat in the corner of the field. All I really achieved was to weaken my team for the second half and ended up with a 0-2 loss.

TURN 7

Matt: Not much to do here, he will walk it in turn 8.

Matt: Well I have a turn to try to hit something. I manage a stunned orc Lineman. My first armour break of the game. Well, at least I get the ball in the second half; I just have to remember how to roll for GFIs!

FIRST HALF SCORES:

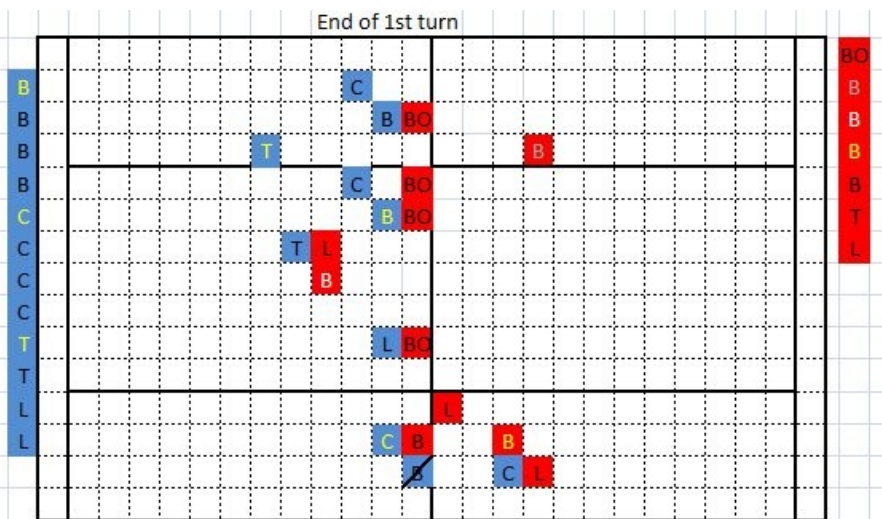
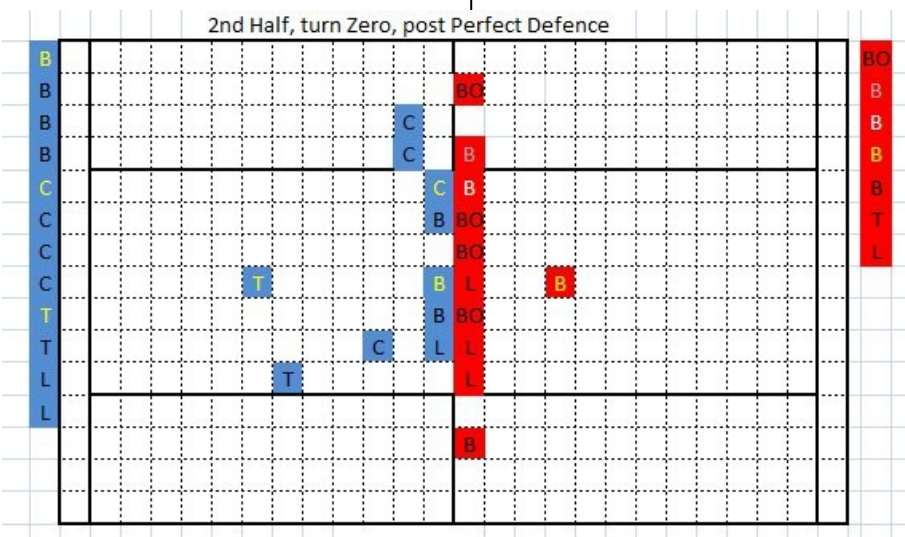
SECOND HALF SET UP

Kyle: I usually tend to have a fairly full front row as orcs, but with the movement on the humans, I decide to pull back on this one and try to make it quite hard to squeeze a catcher through. Bench the thrower; put my three linemen on the line, two black orcs in each wide zone, and the four blitzers staggered in the middle.

When the Perfect Defense came up, I was quite happy to change my cautious approach. I manage to get my Guard blitzer and black orcs in the right positions to really make it hard for Matt to do any blocks.

Matt: One player down for the start of the second half. Not too bad.

The way Kyle set up with the lineman as an offering to be smashed and the black orcs protecting the wings just invites me to go through the middle. The catchers have the speed to get through the line after my blitzers have cleared out the orc lineman.



TURN 1

Matt: Well, Perfect Defense changed all that. All of a sudden I'm looking at being completely outmatched on the line with blitzers facing black orcs and even my Guard skill being pretty much useless. The kick was short so I can get it with my thrower no problem. The question is to try some one dice blocks and basically concede the drive with a bad roll, or set up the protection as best as I can and then dodge the remaining players out of harm's way?

I took the latter option which was safety first and the dodges came

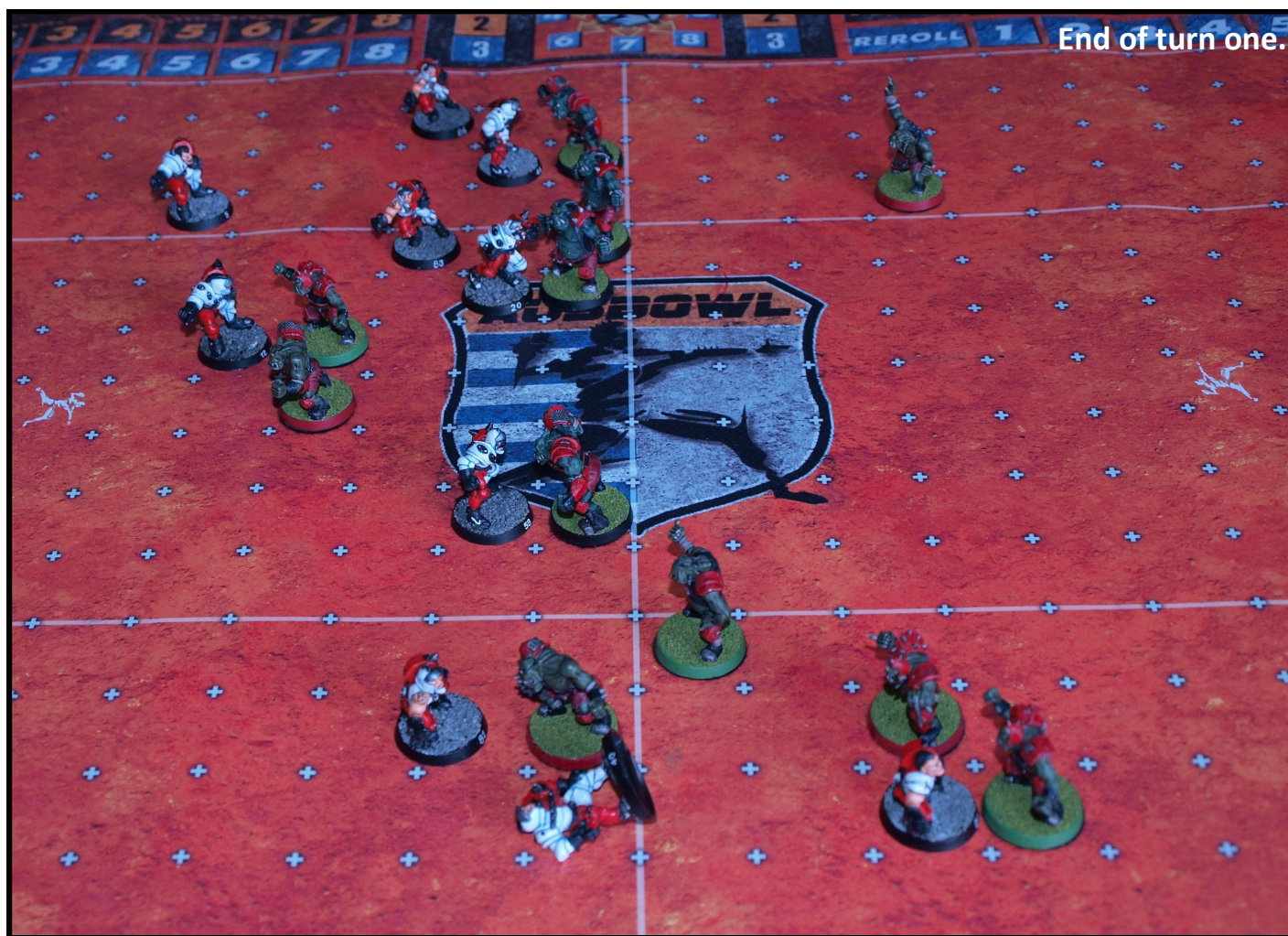
off and let me set up fairly well.

The one good point is that the orc defense is now very flat with only the Tackle blitzer back, I doubt I'll be going through the middle now but the orcs might give me a chance to pin them and go around the flanks.

Kyle: Well, quite happy when he dodged back most of his players. I moved two blitzers and a lineman to try control the left flank, but while I was unable to knock over the catcher which was in scoring distance, I did make it hard to dodge out forwards. I leave my four black orcs one square forward, along the Line of Scrimmage, and my blitzer with Tackle a couple of squares back to be my sweeper. I'm quite cautious of those pesky catchers, and I know how easy it is to underestimate MA8.

TURN 2

Matt: Once I had dodged back in the previous turn I had a line across the field and Kyle moved his black orcs into contact with it. Hopefully they are now pinned



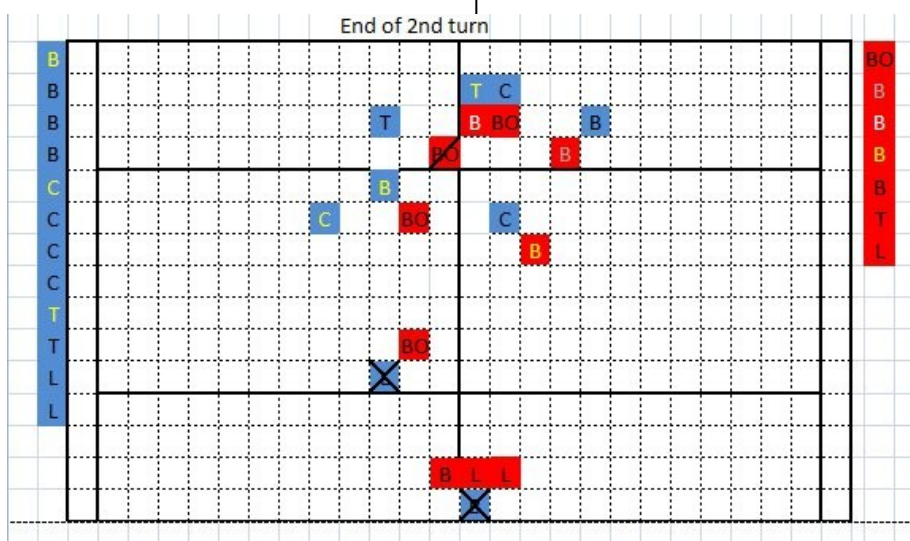
and although he has a couple of players pushing towards my ball carrier in the centre he has only left the Tackle blitzer back on my left. That is the way to go!

There are no defenders in the two left-most squares on the flank so

once my players dodge away from their markers I can swing around the outside and set up a line for my Thrower to run behind.

Kyle: I try and get my black orcs stuck in for some good old fashion orc fun! I manage to stun a blitzer

against the crowd on the on the opposite flank to the ball, and also stun a lineman. But, once again, I'm remembering why I dislike catchers so much, as his catchers are becoming threats barely into my half. I think I've left one too few blitzers free behind my line.



TURN 3

Matt: I progress my protective line up the field and the thrower is now in scoring range for next turn. As a safety value he has a catcher standing beside him.

The orcs are starting to untangle themselves from the line now and retreating back quickly so I'm wondering if I will have to score

Kyle: With Matt's thrower and catcher in scoring range, I manage to get my two blitzers right in front of them, and it's not looking too bad, considering I can't knock the ball free, until my black orc skulls out, and stuns himself, leaving Matt's blitzers free to lend support. It will take a bit of luck for him not to score, though there is enough pressure that he cannot afford to stall at all.

Matt: Yip. Kyle smashes another couple of players and I start the turn with eight on the field, three of those pinned well away from the action. Two blitzers have managed to get in front of my ball carrier and around the edge of the protective line.

However, blocking a black orc out of the way allows me to hand off to an adjacent catcher and I'm away with a dodge to the end zone!! At least he didn't muck this one up.

But I have given the orcs five turns

THIRD DRIVE SET UP

Matt: Four catchers on defense now if I like it or not! I figure my only chance is to get a quick turnover. Three of my catchers are right up to the line.

Kyle: Went with a similar setup as last time, but with a Blitzer back to support the thrower.

Blitz Turn: Another Blitz. But again the kick has gone deep, behind the two players set up at the rear. The gods are teasing me with a sniff of being able to recover the ball and then placing it out of reach!

To make matters worse, my Blitz action can't knock the orc blitzer down and I don't have a space to run my catcher through.

One dodges through a small gap and marks up against the thrower, a second can't quite reach the orc blitzer who is also back.

I seriously think that nine out of

Kyle: Heeeeeeere we go again. Though it is not too bad this time. The ball is near my blitzer, and with the numbers on my side, I shouldn't have too much trouble getting some sort of cage going quickly. I definitely can't seem to get drives started on my terms this game. I manage to get the ball, and with 2 GFI's get it into a shabby, but solid, cage.

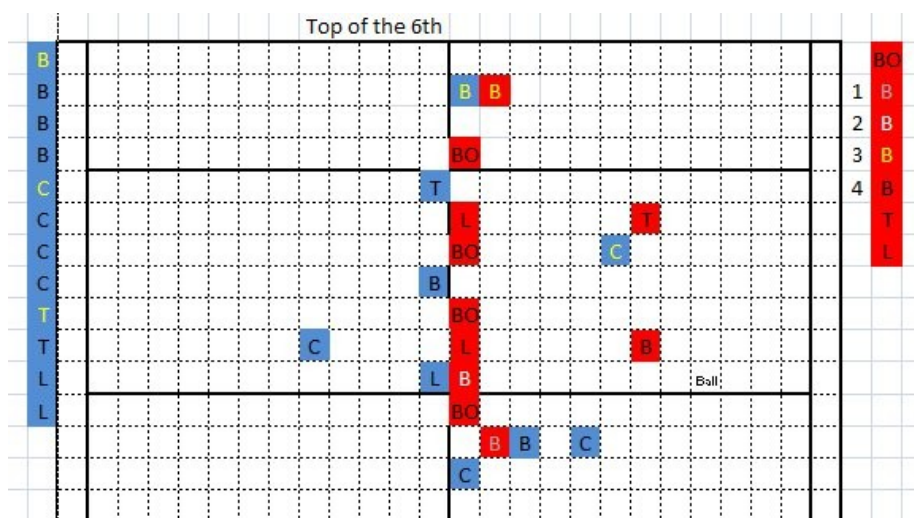
Matt: Oh, here we go again! My hope that the blitzer wouldn't be able to pick up the ball didn't come to pass and Kyle quickly positions his black orcs to form a solid cage for me to smash my head against.

My only hope is that Kyle needs to advance the ball four or five squares a turn and that might present some chances for me.

Kyle: I don't get too move far this time, I can't get his blitzers down, so he is left standing next to my cage at the end of the turn. Off the ball, I've managed to stun a catcher and Blitzer, so should have an extra orc or two catching up next turn.

Matt: Marching on! Right, it is time to try something. With the blitzer in contact with the cage I can clear out a corner. That leaves my Wrestle catcher to Blitz in and





a double both down lets me wrestle the ball carrier to the ground.

A lack of players in support hurts here as I'm not able to get in and contest the ball very well.

Kyle: I'll be damned; the little catcher knocked the ball down - though it's still in my cage. Two dice my choice with block, and he gets me down, and his blitzer knocked down my blitzer to make a small way in.

But I manage to push him out, pick up the ball, and reconvene a few squares up the pitch.

TURN 7

Matt: Down to seven active players and the orcs have managed to get the cage past most of them. However with one of the corners of the cage marked and the other back corner being a black brc, I might have another chance to get into the cage next turn.

Kyle: I need to get a move on. I

have two turns, and only one extra square movement, so need to get full strides going now.

Matt was able to get a one dicer on my black orc in the back corner of the cage, and knock him down.

All three of his catchers get off the ground and try get in next to the ball carrier. So I have three catchers, and two blocks and a Blitz to push them away. I'm a bit worried that I will be left with not enough orcs to keep a cage, after I block them away.

I move up my stray blitzer to stand next to one, and manage to Blitz one catcher, knock him down, and chain push the other away. That

leaves my ball carrier in the clear, as well as the other two corners of the cage.

I need to make one GFI with the ball carrier, but that means one with each of the support as well.

After holding my breath as the die rolled...

...it all worked out.

Phew!

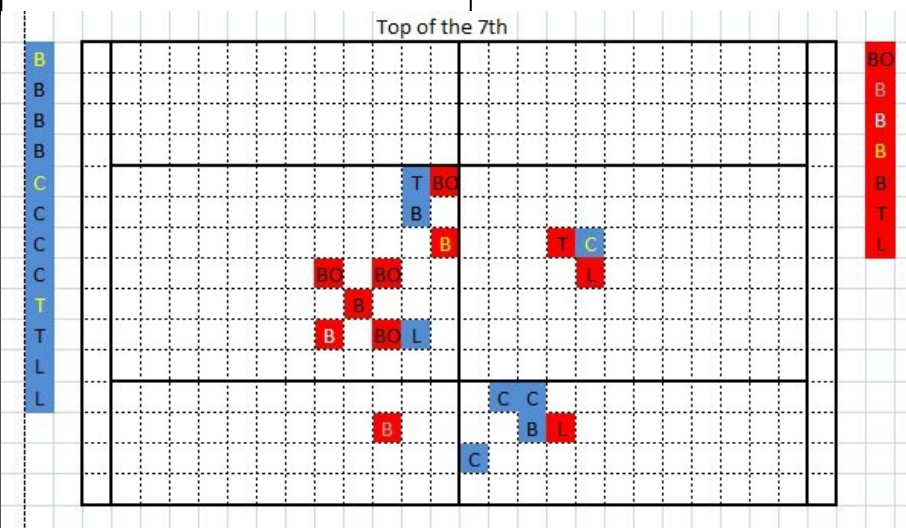
TURN 8

Matt:

Kyle goes for three GFIs and makes them all. My mind drifts back to the first half where a made GFI would have changed the game.

But such is life and Blood Bowl.

I think long and hard about my move this turn, I still have a chance to dodge into the cage and cause some problems, hopefully enough to make Kyle roll some dice in his last turn and give me some hope.



I then roll a double 1 on my first dodge...

Kyle: Thanks to the failed dodge, I don't have to roll any dice this turn, and can walk the ball over with all six movement. Matt tells me that I took the riskier option last turn, and is *kind* enough to point out the better move. I am a natural orc player, and think I was right.

AFTERMATH

Matt: We had an interesting discussion after the game about Kyle's turn seven. Do you go for the three GFIs and end up with a 99% secure cage or play it safe (i.e. no

dice rolls) by running the ball carrier into the clear and blocking as many of my players away from the ball but not actually being in a cage?

My plan didn't require any dice rolls but allowed a Blitz from my catcher with dodges and extra squares (without a reroll). Kyle's plan required those three GFIs and one failure would have left me with an open Blitz on the ball carrier. As it happened, it ended up in a very secure cage.

Kyle: Well, it was a 2-1 win to me in the end, and I had numbers

on them most of the game, but I could not get rid of those pesky catchers, so it was annoyingly tight most of the way through.

I think that the two Blitzes evened up the game a lot for Matt, as I nearly always had the numbers on him this game.

As far as my team, I liked the extra movement I had on the field, with no troll. It isn't really the match up where I want the speed though, as the humans have me beat there, but I am quite happy with it.

Matt: That single failed GFI in the first half completely changed the game. Once Kyle had caged up again my options were limited. In the second half I scored and felt things were under control all drive despite the Perfect Defense. I took down the ball carrier once in the second half with Kyle pushing for the winning TD but I wasn't able to recover the ball.

Guard on the blitzer and Wrestle on the catcher were both useful choices. I am not a natural passing player and I think the Accurate on the thrower was wasted.

Humans need the help on defense against this type of opponent and a second Guard would have been most useful.



FINAL SCORES:

KYLE 2 - MATT 1

HALL OF FAME

SinisterDexter

This time last year, under the auspices of Southern Strike (as BL!TZ was then known), I created a little thing called the Southern Strike Hall of Fame.

The Hall of Fame basically recognised three kinds of Blood Bowl achievement in the South Australian community.

Champion Coaches were those that had won a local league or tournament and, for the first awards, this stretched back into all seasons/tournaments.

In addition, five categories of "Star Coaches" were recognised by vote amongst the local coaches. The five winners conferred their name to the award in perpetuity as follows:

One Eye's Helmet

Scoring prowess and tactical ability.

The Sinister Garter

Presentation of teams.

The Darkhorse Ribbon

Contribution to the local community.

The Cod Piece of Sharnt

Best stunty coach.

The Vain Gauntlet

Sheer, bloody-minded brutality on the pitch.

Finally, although none were awarded last year, the category of Legendary Coach was introduced as a way of recognising outstanding or extended contributions over time.



With the expansion of Southern Strike into BL!TZ, it is time to revisit the Hall of Fame idea. During January I am inviting nominations for Stars and Legends both in SA and nationally.

SA will get its own awards (an homage to Southern Strike), but national awards (the Helmet, the Garter, the Ribbon, the Cod Piece and the Gauntlet) will be given a perpetual name by the inaugural winner. Data on Champions will be gathered from any Commissioner who wishes to give it.

As for Legends, they will become a purely national prize, awarded only to those coaches who are deemed worthy by the AusBowl Committee (although you can nominate anyone for the honour).

But now it is over to you. Please send the names of anyone you believe is worthy of any of the Star awards, or anyone who you think should become a Legend, to:

southernstrikeeditor@gmail.com

At the end of January, voting threads for the Stars will go up on AusBowl, with the winners announced in a special supplement to BL!TZ issue 4.

The BL!TZ Hall of Fame, as it shall be known, will hopefully be a central repository of our community's luminaries and achievements, and I hope you get behind it.

STADIA OF THE OLD WORLD ^{and new}

Ah, now **that's** a stadium. When it comes down to it, sponsorship by the fans unhappy, but we groundsmen love it. All that extra cash to spend on horticultural equipment! It just makes our job that little bit easier—leaves

big boys might make some whores... err... I mean, time for leisure...

By the time you read this issue, the Stadium Cards we have been bringing you will start to be looking more like a set, with three more “standard” cards to follow, along with an additional two “special” cards. The rules for using these cards are in issues one and two of BLITZ, and in the interests of space I won't repeat them.

The Special Stadium Cards can be used like any other card if you wish, although they only have one special rule and do not confer any bonuses to the “home” team. Special Stadium Cards will be differentiated by the use of roman numerals instead of numbers.

This issue we bring you Stadium Cards #5 - the Hellstra Dome, #6 - Empresstown Oval and #7 - Carsteinia Park, as well as Special Stadium Cards #I - King Waldo's Travelling Stadium and #II - Mt Kosiwanto.

As usual, a huge thanks to Mango (Jason Chellew) for his stellar work on the cards themselves.

SinisterDexter (Brett)

One of the newest stadia to be built, the Hochlands Stadium was re-named the Hellstra Dome after Telepathic Communications giant Hellstra secured major

sponsorship of the ground. The company retains some power and reaps in millions through direct-to-crystal-ball deals. In addition, the Hellstra Dome has some of the most advanced features of any stadium, including a marvel of modern engineering, designed by Luis de Marigliano himself, a closing roof. This makes it a fan favourite, especially on hot or miserable days.

STADIA OF THE OLD WORLD

Hellstra Dome

Wealthy Sponsor

The Hellstradomes naming sponsor Hellstra Corp gives 10,000gc to the winners of any game played at their ground.

Advanced Roof Technology

The Hellstradomes roof can be closed during bad weather to ensure perfect BloodBowl conditions. There is no need to ever make a weather roll when playing at the Hellstradome, it will always be perfect Blood Bowl weather.

Training Facilities

Once per drive the home team may re-roll one of the following without using a skill or re-roll: dodge, pick-up or go for it.

STADIA OF THE OLD WORLD

BLITZ

WAY

Bloodmeister

Arctidas

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Empresstown is a remote village in the northern areas of Osterland that maintains its own, unusual, pitch. A past chaos incursion has made the land used for the pitch hostile to life. However, an astrogranite pitch proved expensive, so the locals made a pact. Every time one of them visited an astrogranite pitch somewhere in the Old World, they secretly chipped off a small section of astrogranite and brought it back to their township. Fierce and dedicated supporters all, the town soon had enough chips to create their own astrogravel playing surface.

STADIA OF THE OLD WORLD Empresstown Oval

Astrogravel Surface

Astrogravel is an unforgiving surface, full of sharp edges and almost as hard as astrogranite. Any player knocked down on it suffers a +1 to their armour and injury rolls.

Uncertain Footing

Astrogravel can also affect manoeuvrability and players suffer -1 to any attempt to go for it or dodge while playing at this stadium.

The Chisel

A symbol of hope in the local community, one player on the home side may be given 'The Chisel' at the start of the match. This counts as the skills Claw and Secret Weapon.

6



Carsteinia Park is owned and maintained by the vampiric Carstein family and is located in a cold and wet area near their ancestral estates. Home teams cannot expect large crowds, the lands around Sylvania usually being shunned by right-thinking people of the Empire, but they can often be given a supernatural boost by the denizens of the Carstein estates, who watch over the ground and its players.

Rumour has it that the current Count is quite the Blood Bowl fan, and will sometimes turn out to watch a match.

STADIA OF THE OLD WORLD Carsteinia Park

Uninviting

The location of this ground can put off even the most hardened fan. If either team is awarded any FAME, it is reduced by 1 to a minimum of zero.

Shrouded Sun

Sylvania is constantly overcast and often unusually dark. All long bombs suffer an additional -1 and if the 'Very Sunny' result is rolled on the weather table then treat it as if a 'Blizzard' had been rolled instead.

Supernatural Benefactors

Every now and again the Carsteins intervene in a game to help one of 'their' teams. If a home team player ever dies roll 1d6. On a 4+ the player is miraculously resurrected and only misses the next game instead.

7



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STADIA OF THE OLD WORLD

King Waldo's Travelling Stadium

Waldo was one of the best players of all time. He was so good that many teams pooled their money and paid a wizard to turn him into solid gold. Ever since that fateful day his loyal fans have dragged his golden statue across the world looking for a cure and hosting games of Blood Bowl under his steely gaze.

The team that started the game with the lowest TV adds +1 to their winnings roll at the end of the game



Waldo was one of the best players of all time. He was so good that many opposition teams pooled their money and paid a wizard to turn him into solid gold. Ever since that fateful day his loyal fans, distraught at the loss of their hero, have dragged his golden statue across the world looking for a cure and hosting games of Blood Bowl under his steely gaze. Sometimes whole teams will follow the statue around, hoping to be rewarded for their loyalty by recruiting the healed star.

STADIA OF THE OLD WORLD

Mt Kosiwanto

Gale Force Winds

The pitch at Mt Kosiwanto is an uneven surface which is battered by strong winds coming down the mountain.

At the start of the game the Home team selects which end of the pitch is considered to be the 'low end' and whether they will play the 1st half scoring up the hill or down the hill. The local Nuffle rules stone states that at half time the teams must swap sides so both teams can enjoy running down the hill

Whenever the Scatter template would normally be used use the Throw-In template instead pointed toward the lower end of the pitch.



The highest mountains in the Southlands is Mt Kosiwanto. Travellers on its surface had, for centuries, told of the mysterious amphitheatre carved into its slopes above the snowline. A relic of the ancient Blood Bowl age, this stadium has been tilted away from flat by tectonic (or perhaps chthonic) forces. Even so, some hardy teams will travel to the famed stadium for a game, braving the harsh conditions as a kind of pilgrimage to Nuffle. Some teams even make it a home ground for a while.

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NAF COACH RANKINGS SHOULD YOU CARE?

By Rabid Bogscum

Most people just join the NAF for the cool block dice. But there is another very neat reason, and that is the coach rankings.

Ever wondered how you stack up against the rest of the world or even just the rest of Australia? Well the [NAF website](#) is where to find it.

Ok I'll level with you. It's not a perfect system, it's broken down into rankings with individual races rather than overall and it gives extra points to larger tournaments when frankly some of the smaller ones are harder to win as they are the ones filled with the die hard players. But for all its faults, it's there, it's established, and all you have to do is join the NAF once to be part of it all. Take it as seriously as you want to or not at all, it's bragging rights but only to those that care. So let's make people care.

At the end of each calendar year I intend to update these tables with the data from the year. Show you the top 10 coaches in Australia, and highlight whether they sat on their rating (because it doesn't deteriorate) or really fought hard for that top spot.

I'm going to show you the top coach in Australia for all 24 races, as an impetus to go out there and take that spot for yourself, and to honour some of those coaches that do the hard yards with those less tournament friendly teams such as our beloved stunties.

It's not just our flora and fauna that have benefitted from being so isolated down here in Australia. Recently there has been debate as to the relevancy of the NAF rankings, and indeed NAF approval of tournaments. In Europe they get approval for all sorts of tournaments, from crazy 2 v 2 games, to Blood Bowl variants such as Dungeon Bowl and Street Bowl. So yes if you're a purist, it will frustrate you to know these games are added to the mix within the NAF rankings.

But here's the beautiful thing, our local NAF representative and tournament director Babs (Stephen Babbage), is a stickler for the rules, and has held strong to the NAF charter (which may or may not be altered following the current elections). So while the world may have gone crazy, and the

How are the Rankings worked out? - by Doubleskulls (Ian Williams)

The NAF ranking is a relatively complicated formula. For those of you familiar with chess it is a variant of the Elo formula. For each match the two coaches are playing they effectively exchange points based on three factors - the significance of the tournament ("K Value"), the relative ranking of the two coaches and the relative TV of the two teams.

Using the current rankings and the TV it tries to work out the chance of each player winning, or their win probability.

Win Probability = $1 / (10^{((\text{Opponent's Rating} - \text{Your Rating}) / 150)} + ((\text{Opponent's TR} - \text{Your TR}) / 70))) + 1$

In many tournaments TV's are even, so what it really boils down to is the difference in current rating. The maths then produces a nice curve to represent a non-linear chance of winning.

Each player's new race rating is determined as follows:

TOP 10 AUSTRALIAN COACHES

World Rank	Real Name	NAF Name	Rating at year start	Rating at year end	Change in rating	Race rated	Tournaments played in year
23	Aaron Green	Azza	215.59	235.22	+19.63	dwarf	ASC, WC, EB
24	Scott Beck	lord_shambles	233.39	234.78	+1.39	skaven	CC
31	James Russell-Wills	Rabid_Bogscum	211.69	232.94	+21.25	wood elf	ASC, SC, SSB, GoM
67	Stephen Babbage	Babs	221.96	221.96	0	dark elf	none
102	Andrew Vulling	shadow	215.77	214.05	-1.72	necro	ASC
136	Ben Vanzino	BeefyGoodness	204.60	209.92	+5.32	undead	ASC, CC
142	Pete Arentsen	tribalsinner	199.38	208.90	+9.52	dwarf	ASC
163	Anthony Cutting	cuttant	212.98	206.44	-6.54	skaven	ASC
178	Iain Fisher	grumpsh	202.49	204.71	+2.22	chaos dwarf	ASC, CqC
184	Daniel Pikler	PianoDan	190.61	204.05	+13.44	norse	CC

Tournament codes: ASC = AusBowl State Championship 1, CC = CanCon Nationals, CqC = Conquest Cup, EB = Eucalyptus Bowl, GoM = Gathering of Might, SC = Sandgroper Cup, SSB = Southern Shrike Bowl, WC = WinterCon

Scoring points = 1 point if they win the match, 0 if they lose, and 0.5 for a draw.

Player's New Rating = Player 's Old Rating + (K-Value * (Scoring Points - Players Win Probability))

Once that is determined it is compared to the actual result. So if you have an even chance of winning (i.e. the same rating) and draw then no points are exchanged. However if you had a 0.75 chance of winning and won you gain a quarter of the K value from your opponent. If you lost you'd give your opponent 0.75 of the K value. So effectively people who are expected to win don't gain as many points for winning and give up lots if they lose.

The K value is determined by two things, the number of coaches attending and whether or not it is a major. For non-major events the K value is calculated as twice the square root of the number of attendees, capped at 30 attendees. For majors, like CanCon, the formula is the same but is treated as if the tournament had 60 coaches attending. That means CanCon has a K value of about 15 and all tournaments with 30 or more coaches just under 11.

Amazon:

Michael Horton
mhorton
Rating for race: 183.16
World rank for race: 46

Elves:

Bill Murphy
sangraal
Rating for race: 177.56
World rank for race: 8

Lizardman:

Benjamin Tranter
Kransky
Rating with race: 190.41
World rank with race: 31

Chaos:

Ben Hayes
Chunky
Rating for race: 163.58
World rank for race: 19

Goblin:

Paul Morris
Creature
Rating with race: 153.38
World rank with race: 27

Necromantic:

Andrew Vulling
shadow
Rating with race: 214.05
World rank with race: 2

Chaos Dwarf:

Iain Fisher
grumpsh
Rating for race: 204.71
World rank for race: 7

Halfling:

Andrew Rintoul
Big-A
Rating with race: 159.74
World rank with race: 12

Norse:

Daniel Pikler
PianoDan
Rating with race: 204.05
World rank with race: 11

Chaos Pact:

Steven Thoms
Thomsy
Rating for race: 168.98
World rank for race: 8

High Elf:

Steven Thoms
Thomsy
Rating with race: 181.99
World rank with race: 4

Nurgle's Rotter:

Paul Deacon
Smeborg
Rating with race: 184
World rank with race: 2

Dark Elf:

Stephen Babbage
Babs
Rating for race: 221.96
World rank for race: 4

Human:

Pete Arentsen
tribalsinner
Rating with race: 188.92
World rank with race: 9

Ogre:

Andrew Vulling
shadow
Rating with race: 171.17
World rank with race: 2

Dwarf:

Aaron Green
Azza
Rating for race: 235.22
World rank for race: 1

Khemri:

Andrew Rintoul
Big-A
Rating with race: 180.19
World rank with race: 10

Orc:

Aaron Green
Azza
Rating with race: 190.16
World rank with race: 30

Skaven:

Scott Beck
lord_shambles
Rating with race: 234.78
World rank with race: 5

Undead:

Ben Vanzino
BeefyGoodness
Rating with race: 209.92
World rank with race: 27

Vampire:

Bill Murphy
sangraal
Rating with race: 166.90
World rank with race: 7

Slaan:

Mark Forster
Kanga1869
Rating with race: 160.65
World rank with race: 13

Underworld:

Steven Thoms
Thomsy
Rating with race: 166.61
World rank with race: 5

Wood Elf:

James Russell-Wills
Rabid_Bogscum
Rating with race: 232.94
World rank with race: 7

world NAF rankings may be a little screwy, down in Australia we are as pure as pure (all things considered).

With the recent approval process changing a little and Babs having less of a say, things may change. The fine Dungeon Bowl tournament in Adelaide has been approved by the NAF in 2011 and 2012, but as of yet there have been no results uploaded for the 2011 tournament. So our numbers are still as relevant as you could hope for.

Even if you aren't particularly fussed on the rankings. The added bonus and the real kicker for me is the recording of all the matches I have played in tournaments. Sure they aren't the fluff filled match reports the likes of Vimes manages to do for every game of Blood Bowl he plays. But hell, I don't have the time for that either. Just a record of the game is enough for me. A memory that at some time and place I played this particular coach and managed to eke out a hard fought "Win/Draw/Loss".

I consider myself very lucky I have all my games recorded, I know there are many coaches out there a little disappointed they have games that they have played that were never recorded, simply because their opponent never joined the NAF.

As I said it's a one off payment thing. If you want nice shiny new block dice every year, and full access to the NAF site (which I would encourage anyway), then

join and renew every year. I recommend doing it at Eucalyptus Bowl as a percentage of every new member and renewal fee is contributed back to the tournament in prize support by the NAF. Plus EucBowl is usually the first tournament on the Australian calendar to have the new block dice colours each year.

So if you're new to the tournament scene, and find yourself opposite a coach with block dice that are a different colour to the white ones from the box, a coach that asks if your in the NAF. While you may have found one of the dreaded power gamers who are obsessed with NAF rankings (maybe its me sitting across from you), you've also found a fellow Blood Bowl enthusiast that I'm sure would love it if the game your about to have could be recorded for posterity.

Say "Gday, No I'm not but who do I speak to, I'd love to join" and I'm sure they can point you in the direction of your friendly NAF representative (one of which should be at any tournament you attend).

If nothing else, have a squiz at Ebay and see what price those \$15 block dice go for after only just a year, the original Black and Gold sell for over \$100 these days.

The NAF Coach Rankings are only as relevant as you want them to be. But deep down.... Don't you want them to be?

THE BIG PITCH ANYTHING I CAN DO... ...YOU CAN DO BETTER!

A brief history of custom board building by Virral (Richard Andrew)

Perhaps the thing I'm best known for in the Australian Blood Bowl community (apart from my stoic acceptance of misfortune of course) is my work on custom boards, in particular "portable" ones.

Just to set one thing straight, portable here means that it will fit in the boot of a car, not necessary that it's easy to carry! Many is the time I've recruited one or two extra bodies to help me lug a "portable" board down to my car, thank you to everyone who has felt a twinge in their back after hefting some of my work around (remember to lift with your knees people).

I have had many kind words from other players about my boards, won a few prizes for them here and there and generally found it to be a deeply enjoyable endeavour. I find working with my hands on something creative to be supremely satisfying, as to be frank, I normally tell people I don't have a creative bone in my body.

But believe me, they are far from works of art and have been outstripped many times



The original board, above closed in its "portable" state and, below, opened up and in the midst of a match.



by REAL hobbyists who try their hands at custom board creation. And this is what I want to talk about in this article, because as I've always said... if I can do it, I genuinely believe that anyone can!

I had seen a few custom boards around before I started work on mine, and I'd always laughed to see people struggling to get them into a car, or packing them into a dozen boxes and carting them out in shifts. But I had never been gripped by a desire to do my own, because honestly I just never would have considered it within my

abilities.

It wasn't until I came across a How-To guide by a guy called Rev on Cool Mini or Not that I first started to seriously consider it.

When Rev explained the steps, it sounded entirely do-able and plans started forming in my mind. I started researching more and more custom boards and stadiums looking for advice and inspiration, and I soon found myself gripped by a tremendous desire to make it happen.

The one thing I was really

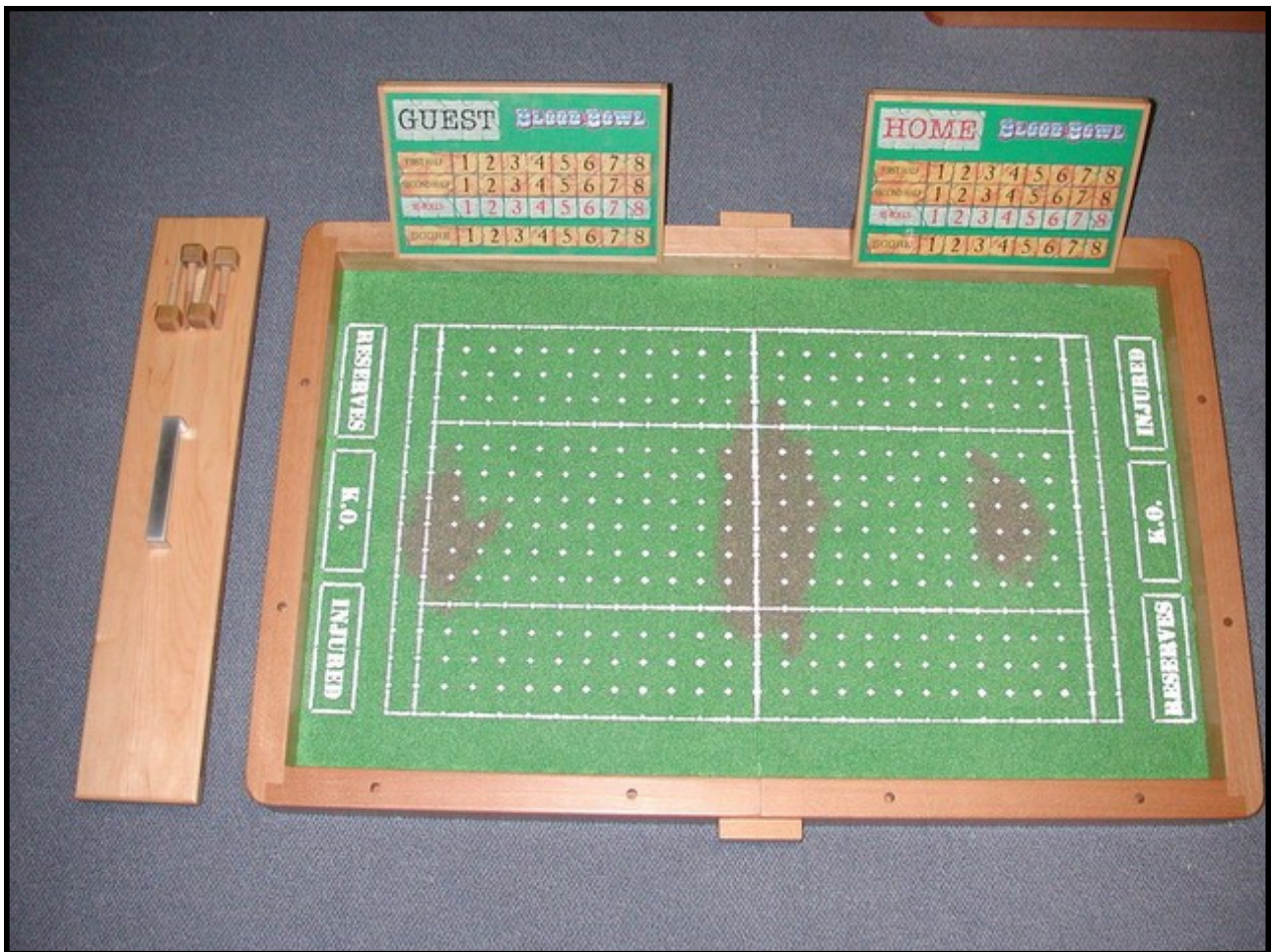
nervous about was how to create the dugouts and tracks. I had quite literally zero experience with terrain and sculpting, and it seemed far too daunting to consider. But after some more research I came across the second piece of the puzzle, Hirst Arts.

I'd say most hobbyists with a passing interest in terrain building would know that name now, but at the time it was surprisingly hard to find.

For those who don't know, Hirst Arts provide a range of flexible moulds for pouring plaster into bricks, floors, walls

Rev's pitch from the **tutorial on CMon** where he explains the finer points of pitch construction.





Frank's "deluxe" field, showing the magnetic tracks and foldable design that inspired me.

and a huge array of accessories and alternatives. For people like me, who couldn't hope to match this kind of work themselves using a knife and some balsa wood, it was a godsend. Best of all, Hirst Arts provide comprehensive moulding and painting tutorials, which again made it feel like something achievable even for me! I may never have gotten my board off the ground without the confidence boost from these aides.

The final thing I needed was a field. Again, I could not imagine building one from scratch as I'd never so much as based a

miniature before. The method Rev used seemed frankly insane (he melted lines into some thick foam using skewers heated on the cooktop), but I didn't trust myself to draw a straight grid either.

This time it was Impact! Miniatures to the rescue with their green felt mats, already the perfect size and shape and best of all in a material that should be easy to secure to the box. I found out that these were made by another company called Hotz Mats, and from them I bought extra felt in the same colour to edge around the field. This would all

be stuck down with PVA glue, which would also be used alongside screws to assemble the box itself.

So I had a plan, the materials I needed and a feverish desire to create. I bought a big sheet of plywood from Bunnings and the cheapest jigsaw I could find along with assorted screws and glue, and set about drawing up the components for my board.

I had decided on a folding box like Rev, but the field would be flat on the ground not raised with Hirst Art dugouts and tracks. I bought some balsa wood and made stands for the

players and a bit of furniture, and otherwise tried to kit out the dugouts to make them seem like more than grey stone cells. To set my board apart from the rest I decided, in my madness, to create an electronic scoreboard using children's kits from Dick Smiths. I simply could not have comprehended what sort of work this would involve, but hey it looked pretty amazing once it was done!

I look back on this first effort now and laugh, the edges were all wonky and rough because when I say I bought a cheap jigsaw I am not kidding around... plus it never occurred to me to sand down the edges! I had no clamps, so fixing the walls of the box together was a nightmare and nothing was ever totally square. The piano hinges that form the joins of

the box stuck up as lumps under the field, something I just never considered in the design phase, and I had a lot of empty space around the various tracks. But man I loved that board and I made it with no practical knowledge in carpentry or design.

I even managed to surprise myself with little embellishments like a *Bloodwesier* and *ZombWay* stands next to the spectators, and some furniture in the dugouts made by hand. I very proudly displayed the board at CanCon, and while it couldn't hold a candle to some of the other boards there I'd made it with my own hands (and no one else had an electronic scoreboard mwahaha!)

Much to my wife's horror, by this point I had the bug and I

wanted to make more boards. I had run Eucalyptus Bowl alongside Boggy that year, and the following year would be running things myself. I decided to make a very simple board as a prize for the event, just plain dugouts and tracks.

I had also discovered Frank's Custom Blood Bowl boards by this stage, and stood in awe of both his creativity and industry! One thing I lifted from him was the concept of magnetic tracks rather than flat 3D ones, so I made a third board using this method which I later sold.

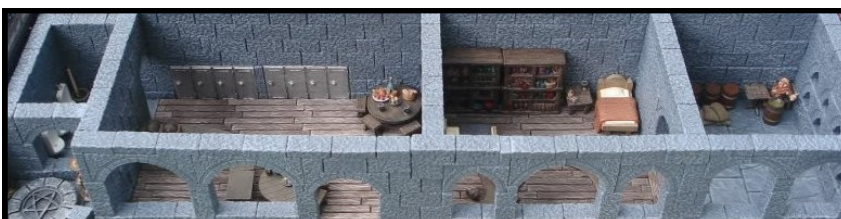
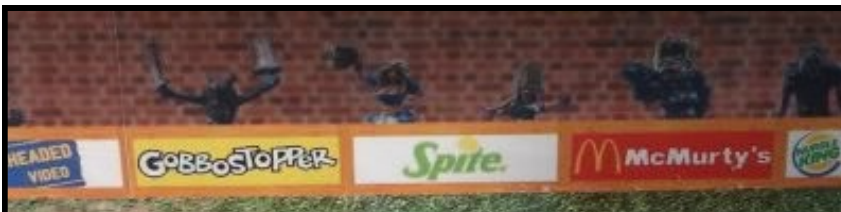
Around this time I also solved the most serious aesthetic issue with my boards by getting the plywood pre-cut by a supplier to the shapes and sizes that I wanted. They were seriously bewildered by the

The electronic scoreboard, and its magnetic predecessor.





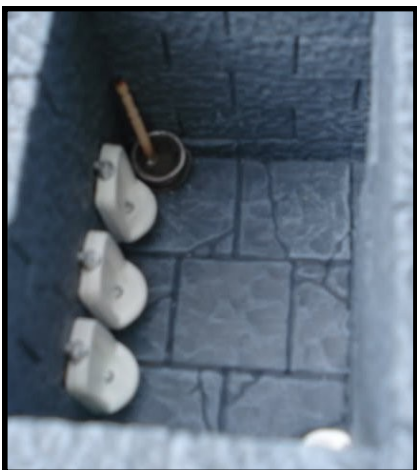
The 'Monolith': those are 40mm squares!



Top: the fans below the concourses barrack for their team.
Middle: the away dugout only has stone slabs for players to rest on.
Bottom: the home dugout, however, is comfy and well provisioned.

strange array of shapes I needed and when I picked them up the guy was scratching his head trying to work out what they were for (I'd gotten enough for several boxes at once of various sizes). All the razor sharp edges (and a 90 degree clamp to help keep them straight) made a huge difference to the appearance of the boards, and I started painting them black so the box didn't distract from the actual field.

I went on to make more boards, several on commission, and I finally made a new 40mm square pitch for myself. Normally called the Monolith due to it's absurd size (approximately double that of my original board), I needed to install wheels on it



Attention to detail really counts!

to get it around, and built highly detailed dugouts with lockers, beds and even bathrooms - for players who get sent off by the ref to scrub while the game continues!) It also included miniature storage so that I could pack several teams and other figures into it, and cup holders because there wasn't any room on the tables once the board was out!

It took the meaning of "portable" to new lows, and is so huge that it has to be played on sideways, but I absolutely love it and it's by far my favourite board despite having made more since then that are perhaps technically more accomplished. If you set my original board and the Monolith side by side, you would hardly know they were done by the same person as each new board gave me new ideas and experience which I could then apply to the next one.

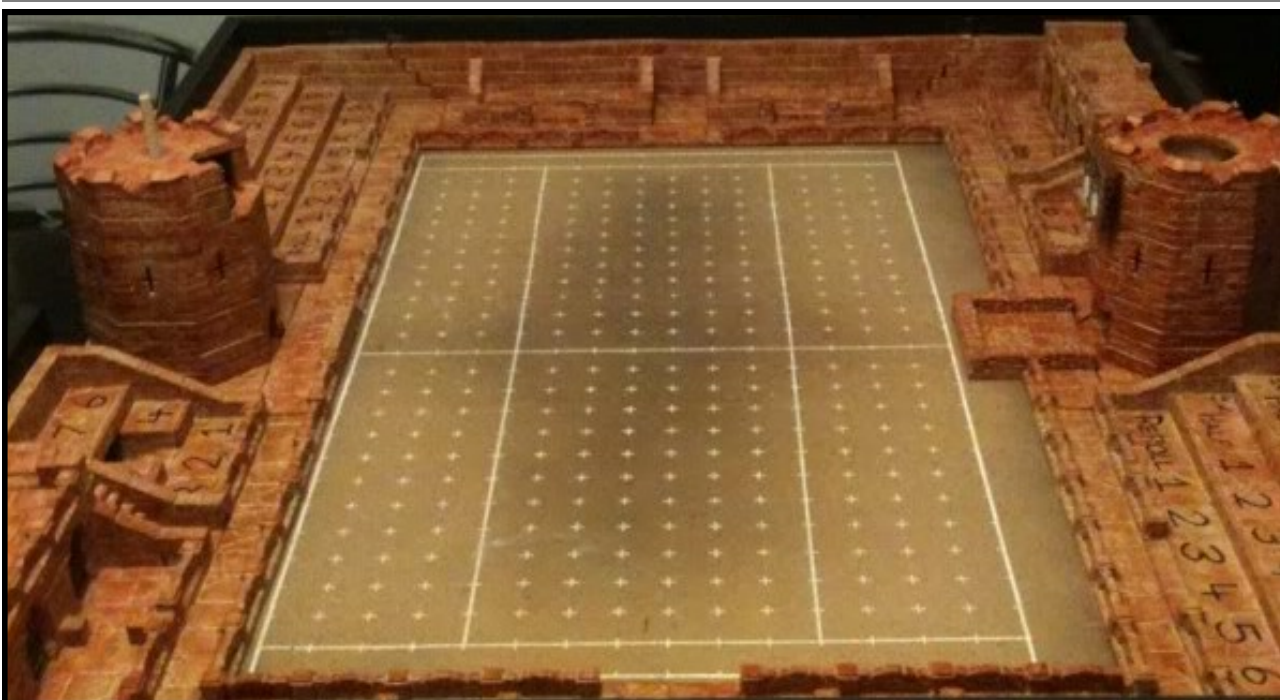
I'd like to thank, in no particular order, Rev, Grimrod, Drakeular, Reaper, Ironside, Aspie, Frank and everyone else who has ever posted pictures of their boards online or brought them to a tournament I've attended. They've all influenced my work heavily, given me ideas and spurred me on to improve. I would

probably have never discovered this enjoyable aspect of the hobby without their work to inspire me.

If there is one thing people should take away from this story, I hope it's the pleasure that I've experienced building boards. I am at best an amateur carpenter and hobbyist, and yet I've found it quite easy to produce this level of work with a bit of experience. If you have any interest in making a board of your own I encourage you to take the plunge and give it a try! I'll be there on the AusBowl forums if you need any tips or advice, and I otherwise can't wait to see the custom boards that people make in future!

After all, I'm always looking for inspiration for my next board ;)

My latest WIP board, complete with electronic weather tower.



Bridesmaids Wall



Welcome to the BLITZ Bridesmaids Wall. A fun little section that honours those Australian Blood Bowl coaches, who try as they might, just cant seem to get over the line and win their first tournament or league.

This month we honour the quintessential tournament Bridesmaid, sangraal (Bill Murphy). A man who has more second places than most of us have years on this Earth. A man who finds a way to finish on an equal tournament record with the winners, and yet always falls to whatever tie breaker system is being used. A top bloke who, as a member of the Carnage Club, has improved his game out of sight by playing all 24 Blood Bowl races in NAF approved tournaments. Here's hoping he can break his duck in 2012.

If you know someone like Bill who deserves to be on our wall, then please contact the BLITZ editor and supply a suitable headshot, a short description of their trials and tribulations as well as the most suitable character to represent them. We have gone with "A Real Mother" for Sangraal, just because he is so devoted to this hobby and puts so much into the community. Characters remaining are "The Innocent One", "Little Miss Perfect", "The Wild Card", "Maid of Dishonor", and "The Blushing Bride".

COMMENTS ON BLITZ ISSUE 2

Really enjoyed issue 1, well done on getting a magazine out for Blood Bowl.

Especially enjoyed the review of the game No Thanks! I've bought a copy and you were right in your review. A great little game to fill in a few minutes of spare time.

Keep up the good work.

Bob Edwards: Hastings NZ

Great work again!

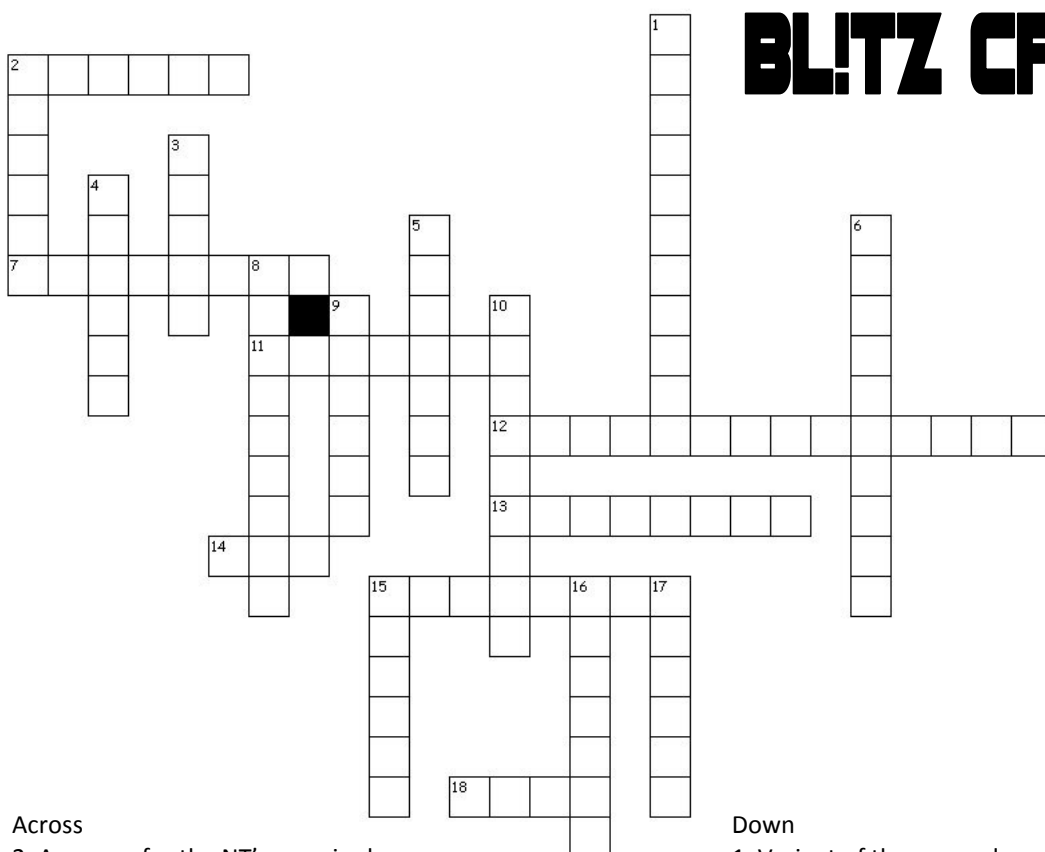
van der vart (WargamerAU)

Nice work Brett! I loved the gallery of special edition figures from all the tournaments.

morsla (WargamerAU)

Good work! Enjoyed it!

gumbi (WargamerAU)



BLITZ CROSSWORD

Across

2. Acronym for the NT's premier league.
7. A real mother.
11. Pogo gobo.
12. Biggest tournament in the southern hemisphere (in 2011)
13. Hosted by "gingers".
14. Keepers of the ratings.
15. Blood Bowl artist.
18. Australia and New Zealand NAF representative.

Down

1. Variant of the game played in Adelaide in February 2012.
2. The pig that donated its bladder to the first modern game.
3. Race of the characters in Misery in an Ale Tankard.
4. Convention where the only Australian Major is played.
5. He's our hero.
6. Winner of the Breast Cancer Beach Bowl .
8. Location of the second World Cup.
9. The only mandatory General skill.
10. Winning team from the second World Cup.
15. January category for the TFF Golden Football.
16. First Blue Blood.
17. Original Commissioner of the modern Blood Bowl era.

LAST WORD

It wasn't that long ago I was harping on about the virtues of "making time" for gaming.

Most of you probably realise I have been AWOL on the website since November for the very reasons I was trying to avoid with all the solutions in our first issue.

They all have a lot of promise, and they work, but for whatever reason I seem to always get in a rut for 8-10 weeks a year.

I never can seem to shake it. Previous years it seemed to be that August to October stretch, but for some reason this year it seemed to be November and December.

Last calendar year I worked more weekends than ever, including the last 9 of year (yes including Christmas Eve and New Year's Eve!) and things only seem to be getting worse for everyone.

Is there anything we can do? I am not sure, but I have another thing we have been trying here. What are always supposed to be someone else's change seems to impact on me heavily.

One example was a change to a reverse proxy. A new application was going live and a new rule was to be added to the infrastructure. It ended up being 15 hours work.

Work started eating into our gaming nights. Long hours and I just want to relax when I get home or take a short bike ride. Nothing serious but a lot less mentally draining than sitting down for a few hours playing a board game I am only half paying attention to.

Everyone is probably aware of the Date Night. Here we have turned it into something else. Nothing dirty you lot! Instead we do a "Go your own way" night.

Our own date nights had ended up being sitting around the table rather than the lounge or taking the kids to dinner. I know it may sound a little harsh but I was with these people all the time. It's not that it isn't enjoyable, but there was no real "me"

time.

If I am painting at home there are interruptions. If I am playing a game there are interruptions. If I am watching a movie then there are interruptions.

Our latest trial here is effectively do anything, but get out of the house and don't take anyone from home with you. Generally it is once a month each. Even the kids are getting involved.

We organise the youngest to go to a friends place overnight or go to the grandparent's even if there is nothing requiring a baby sitter.

When it is my turn it has generally been back to friends places and a little gaming. Nothing heavy and it is more about the catching up than it is about the gaming.



WWW.NACHOMOLINA.DEVIANTART.CO
WWW.NACHOMOLINABLOG.BLOGSPOT.C

We generally have been playing a little 4e D&D

As they say a change is as good as a holiday.
I don't even know what I am trying to say here though I guess that is what this section is here for.

Maybe it is just that the world seems to be heading down a path where we no longer have as much time as we did.
That our hobbies are becoming more and more like those friendships that can sometimes be hard work in their own right.

I often do have a sense of neglect when it comes to the website and despite best intentions, the proverbial hits the fan and another week is gone.

The one small thing I have been able to keep tabs on is the fixed card games and Living Card Games.

Blood Bowl Team Manager has been great fun and the Game of Thrones LCG has been a long time favourite. These games though are really starting to hit their strides.

There are small LCG leagues starting up around the place. Something as widely popular as the AGOT setting and then also the new TV show plus the first new book in quite a few years have all come at the right time.

Something non-collectible and easy to carry. These games obviously tick a lot of boxes for busy people.



There must be something there as there are already 4 LCG titles.

Shortly there will be a 5th, possibly one with the most potential, Star Wars.

I have been disappointed with Star Wars efforts previously and my initial reaction was to avoid the game but for the ease of entry into the system and then the low buy in for monthly expansions, I'll probably have a bash.

I am up to date on AGOT and LOTR LCGs so there is not much extra to jump in here at the beginning.

Anyway this seems to have deviated somewhat from a "why I have been away", then to a "what I have managed to keep doing" and then to a bit of a recommendation piece.

I am not sure what it is other than a little rambling.

I hope someone gets something out of it!



Recent hobby pics on AusBowl.



Heimdall's dark elf.

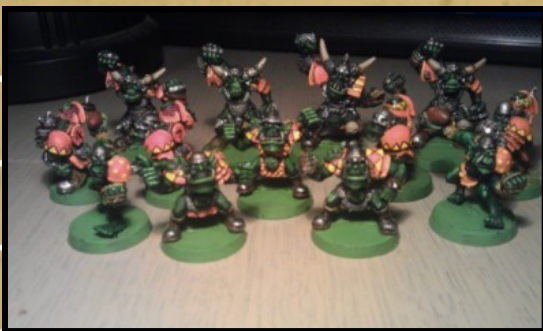


Sart's Headsplitter for Rabid (above) and troll (below).



agent_venom's Boomer, also for Rabid

anc001's orc team



The ADBC prize dugouts by anc001.

