

Issue 3

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# BLOOD BOWL

MAGAZINE



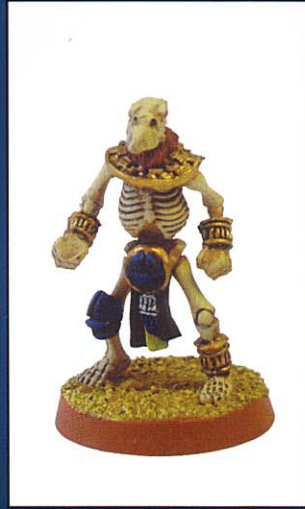
**IT'S BACK!**

**Khemri Team Unleashed**

**Mixed Race Teams**

**Spike! Griff Oberwald Interviewed**





Khemri team sculpted by Phil Bowen, painted by Steve Green. Steve painted the Skeleton players by undercoating in Chaos Black and then dry brushing with Bleached Bone followed by a brown wash (watered down Bestial Brown) to age them. Steve has just come back from a holiday in Egypt and so decided to paint the Mummies as he saw them in the Cairo Museum! He gave the bandages a dark brown look rather than the traditional white and yellow.





# BLOOD BOWL

## MAGAZINE



Andy is raised from the dead to continue Blood Bowl Magazine

Many moons ago Games Workshop concluded it was not supporting what is now tagged the 'specialist games'. Jervis was tasked to sort this situation out and recruited a band of rogues who were as mad and committed as himself. And so Jervis and his merry men (as we were known around HQ) started producing support in the guise of magazines for each of the game systems. Unfortunately, this proved too much for just the four of us, as we wanted to support the games not just in Magazines but bring out new versions, organise tournaments and most importantly get the games on the shelf! To give us time to do these things Blood Bowl Magazine was incorporated into the Journal where it has lived for the past 18 months. However things have changed, Fanatic has been a huge success and so has grown in size, allowing us to do more and bring out a magazine for all the game systems again.

So here we are 18 months later with issue 3 of Blood Bowl Magazine and what a stonker it is! With the release of the Khemri team we have experimental rules for these Undead brutes. Jervis has also taken this opportunity to look at the other types of Undead – Necromantic

teams are covered this issue and Vampires will be unleashed in issue 4. Blood Bowl Rules Committee members Chet Zeshonski & Dean Maki have come up with experimental rules for mixed race teams; these rules will be considered in the 2003 rules review and, as with all our experimental rules, feedback is needed.

My favourite article this issue is the fan house rules by Carl and Matt Brown. As always they have come up with some very funny rules that allow you to see the Did You Knows... that you read in the rulebooks happen in your games. These rules aren't balanced – but that's not the point, they're fun! The Blood Bowl Resurrection reports promised in this issue will be coming in issue 4. I just had too much cool stuff for this magazine! In the meantime, check out White Dwarf 271 for a full account from Jervis. I should also quickly mention *Spike!* as this is our window to what is really going on in the Blood Bowl world, look out for some really fun stuff in future issues.

Andy

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The magazine of the Blood Bowl world  
This issue: Griff Oberwald interviewed



A Fanatic Studio  
Publication



# NEW RELEASES

A new magazine and a new team! The Undead has long been lumped together into one all-singing all-dancing list but no more! In this very issue you can see experimental rules for using two of the three types of Undead team (Vampires will be featured next issue). So what of the models themselves? They have been sculpted by a freelancer by the name of Phil Bowen. Many of you who have access to the Internet will know Phil from the Blood Bowl forums. He is an accomplished sculptor and even has his range of models called Phil's Phigs.



*Mummy*



*Thro-Ra*

The Khemri models will be available as a boxed team much like the rest of the Blood Bowl range. The twelve figure boxed set includes two Mummies and ten Skeletons, with enough helmets to make two Thro-Ras and two Blitz-Ras. The remaining six heads are your Skellies and each comes with a collar and a selection of shoulder and knee pads that you can chop and change so each player is different.



*Skeleton*



*Blitz-Ra*

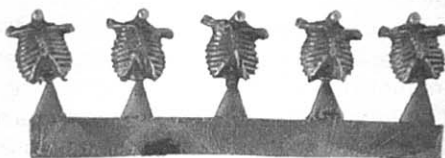


*Mummy*

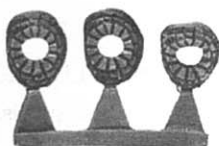
As well as the team box, we will also be doing a booster blister pack containing one of each position (all teams will soon have booster blister packs). This is an ideal way of increasing your team size once you have a few games under your belt.

The models themselves come in sprue form and some basic modelling skills are needed to put the Skeletons players together.

The Khemri team can be purchased from your local Direct Sales centre (see the how to order box on the Contacts Page opposite for more information).



*Body Sprue*



*Collar Sprue*



*Head Sprue*



*Legs 1*



*Legs 2*



*Pads Sprue*





# CONTACTS PAGE

## EVENTS CALENDAR

Come and meet us at these events.

Games Day Germany	25th August 2002
UK Games Day	29th Sept 2002
GW Open Day	24th November 2002

## COMING SOON...

Mordheim	Pit Fighter Warband
Inquisitor	Eldar Ranger, Kroot
Battlefleet Gothic	Tyranid Hiveship
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Blood Bowl	Nurgle's Rotters



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

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



# DEM BONES, DEM BONES, DEM DRY BONES...

## Experimental rules for Undead teams in Blood Bowl

By Jervis Johnson

Up until now there has only been one sort of Undead team in Blood Bowl, the rather appropriately named... Undead team! However, lumping all Undead teams into a single category like this is a bit of a simplification of the true situation. Although no two teams are ever identical, it is commonly accepted by Blood Bowl aficionados in the Old World that there are actually three different types of Undead Blood Bowl team: Necromantic Undead teams, Khemrian Undead teams, and Vampire Undead teams.

The rest of this article presents some background information and experimental rules for two of these different types of team (Vampire, next month). Because the rules are experimental, you will need to get your opponent's consent to use one of the teams in one-off games, and your League Commissioner will need to decide if he or she wants to use these teams in a league. If a league already has Undead teams in it then they can carry on as Necromantic teams, and can keep any Mummies as special 'allied' players. Mummies cannot be replaced once they are killed (or should that be returned to eternal rest?), but until that time they count as normal members of the team and collect Star Player points, and so on.

In addition, a certain amount of either converting or improvisation will be required to field some of the players in the Necromantic team. I've included notes in the appropriate special rules sections about which models to use in order to field these teams. Assuming the experimental rules meet with your approval then we will arrange for proper models to be made for the new players.

If you have any thoughts, comments, criticisms or suggestions about the new teams then we'd love to hear them (that's why we publish rules in experimental form before making them official). You can write to us about the rules at [fanatic@games-workshop.co.uk](mailto:fanatic@games-workshop.co.uk). So, enough waffle, onto the rules!



### KHEMRI UNDEAD TEAMS

Khemri, also known rather ominously as 'the Land of the Dead', lies far to the south of the Old World, across the storm-swept Southern Sea. Not much is known about Khemri as few people in their right minds fancy visiting a land whose main reputation is that it is inhabited by dead people. It is said that the Kislev prince Ruff the Unwise visited the land long enough to find inspiration for his book the *Ruff Guide to Khemri*, but as Ruff also had a reputation for being as mad as a March Hare anything he wrote needs to be taken with a big pinch of



salt. However, without much else to go on, Ruff's Guide is considered the most authoritative description of the Land of the Dead.

Ruff speaks of a great desert to the east of Araby from which rise huge pyramids and tomb cities filled with the living dead. By day the burning sands between the grave-houses are empty and only giant serpents glide through the ruins, but at night the corpses of the dead stir from their homes and go about their business in a grim parody of their former lives. According to Ruff this makes Khemri a less than ideal holiday destination, though he does say that the beaches are quite nice. He goes on to describe that within each pyramid there resides an unholy aristocracy of Undead rulers; mighty sorcerer-kings who sit on gilded thrones amid faded grandeur and dream long, dark dreams of their former glory, stirring occasionally to issue dreadful commands to their Undead servants, who scuttle to obey their master's every morbid whim. This, at least, we know to be at least partially true, for it transpires that many of those former glories that Ruff referred to were on ancient Blood Bowl playing fields, and that the commands they issue concern their future glory on the Blood Bowl pitches of the Old World!

Until recently there have been very few Khemri teams taking part in the modern version of Blood Bowl. By far the most famous Khemrian player of recent times has been Ramtut III, who played for many seasons as a member of the Champions of Death. It has transpired that the great Tomb King Match-Ra lent Ramtut to Tomolandry in return for all of the bodies of Blood Bowl players slain by Ramtut in his games. After many decades playing for the Champions of Death, Ramtut finally retired and journeyed back to Khemri... only to return to the Old World two seasons later as the captain of the Match-Ra Tomb Robbers, a team made up of the skeletons of the Blood Bowl players that Ramtut had slain! The Tomb Robbers have done very well under Ramtut's captaincy, and now other Tomb Kings have raised Blood Bowl teams to battle for their glory on the Blood Bowl fields of the Old World.

Khemri Undead teams are coached by a Liche Priest. The Liche Priests are amongst the most trusted servants of the Tomb Kings. In times gone past they were mighty wizards, sworn to serve their lord and ruler in life... and in death. Such was their power that they were able to defy death itself and return to the world

of the living. Although their flesh may be shrivelled and their bones cracked, they are still immensely powerful, and they use their sorcerous powers to animate the players in Khemri teams in much the same way that a Necromancer animates the bodies of the players in a Necromantic Undead team.

The players in a Khemri team are Mummies and Skeletons. While Mummy players make acceptable blockers, it has to be said that on the whole Skeletons make pretty miserable Blood Bowl players, and neither Mummy players or Skeleton players are renowned for their ball handling skills. In order to get round this problem, the Tomb Kings have invested not a small part of their considerable wealth in providing some of the Skeleton players in their team with special magic helmets. The appearance of the helmets is based on two ancient Khemri gods, and they imbue their wearer with the associated aspects of the patron god. These gods are Blitz-Ra, god of strength and speed, and Thro-Ra, god of keen





eyesight and accuracy. That the names of these gods should be so close to the modern names for Blitzers and Throwers has led some to speculate that the modern names are merely corrupted versions of the names for players in the ancient Khemrian version of Blood Bowl.

Whatever the etymology of names, the fact of the matter is that the helmets allow otherwise rather lack-lustre Skeleton players to run and pass the ball almost as well as similar players of living races. When combined with the sheer hitting power of the Mummy players in the team this makes Khemri teams amongst the most effective Undead teams, and it can really only be a matter of time before one wins a major championship.

Special Rules

Khemri teams are not allowed to hire Wizards as they have a Liche Priest as their head coach. However, unlike Necromantic teams, their Liche Priest cannot cast a *Raise The Dead* spell as he needs to use his magical powers to regenerate players, and to give the players on the team their special abilities and skills. Liche Priests can argue the call with the referee.



Note that the magical helmets worn by Blitz-Ra and Thro-Ra players are specific to them and can't be given away or transferred to another player. Should the player with the helmet ever be killed (or rather, return to eternal rest) then the helmet crumbles into dust and is lost.

Khemri teams may only use Star Players that will play for Khemri teams (at present there is only Ramtut III). They cannot employ an Apothecary, as all of the players are already dead!

KHEMRI TEAM LIST

Khemri teams come from the dreaded Land of the Dead that lies far to the south of the Old World. Khemri teams make use of ancient magical helmets that give some of the Skeleton players on the team greatly enhanced abilities. This combined with the brutal hitting power of the Mummy players makes a Khemri team a dangerous opponent for any team.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Skeletons	30k	5	3	2	7	Regenerate
0-2	Blitz-Ra	90k	6	3	3	7	Regenerate, Block
0-2	Thro-Ra	80k	5	3	3	7	Regenerate, Sure Hands, Pass
0-4	Mummies	110k	3	5	1	9	Mighty Blow, Regenerate

Re-roll counter: 70,000 gold pieces

KHEMRI UNDEAD SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Skeleton	Y	N	N	N	N
Blitz-Ra	Y	N	Y	N	N
Thro-Ra	Y	N	N	Y	N
Mummy	Y	N	Y	N	N

## Star Players

★ <b>RAMTUT III</b> ★		<b>UNDEAD MUMMY</b>	
		<b>MOVEMENT</b>	<b>5</b>
		<b>STRENGTH</b>	<b>6</b>
		<b>AGILITY</b>	<b>2</b>
<b>SKILLS</b>	<b>TRAITS</b>	<b>ARMOUR</b> <b>9</b>	
Block Mighty Blow Break Tackle	Regenerate		
<b>SPECIAL</b> None			
<b>WILL PLAY FOR</b> Khemri			
<b>160,000 GOLD PIECES</b>			

## NECROMATIC UNDEAD TEAMS

Necromatic Undead teams are by far the most common type of Undead team to take to the field in Old World stadiums, and it is this type of team that is closest to the Undead team featured in the Blood Bowl rulebook. As their name implies, the defining feature of a Necromantic team is that it has a Necromancer as a Head Coach. Unlike all of the other members of their team, Necromancers are actually living people, though the fact that they'd rather hang out with a bunch of dead guys than real-live people gives a pretty good idea of their social skills and popularity with anything that has a pulse! More than one commentator has said that Necromancers would be such nice boys if they would only get out more and find themselves a girlfriend. But this is by the by, and the important thing is that a Necromancer is someone who has spent decades locked up in dusty crypts learning the black magic arts required to bring the dead to life. Whether the best way to use those awesome powers is to create a Blood Bowl team is a subject of some debate in the dank and musty halls of the Thrice Damned Guild of Necromancers, but the fact of the matter is that many Necromancers choose to do just that.

## Flesh Golems

A relatively new addition to Necromantic Undead teams are creatures known as flesh golems. This is a nightmarish creature made up of the body parts of numerous corpses, all of which have been roughly sewn together and then re-animated by the Necromancer's dark arts. The resulting monster is a terrifying sight, possessing the strength of many men, limited intelligence and awesome toughness... all of which makes them ideal Blood Bowl players. Probably the most famous flesh golem of all time was the renowned Frank N. Stein. Frankie, as he was fondly known by his fans, played for many years as a member of the Bruendar Grimjacks, until an incident involving a werewolf and a frenzied torch-carrying mob led to his unfortunate demise. Since then a number of newer flesh golems have tried to fill his size 27 shoes, but so far none have matched Frank's popularity or skill.

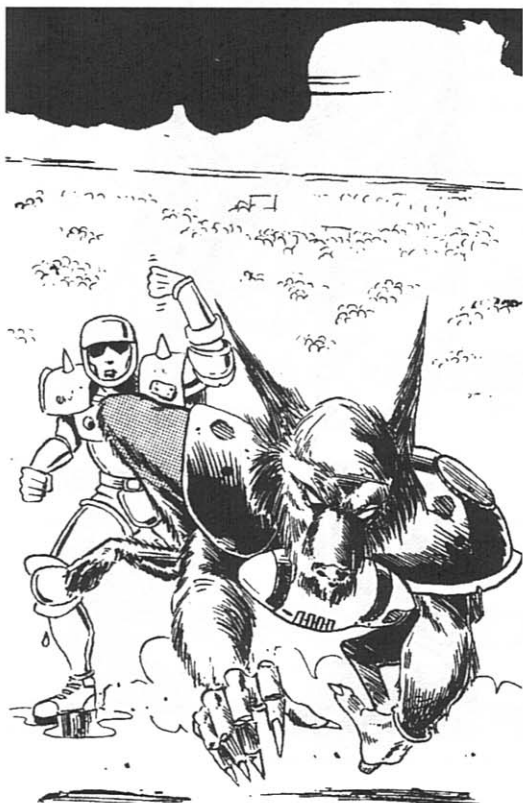




## Werewolves

Werewolves are creatures with their souls in conflict. Their bodies have been warped by the touch of Chaos, their violent natures locked into a rigid monthly cycle by the forces of Law. They are driven wild by the conflicting urges of their opposed natures, and only find relief for their inner tensions in crazed outbursts of terrible violence. So the best thing for them is to pop off and play a nice unfriendly game of Blood Bowl!

Attempts to field all-werewolf teams have never been particularly successful. If the game drags on too far into the evening, werewolves are prone to fetch the ball rather than run with it, or dig a hole and bury the referee, and they have a tendency to stop and hang around any Treemen on the other team rather than running past them. More importantly their tormented nature and bloodthirsty outbursts makes them as much a danger to their team-mates when off the pitch as it does to the opposition when on it. Because of this, werewolves are only commonly seen playing for Necromantic Undead teams, where any damage inflicted by the werewolf on his team-mates can be quickly repaired by the team's Necromancer Head Coach!



## Special Rules

The special rules for Undead teams in the Death Zone rulebook also apply to Necromantic teams. Necromantic Undead may use any Star Player that will play for an Undead team. Undead teams chosen from the team list in the rulebook may not hire Flesh Golems or Werewolves.

**Designers Note:** This new version of the Necromantic Undead team does not include Skeleton players, and has Flesh Golems and Werewolves in place of Mummies. Coaches should feel free to use Skeleton models to represent Zombies (just say the Skellies are older Zombie players and so have less flesh on their bones!) We will be bringing out a Flesh Golem and Werewolf model at some point in the future, but for the time being you can use your Mummy models or the old Frank N. Stein Star Player model to represent Flesh Golems, and Beastmen or the old Wilhem Chaney Star Player model to represent werewolves.

## ★★★ Did you know...

The Champions of Death have pretty well cornered the market in bringing ex-players back into the game. There are some great Champions of Death teams which used to be famous other teams... Before the practice was banned, Tomolandry regularly raided the graveyards of the Dwarf Giants, and his Blood Bowl VI winning team of 2466 bore a stunning similarity to the victorious Blood Bowl V winners, Middenheim Marauders, who were mysteriously killed in a flying carpet crash.

## NECROMATIC TEAM LIST

In the Old World the dead do not rest easy. Ghouls lurk in haunted crypts, Necromancers raise Zombies to do their bidding and create monstrous creatures from the past to corpses, Werewolves hunt by the light of the full moon, and on the Blood Bowl field, players who died long ago return to the scenes of their former glory and play Blood Bowl once again...

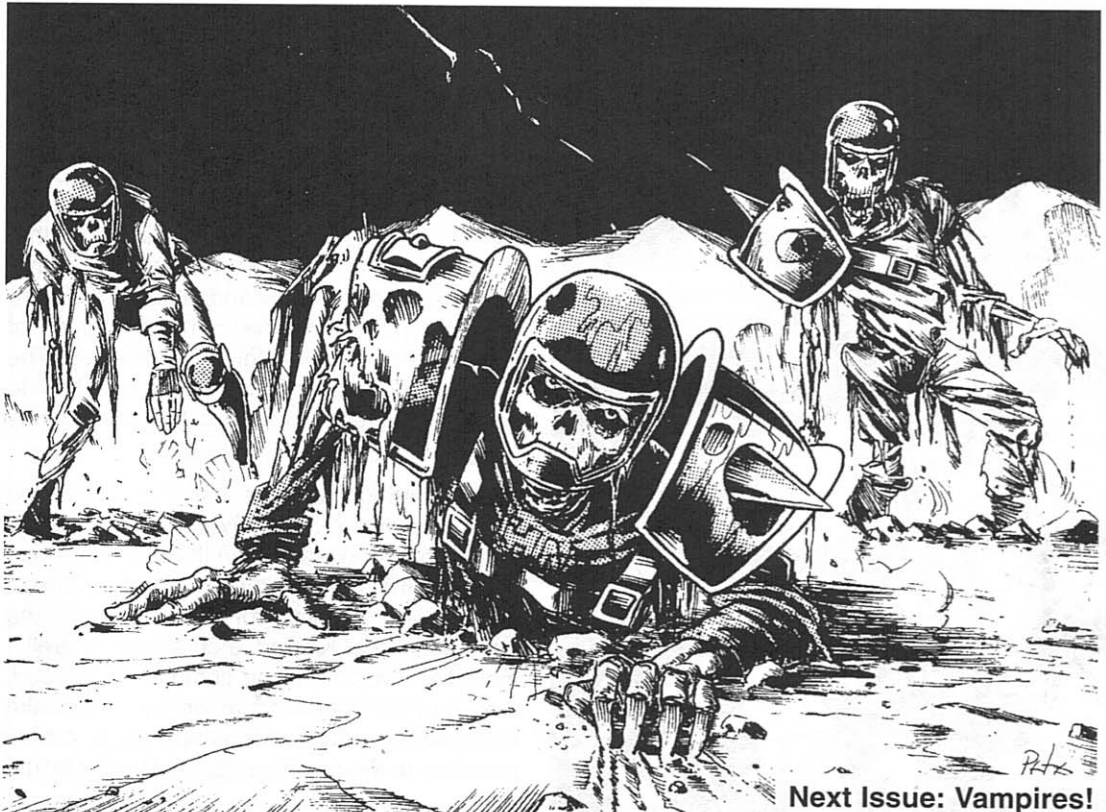


Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Zombies	30k	4	3	2	8	Regenerate
0-4	Ghouls	70k	7	3	3	7	Dodge
0-4	Wights	90k	6	3	3	8	Block, Regenerate
0-2	Flesh Golem	120k	4	4	2	9	Stand Firm, Break Tackle, Thick Skull
0-1	Werewolf	110k	8	3	3	7	Catch, Frenzy, Razor Sharp Fangs

Re-roll counter: 70,000 gold pieces

## NECROMATIC UNDEAD SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Zombie	Y	N	N	N	N
Ghoul	Y	Y	N	N	N
Wight	Y	N	N	N	N
Flesh Golem	Y	N	Y	N	N
Werewolf	Y	Y	N	N	N



Next Issue: Vampires!



# PICK'N'MIX

## Experimental rules for allies and mixed-race teams

By Chet Zeshonski and Dean Maki

**B**lood Bowl fans have long been accustomed to single-race teams dominating their sport. This focus has been quite deliberate on the part of team owners, who understand the 'Us versus them' mentality of the sport's fans. After all, most Dwarfs would kill a Goblin on sight rather than cheer for him!

Prior to 2499, most owners (and coaches) believed that bringing such divisions into the locker room would inevitably destroy a team's cohesion, so they didn't risk importing players from other races. While the Chaos All-Stars had won several tournaments, they had also experienced their share of intersquad hostilities over the years. Even coaches with short memories found it hard to forget the infamous 'Genocide game' of 2472, which resulted in the 'accidental' deaths of seven of the All-Stars' starting eleven!

For years, the success (and wild popularity) of Prince Dorian's team was viewed as an aberration. After countless defeats against the

All-Stars and the complete slaughtering of his team in 2499, coach Magnus the Piles (so called because of his medical condition) decided enough was enough and set about bringing together a Blood Bowl team able to drive the All-Stars back whence they came and if they could also score a few touchdowns on the way all well and good! Magnus was a great orator and managed to convince retired Blood Bowl players from all races and all around the Old World and beyond to form The Auld Worlde Warlords. The Warlords featured Humans, Halflings from the Moot, and allied Dwarfs and Elves. The team's combination of speed and power made it an instant contender – and as every owner knows, fans love a winner. The Auld Worlde Warlords literally became an overnight sensation after their first game, a 3-0 witching-hour victory over the famed Champions of Death.

For a short time after the Warlords debut, efforts to 'integrate' various races became all the rage. Several of these efforts failed, however – usually quite spectacularly. The Warlords, like the All-Stars, had a sense of common purpose that few other races could match. Teams that met the criteria flourished, while others floundered.

The Unholy Reavers squad was a typical example of the mixed results of the frenzy that lasted from 2497 to 2500. The Reavers came from the sands of Araby and featured a bizarre mix of nomads and the immortal legions of their long-dead ancestors, the Khemri. The mix was potent, and the Reavers rolled to several early season wins in the Borderlands League.

After suffering their first losing streak of the season however, the Reavers began to come apart. The living players on the team began to complain that the unnatural chill of the Undead was making it difficult for them to handle the ball, while the Khemri themselves – well... they didn't vocalize their complaints. Instead, they had an unnerving tendency to embalm those Araby players who had made critical mistakes in the previous game! The Araby got



restless, the Khemri grew bloodthirsty, and the fans unleashed a jihad so fearsome that it toppled three emirs and ransacked two tombs before it could be quelled.

For two years, the push to integrate teams lost momentum. In 2502, however, the Lustria Storm rolled across the leagues of the Old World like thunder. It seems that setbacks can't keep a good idea down! Who knows what new mixed-race teams will take to the pitch?

## HOW THEY WORK

The rules for each of the three teams below contain a Base roster, a list of Allied Races, and a list of Big Guys.

**Base Roster:** The Base roster lists the basic roster (surprise!) of the team. Like the Chaos Pact roster below. This will consist of two Lineman-style spots. The first of these is available in a 0-12 quantity and is less expensive than the second, which comes in a 0-4 allowance.

**Allied Races:** The Allied Races indicate the standard Blood Bowl races that can join the mixed-race team. A coach of a mixed-race team may hire either two linemen from each race or one position player. These positions should be obvious, but in case they aren't, there's a list of linemen as used by this rule over the page.

*Note that Undead and Chaos Dwarf teams are not included in these rules.*

As stated, a coach of a mixed-race team may hire either two linemen from an allied race or one position player. For example, a coach of an Empire team is allowed to use players from the Wood Elf roster as allied players. This means that the coach could choose a Wardancer as his lone Wood Elf position player, or a Wood Elf Thrower, or a Wood Elf Catcher. He could choose two Wood Elf Linemen instead – in fact, he could choose one such Lineman, or no Wood Elves at all!

*Note that players selected from the Allied Races list can use team re-rolls normally.*

Finally, a coach of a mixed-race team may hire one of each Big Guy listed for his team. That means that the coach of a Lustria team can hire both an Ogre and a Kroxigor. Note that the coach does not have to hire any Big Guys at all if he does not want to.

*As per the standard rules for Big Guys, Big Guys are not allowed to use team re-rolls.*



## CHAOS PACT TEAMS

Most fans of the game are familiar with the origins of the Chaos All-Stars. Prince Dorian the Thrice-Damned relinquished his claims to several kingdoms in exchange for a pact that allows him to field the wrecking crew known as the Chaos All-Stars. The All-Stars went on to fame and glory, Dorian took the final steps to perdition... and the rest, as they say, is history.

Not so widely known is the propensity of the Chaos gods to make such pacts with very exceptional (and exceptionally depraved) coaches. The sheer power of these teams is a treat with the fans, but a nightmare for the opposition.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Chaos Marauders	50k	6	3	3	7	Block
0-4	Chaos Beastmen	60k	6	3	3	8	Horns

Re-roll counter: 90,000 gold pieces

Allied Races: Orc, Skaven, Dark Elf, Goblin, Chaos, Norse

Big Guys: Minotaur Ogre, Troll

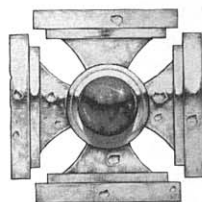


Roster	'Lineman' Position
Orc	Lineman
Skaven	Lineman
Dark Elf	Lineman
Human	Lineman
Dwarf	Longbeard
High Elf	Lineman
Goblin	Goblin
Halfling	Halfling
Wood Elf	Lineman
Chaos	Beastman
Lizardman	Skink
Amazon	Linewoman
Norse	Lineman



## OLD WORLD TEAMS

Auld Worlde Warlords were the first and due to their success many Blood Bowl players from across the known world have come out of retirement and put their racial tensions aside to form these powerful teams. Their blend of toughness and agility make them a side to be reckoned with. Woe betide those who stand against them!



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Human Lineman	50k	6	3	3	8	None
0-4	Dwarf Longbeard	70k	4	3	2	9	Block, Tackle, Thick Skull

Re-roll counter: 80,000 gold pieces

Allied Races: Human, Dwarf, High Elf, Halfling, Wood Elf

Big Guys: Ogre, Treeman

## LUSTRIAN TEAMS

Perhaps the most unlikely collection of characters in Blood Bowl, Lustria teams nevertheless share a bond of hatred unmatched in the history of the sport. Years of raids and ravages by Dark Elf, Human and Skaven forces have forged a unity that translates very well to the Blood Bowl pitch. Forever treated as second-class commoners, these New World warriors are determined to introduce a new order to their Old World tormentors.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Amazon Linewoman	50k	6	3	3	7	Dodge
0-4	Lizardmen Skink	60k	8	2	3	7	Dodge, Stunty

Re-roll counter: 70,000 gold pieces

Allied Races: Amazon, Lizardmen, Norse

Big Guys: Kroxigor, Ogre

## DESIGNERS NOTE'S

Rules for allies in Third Edition Blood Bowl have been around ever since Jervis Johnson suggested a few guidelines on the old Blood Bowl Mailing List. The Fourth Edition rule set made allies an official part of the game for about a year. When the BBRC sat down in October 2001 to vote on the new Rules Review set, the issue of allies in Blood Bowl dominated the field.

We debated furiously. Our own ranks were split much like those of the general populace. Some favored allies because they opened up new avenues for each team. And all agreed that they raised the power level of the game.

Unable to reach a consensus, we ultimately decided to table the idea for a year. Allies did not make the cut for the 2001 Rules Review, which alternately resulted in boos or hisses, depending on which coaches you asked!

The system presented here contains a few of the basic elements of that old Fourth Edition rule set. The list of Allied Races is a familiar concept; ditto the Big Guy list, which used to be incorporated in the older allies list, but is presented separately here. What's new then are the Base rosters, the allowances for Allied Race players, and the higher re-roll costs.

The Base rosters are less powerful than any standard (non-Stunty) team. If the old Fourth Edition rules had one major flaw, it was their 'over the top' approach to adding allies to the game. Adding allies to teams that were already well balanced against each other changed the game in two ways. First, inequalities in the list of allowed races shifted the balance of power towards teams like Chaos and Human; each of which had a lengthy list of allies. Second, any coach who could add an allied player to his team – but didn't – was at a severe tactical disadvantage. Sure, the old allies couldn't use team re-rolls, but many of them were ball handlers with their own skill re-rolls, or soon developed into such players, negating the penalty.

In revising these rules, we decided that we had to build the system from the ground up. Instead of using existing rosters as a base, we built new rosters with less power. The resulting double-linemen teams allowed us to build sensibly. Allies (and Big Guys) become the 'position players' of the new teams. These players don't have a strong corps of position players ready to back them up. Consequently,

the use of team re-rolls was restored, except for the Big Guys (as usual).

The results are the lists of Allied Races and attendant Big Guys. Here again the Fourth Edition rules suffered from a flaw: no coach would choose a lineman over a position player if given a choice. Some of you might be familiar with an established tweak (proposed by Milo Sharp) that allowed a coach to select one position player from the list of races, but any other player chosen had to be a lineman. That idea is partially incorporated here, but the pair of linemen now allowed in lieu of a single position player can make a coach pause. Should I take a Troll Slayer – or two Longbeards? If you're a Lustria coach, maybe you want a Saurus – or maybe you want to go six Skinks deep instead of four, giving you a fleet of swarming Stunties. Several of these choices should stump even the most experienced coaches. They also provide a great deal of flexibility. One Chaos Pact coach can draft all Blitzers and Big Guys, eschewing Goblins in favour of a pounding, slashing style. Another might try to draft a real offense, opting for an Orc Thrower, a pair of Dark Elf Linemen, a couple of Goblins, a Gutter Runner, and an Ogre for the occasional Throw Team-Mate pass!

The real kicker now is that the final line-ups are on a par with established rosters in terms of total Team Rating. While the mixed-race teams are slightly more powerful than most of the non-Elven teams, their re-roll costs are very high. This means that the teams will build more slowly than standard roster teams. The great flexibility provided by the Allied Races lists allows the coach of a Chaos Pact team to start with 12 players, 3 re-rolls, and a high Fan Factor, but only if he's willing to go heavy on linemen – including one or two Goblins! This means that the team will have to buy its (expensive) position players and (expensive) Big Guys as the season progresses. The same applies to Old World and Lustrian teams, although their re-roll cost is slightly lower as a result of their less powerful rosters, not to mention their better cohesion on the field.

So, we hope we've given you coaches a good way to add allies to your league without adding too much power to individual teams. The modelling opportunities are still there, the teams have flexibility, and they're new! Give'em a whirl and let us know what you think.



# THE FANS ARE ON THE PITCH!

Fun House rules by Carl & Matt Brown

**WARNING:** *This article contains ideas that may seriously increase your enjoyment of the game. It is therefore unsuitable for coaches of a serious or competitive disposition.*

We've all read the 'Did You Know...' sections in the various Blood Bowl publications. These great little 'tasters' of life in the Blood Bowl world not only give us a great laugh but also include some fantastic details which are not necessarily easy to replicate in our own games.

One element of the background that is often mentioned is the crazy interactions between the players and fans. The following article contains rules which will allow you to add this unpredictable dimension to your games of Blood Bowl. Please take note of the warning at the beginning of this article, these rules will seriously increase the enjoyment factor of your games, just don't expect your game plan to survive!

## CROWD EVENTS

At particularly tense moments in a game of Blood Bowl the fans can get over-excited and take matters into their own hands, Riots and Pitch Invasions are dealt with on the kick-off table of the main rulebook but these are not the only occasions when 'civilians' get involved; all manner of things take place in and around the stadium and some of these are detailed in the Crowd Events table.

There are a number of ways to introduce Crowd Events into your games of Blood Bowl:

### OPTION 1

Coaches may replace any or all of their rolls on the Handicap table with rolls on the Crowd Events table instead. Unless otherwise instructed, Crowd Events must be played at a Kick-off, after teams set up but before that Kick-off roll is made. If you do not use your Crowd Events during the match they are lost just like Handicaps. You cannot save them from game to game.



**OPTION 2.**

You may decide to allow both coaches to have a Crowd Event or two regardless of the Handicap situation. Or for a more unpredictable game, and my preferred method, you can roll a dice before each half (or each kick if you're feeling brave) and have a random Crowd Event occur on a score of 4+ (5+ if every kick).

If you decide to take Crowd Events as Handicap bonuses you should roll for them before the game starts, keeping your scores secret from your opponent if possible. An easy way to do this is to put the dice in a small shaker (a cup will do) for each event you want and slap the shaker down onto a nearby surface without releasing the dice. Thereby you can peep under to see which event is available whilst your opponent can see you haven't altered the throw but can't see the dice score. Keep the shakers where they are, only revealing the score when required by lifting the shaker.

It is recommended that only one Crowd Event be played per kick, with the lower rated team having precedence over their opponent should both wish to play one.

**OPTION 3.**

*(For Blood Bowl players who don't care about results)*

If you want an utterly crazy game (this is what Blood Bowl is all about after all) feel free to allow as many Crowd Events as you like per kick (for example – rolling a D6 per point of Fan Factor, 4+ is an event), the game will get pretty manic – just don't say we didn't warn you.

★ CROWD EVENTS (roll two dice) ★	
2 Into The Crowd	8 Streaker!
3 Ejected	9 Hotdogs!
4 Autograph Hunter	10 Reporter
5 Cheerleaders	11 Groupies
6 Mascot	12 Team Photo
7 Match Ball Collector	

**Into The Crowd**

Sometimes the fans shout and jeer just a little too much for the liking of some players who, concerned with their public image, are only too prepared to point out the error of such opinions through excessive violence and pummelling. In short, it pays to have life insurance when you go to watch a Blood Bowl match. It's not just the players who are in for a

beating. If randomly generated, roll a dice for each and every player in both squads. (If used as Handicap roll - only your opponent needs to make the rolls). On a 1, the player has dived into the crowd to teach them a thing or two about manners and will be unavailable for this drive (place him back in the Reserves box). Affected teams can set up again before play begins with whatever players they have still available. If you are recording fan fatalities (see later), you may roll for each player that dives into the crowd.

**Ejected**

Just in time this would-be exhibitionist has been grabbed by the officials (ouch, I've never heard them called that before!), wrestled to the ground and escorted out of the stadium. This means that no one is keeping an eye on the game. Until the next Kick-off (ie, for the rest of this drive) no fouls will be awarded and no players sent off. (evil laughter ensues!).

**Autograph Hunter**

An avid if rather foolish fan has dashed onto the field risking life and limb intent on securing his/her/itself the signature of his/her/its hero to show off to his/her/its mates back home. This fan begs, follows and hampers its chosen player refusing to leave him alone until he signs.

If this is a random event determine which team this fan supports – dice for it. Randomly determine (using MVP counters) which of that team's players on the field is targeted. Place an Autograph Hunter token (any suitable model) in any empty space in the target player's Tackle Zone. The fan does not affect the game in any way – the token is just a reminder. Move the fan to another space if a player or the ball moves into his space.

Whilst the fan is present that player suffers a -1 modifier to his ST and AG and may not use any of his skills. Wherever the player moves the fan follows (just place him in any available space as close as possible). The besieged player has two options, do the honourable thing and sign the autograph or knock the irritating squirt's lights out!

**Sign** – Signing the autograph is a special action, a Sign Autograph action. The player may do nothing else this turn except move. Announce the signing action and make an Agility roll, subtracting -1 for each opposing tackle zone the player is in. If you make the roll you successfully sign and the fan goes



away happy and for having done so you may take a bonus Re-roll counter for this half (the crowd just love it when players make time to talk to them). Otherwise, the player fails to complete the signature (probably still trying to remember which end of the pencil you blow through!?) and will be stuck with the adoring fan for another turn.

Unfortunately, not all autograph hunters are what they appear, some low down coaches have been known to pay fans to sneak a contract under the unsuspecting (and often illiterate) player's nose so that he unwittingly signs over to the other team! If you throw an unmodified 1 on the dice, the fan turns out to be an agent for the other team, the paper is in fact a contract and the player has just signed it! From this moment on until the end of the game the player belongs to the other team, controlled just like any of their other players. Only after the match when the team's legal eagles get onto the case and have the contract nullified does the player return to his rightful owners (he may not be sold).

*Punch his lights out* – if you give up trying to sign (or being an Orc just don't want to) you can knock the fan flat. Making a Block or Blitz action but throwing no dice – you're so tough and the fan is so weedy and not expecting a face full of knuckles from his hero, that he's automatically flattened – just roll on the Injury table straight away and remove the fan from the field. The player may claim SPPs if he causes a casualty. Unfortunately this action can produce an adverse effect amongst the fans so if you throw a double on the Injury roll, the fans boo and hiss the player. For the rest of the match his team's Fan Factor is treated as 0, and permanently reduced by -1 point after the game.

### Cheerleaders

These beauties shake their pompoms about, sing uplifting chants and boost team morale in a most aesthetically pleasing manner... usually – a Troll's a Troll after all, and it's believed the sale of blindfolds increases dramatically during mating season though it's not proven as yet.

Having just performed an overlong routine the joyous bundles have got caught up in the game. If you have Cheerleaders on your team roster place them all anywhere inside your own half of the field, but at least four spaces away from all edges and the halfway line. This affects both teams. Normally most



cheerleaders attempt to leg it to safety, but some have been known to lend a hand to the boys.

In your turn you can move your Cheerleaders about just like normal players. They have a MA of three spaces and move without penalty (ie, do not need to dodge) and can step off the field freely without getting beat up by fans, but once off cannot come back on. They may not touch the ball (scatter it again) or throw blocks but otherwise they follow all the normal rules ie, can make fouls, lend assists, have tackle zones and can attack other cheerleaders as below. Failure to Go For It results in automatic injury.

Any player/Cheerleader may Block or Blitz opposing Cheerleaders. Simply roll for injury straight away (no need for Block dice – you automatically succeed) and remove the model from the field. A player can keep any SPPs for casualties so caused. In addition, if a Cheerleader is killed, the team should instantly erase it from their roster and badly hurt/seriously injured Cheerleaders can't cheer for the rest of the game – that's the risk you take for leaving them on!

### Mascot

Both players place a team mascot in the very centre space of their own endzone. The mascot has forgot to clear the field and has continued to do his dance and shuffle to amuse the crowd and infuriate the opposition. The first team to send the opposing mascot

back into the stands wins a bonus re-roll for the half. To attack the mascot make a normal Block or Blitz action but do not roll the dice, the attack succeeds automatically so just roll for the injury. If stunned he stays on the field and can recover during his own team turn just like normal players. Any other result removes him from the field for the bonus. In addition if the mascot is removed as a casualty the attacking player may claim the SPPs and the mascot's team plays the rest of the match with a Fan Factor of 0. Once one mascot is removed, the other has a sudden vision of its immediate future and leaves the field by choice for no penalty. Mascots do not affect the game in any other way; scatter the ball again if it lands on its square. Note – Players do not get sent off for fouling a mascot.



### Match Ball Collector

Most Blood Bowl fans are a little crazed but this one is just plain suicidal. As the Kick-off takes place (once the position of the ball is determined), this crazed individual comes sprinting onto the field intent on making off with the match ball. Randomly determine a board edge and place a suitable miniature using the Throw-in procedure (D6 for direction, 2D6 for distance) from the centre of that board edge. The fan moves after both teams have completed a down (both teams have down 1, fan moves, both teams have down 2, fan moves, etc). He moves straight for the ball, blocking the ball carrier if necessary and once in possession of the ball, attempts to get off the field by the most direct route possible, ie, he simply steps off the field from an adjacent square (using one point of move). Stats: **M4 ST3 AG3 AV7 Skills:** Strip Ball, Jump up, Dodge.

Any player can attack the fan just like attacking another player. Coaches take it in turns controlling the crazed fan but remember he's not going to score, pass or do anything to help either team – he plays for himself and gets away as quickly as possible. If the fan gets away with the ball the game is restarted with the same team receiving as when the fan first appeared. In addition, as the crowd has lost a certain amount of fear generally

attributed to Blood Bowl players, any subsequent Crowd Events that take place during the match will be accompanied by the crowd throwing a rock (see Kick-off table in the main rules except the rock is thrown at a completely random player on either side). Note: If during the game two match balls are stolen, two rocks will be thrown, etc.

### Streaker!

This slippery eel of a fan has managed to elude the officials and get onto the field absolutely naked! Unfortunately Blood Bowl fans are not renowned for their good looks so rather than being a pleasant experience for the nearest players it actually puts them off their game. The streaker continues to make a general nuisance of himself, running about flapping their arms, shouting and shaking whatever might be available.

If this is a random event then the team with the lowest Team Rating controls the streaker and places them in any available space at the start of their turn (Handicap roll – You automatically gain control). Stats are: **MA 4, ST/AG 3 and AV 7** with Dodge, Stunty, Sidestep and Jump Up skills, the streaker cannot attack any player or touch the ball. The streaker is so annoying to the team whose half they are in that the team may not use any of their Team Re-rolls as long as the streaker remains in their half of the field. The streaker stays on the field until injured, pushed off or they survive until the drive ends whereupon they walk away exhausted to general applause from an appreciating crowd and into the clutches of waiting match officials... eager to enroll them onto the next referee training program!

### Hotdogs!

*"Get yer luvverly hotdogs, sausage inna bun, get them while they rot. I mean while they're hot!"*

Just as the game gets underway a hotdog vendor has absentmindedly strayed onto the field having spotted a niche in the market what with all those guys out there sweating buckets with no refreshment. If randomly generated, the coach of the kicking team sets him up in any available space on the field (Handicap roll – he's yours to place by choice).

After every team turn the hotdog vendor moves about just like a Ball & Chain loony with MA of 4 except that he doesn't attack anyone, he just loses that Move point, roll a D6 after he has finished moving. On a roll of 1 he has run out of supplies and leaves the field to restock,

he doesn't return unless another vendor is generated on the crowd events table. The vendor is moved by the coach who has just finished his turn. Any player that subsequently starts its team turn adjacent to the vendor may do nothing at all for that turn except eat burgers, drink fizzy pop, chat about the weather, and so on. Only the ball carrier can ignore the vendor and is free to take actions as normal regardless of the vendor's position. By expending a Team Reroll you can override and nullify the vendor's effects on your players for this turn.

### Reporter

One of the intrepid sideline reporters has decided to conduct an impromptu interview with an on-field player in an attempt to be the first to get the story of the day. Unfortunately for the player, the interview has overrun and the game has kicked off! If randomly generated, dice for which team is being interviewed (if used as Handicap roll – you automatically play it on your opponent). Then randomly determine a player on the field from that team. That player is desperately trying to conclude the interview and get back to the game.



Whilst mid-interview the player can do nothing at all and has no Tackle Zone. Each turn he can attempt to wrap up the interview by passing an AG test (no modifiers) OR just punch the reporter in the face (make an Injury roll). Both result in the interview ending allowing the player to rejoin the game as normal next turn. Unfortunately, the heavy handed punch option doesn't go down too well with the broadcast networks, resulting in the team being painted in a poor light for the rest of the season by the commentary team. For this the player's team will lose -1 point from their Fan Factor permanently.

### Groupies

The player with the most SPPs on the field (of the opposing team if played as an Handicap roll, either team if not) is surrounded by adoring fans, clamouring for hugs and kisses and to see him flex his muscles and do his trademark wiggle. Groupie models are placed to fill up all available adjacent spaces to the

player. There are so many of them and they're so persistent that it is impossible to beat them off or push them aside. These spaces are utterly blocked off to all traffic (scatter the ball again).

The besieged player may do nothing (nor would he, he's enjoying it too much!) except pose for his adoring public. On each of his turns he may attempt to satisfy the groupies. Roll a dice. For each point you score below his ST you may remove one groupie. You may also remove one groupie at the end of your turn regardless of the roll. Once all groupies have gone the player may take actions as normal. They leave automatically if the drive ends.

### Team Photo

The management have in their infinite wisdom chosen this very moment to have the squad image recorded for the team calendar using the latest in freeze-framed Cabal-vision imaging. Unfortunately the team pose took longer to set up than expected as getting the pea-brained oaf to stand at the back because he's the biggest goes against everything the pea-brained oaf has been taught all season. As a result the team is still in its pose when the game kicks off.

The coach of the team with the lowest Team Rating (if used as Handicap roll – it's yours to play) may completely reset the opposing team in any way he desires as long as at least three players still go on the line of scrimmage and every player of that team is in at least one tackle zone of a team mate, apart from that you may bunch them up or string them out in any way you see fit. You may not make substitutions; just use the players that the opposition coach had set up on the field originally. The game then kicks off and continues as normal, with the posing team no doubt scurrying madly to get into position and their coach throttling the Imaging wizard.

### FAN FATALITIES

Spike magazine often has endless lists of stats devoted to what players have or have not achieved in a game/season/lifetime. One of the stats is Fan Fatalities. You can determine this statistic for your own Blood Bowl players by following this very quick procedure.

Any time a player dives or is pushed into the crowd he will take several of the nearest fans





with him as they try to give him a kicking. Regardless of the injuries inflicted on the player he will kill a number of fans equal to his ST+D6 (no SPPs are gained for this). If the player is holding a weapon when he goes into the crowd then he inflicts ST+2D6 casualties on the hapless crowd.

In addition, any player involved in a pitch invasion (attacked by crowd) will take out a number of fans as detailed above. In games where riots take place roll for Fan Fatalities for all players on the field as they all take part in the general bedlam that holds up the game.

Any fans generated on the Crowd Events table and later killed by a player will count towards that player's Fan Fatalities.

You don't gain any specific benefit during your games for keeping this statistic on your roster but it does give you something extra to brag about and allows league commissioners to generate their own 'Did You Knows...' (Most fan Fatalities in a match, etc). It also gives League Commissioners another trophy/award to give out at the end of a season or tournament.

## REFEREE FATALITIES

It's not just the fans that get rough treatment from the players, a far more identifiable target is the guy in the Zebra skin shirt. Whenever a player is sent off roll a D6, on a 6 your player has 'had words' about the official's interpretation of the rules and prematurely ends the referee's career. The player is still sent off for the match and the game still has a referee present, the stadium officials hastily

organise a replacement while disposing of the previous referee by the back door. Again you don't gain any benefit during your games but the additional statistic makes for extra depth and 'background' for your team and league.

## FAN MODELS

Although there are no actual fan models available at the moment (it's a nice thought though, Jervis?). We've used slightly modified Norse models for streakers, goblin hooligans (very old) and all manner of old villager models from many years back (we benefit from having an old collection of models). If you have a relatively new model collection you can use any appropriate looking Warhammer model as fans or do a bit of conversion work of your own. You never know, if interest is high enough we may get a limited number of fan models made for the game in the future.

## CONCLUSION

Well that's about it for this trip around the Blood Bowl stadium stands. We hope you enjoy introducing fans into your games. Don't forget, mayhem is what Blood Bowl is all about, so play to the spirit of the game and don't worry too much about the result – you can always have a return match.

Why not try and invent some Crowd Events for your own teams? Race specific crowds is something that we've started to look at – Dwarf fans with their predilection for bringing weapons and beer to the game and Orc fans who don't care which side players play for "if they're on the field they're fair game". You've probably got some wacky ideas of your own.

# COACH'S CORNER

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

## DWARFS AREN'T MUCH COP

Greetings!

I do not know what are the tendencies around the world regarding the Dwarf team in Blood Bowl, but in our gaming group of 20+ players nobody plays with Dwarfs. Not a single team anymore. Why?

Because they are utter rubbish compared with the other teams.

Personally I play Wood Elves, so it is always fun to win against the Dwarfs. But they really are a bad team. They are far worse than the Goblin or Halfling teams and that should tell a lot...

The reason is that others now have got considerable more options to move the ball around. And let's be honest, the new Alchemist is not worth it at all.

The Undead can outrun and outhandle the Dwarfs and they have the Mummies who beat the crap out of the wuzzie Dwarfs. Plus the Undead have regeneration.

The Chaos team have been toned down, and that is good! Still, they have 16 players with AG 3 and can outrun and trash the Dwarfs. And they have the option to field the Wizard (which at least in our gaming group are hired when the play-offs start, during regular matches they are rare; by the way this we think was a great change to the rules!).

Orcs have more strength, more agility and more speed. Gobbos have more speed and more agility. And two Trolls (ok, they are Really Stupid, but they are damn scary still, because once they hit they really hurt!).

What could be done to improve the Dwarfs? Here are a few suggestions, I hope some of them could be 'installed' into the rules and tested on a wider scene.

**A) Runesmith.** Scrap the Alchemist. Price is 50.000gp. Before the game roll a dice to see what the Runesmith does:

**1. Precious metals.** After the game roll 2D6 and multiply with 10.000gp. Add the sum to treasury.

**2. Rune of Lightning.** The Runesmith may unleash a Lightning Bolt (just as a regular Wizard) once per the game.

**3. Rune of Speed.** MA+1 to one player in the team for the game.

**4. Rune of Stone.** AV+1 to one player in the team for the game.

**5. Rune of Swiftess.** AG+1 to one player in the team for the game.

**6. Rune of Might.** ST+1 to one player in the team for the game.

**B) Blitzers.** Instead of 0-2 allowed, make it 0-4. It would improve the running game of the Dwarfs a lot. AG 3 is so much better than AG 2 (the difference statistically between AG2 and AG3 is much bigger than between AG3 and AG4 regarding the turnovers it causes).

**C) Slayer Skill.** Allow Slayers to take ST+1 when they roll any doubles when acquiring a new skill.

In our league we have tested all of these, and it was generally agreed that A and B really are necessary to make Dwarfs a competitive team. With the experienced players getting Niggling Injuries so easily now we thought it was worth toning option C down, but it will still add flavour to the team.

Cheers,

Jarkko Suvinen,  
Finland

*So, are Dwarfs ineffective or are some Finnish coaches just not very good!? I think Dwarfs are a great team and would point to the high placed Dwarf team in Resurrection as evidence that they are better than you are giving them credit for. This is also the only letter I've ever received saying Dwarfs are rubbish, are coaches suffering in silence? Let me know.*



## BLOOD BOWL NEWS AND VIEWS

Greetings Blood Bowl fans and welcome to another great issue of *Spike!* It's been an exciting season so far with the Reavers once more living up to the hype and only the loss against the Gouged Eye last week preventing them having a 100% win record. Is this just a blip in the system or has the Reavers legendary form finally come to an end? This season has also seen an influx of dead players coming out of retirement to play for all the Undead teams that are surfacing lately. And with the return of Ramtut the Third it looks like this is the year to be seen dead!

*Pierce'd Organ the Ed-Eater*

# Spike! Profile: Griff Oberwald

*By Joc Strappe*

*It was a dreary Wellentag morning but I was in high spirits (bless Nuffle) fore I was off to the Reaver's training ground to talk to none other than every wench's ideal man – Griff Oberwald.*

*My first obstacle of the day was convincing Reavers Stadium Security, a brute of a man who made Zug look like a Halfling, that I had actually arranged to meet Griff. It took ten gold pieces before he remembered that I was in fact authorised to join Griff on the training ground.*

*I met Griff on the touchline as soon as he left the pitch, he was immediately flanked by two beautiful maidens. After whispering into their ears he finally took notice of me.*

**Hi Griff, Joc Strappe from *Spike!* magazine. So, a good season so far?**

Macy stop that, later... Sorry did you say something?



**Yes, how have you and the Reavers been performing so far?**

Well you know me Joc, I'm not one to brag but I've been great! The team are doing OK, of course we lost our last game but that was down to blatant cheating by the greenskins!

**Are you referring to the 'Hand of Gork' incident that occurred in your game against the Gouged Eye?**



Yes, Karl Spiel was clearly fouled yards from the End Zone, the Ref must have been blind not to see it!

He was actually. Just before the match, Eye coaching staff were seen near his dressing room with red hot poker. So, does this mean you may not make the Semi's?

Not at all Joc, after all I'm on the team! We still have a few games to go. Of those The Marauders and the Amazon All-Stars will prove to be the most difficult fixtures.

Yes the All-Stars, the gossip columns in the Altdorf Herald have had you linked with All-Stars player Sonia Redwulf, it was said you had been seen leaving Sting-Fellas tavern with her. Any truth to these rumours?

Well Joc you can't believe everything you read in the papers, even *Spike!* can get its facts wrong. Macy, don't be like that, we just talked... shared tactics, she showed me a few plays that's all!

*One of the Maidens storms off but I press on with the interview. To get him in a better mood (he didn't seem too chuffed with me after Macy left) I humour him.*

**Women seem to flock around you wherever you go!**

Yeah it goes with the territory. At the moment I've got this mad wench who's claiming I'm the father of her child. She's even named the lad after where the deed was meant to have taken place. Can't be much fun being called Wolfenburg. Nevertheless Helmut (*Zwimmer, Reavers Coach - Ed*) has sent a scout familiar to keep an eye on him, if he really is my son he'll be great at Blood Bowl!

**You're not a stranger from controversy, what about the infamous 'I'm better than Sigmar' incident?**

As you know Joc, I have a love-hate relationship with the press. I was simply misquoted; I didn't say I was better than Sigmar, just more popular. My agent even had a temple dedicated to me after that incident, but the Grand Theogonist had it burnt down.

**Going back to Blood Bowl, you are once more up for *Spike!* Player of the Year, along with another veteran Varag Ghoul-Chewer, as well as new blood like the pacy halfling Micky Oden-Foot. How do you think you'll do?**

Well your readers get to vote and as I've won it three times already maybe it's time for new

players like Josh Von Winkle to have their moment in the lantern light. Oh, who am I kidding? Of course it's going to be me! Did you know I was voted sexiest human by the readers of *For Halfling Magazine*?

Josh Von Winkle is actually a veteran, his team, the Mordheim Comets, sold him to the Putra Graveguards after he was killed by Morg in a game against the All-Stars. Anyway, you've now been playing for over a decade and you have come through many injuries and outlived many of your teammates, any plans on retiring?

Well Joc, no one can play Blood Bowl forever although the Reavers wizard is working on an Immortality spell, so you never know!

**What about a lucrative deal as a Cabalvision pundit or even going into management, has this never been a temptation?**

Temptation's a dangerous thing Joc, but I'll tell you what I told that Daemonette at the time 'I perform better on the pitch, so that's where I'm staying!'

**Other than yourself, who else do you rate in the current league?**

Oww! That's a hard one, I don't take notice of many other players than myself. Well... Zug is always reliable. Umm... as much as I hate to say it Varag Ghoul-Chewer seems to do well for the greenskins. And there's that Undead chappy, you know some kind of Count, really long fangs... Drakenburb or something.

*Just then Reavers coach; Helmut Zwimmer shouts over "Oberwald, get your lazy \*\*\*\*\* \*\*\*\* (censored for our Elven readers) back on that field!"*

**Looks like we'll have to leave it there, any last comments?**

Yep, if any soft drink manufacturers are reading, my contract with Croak-a-Cooler has expired, so contact my agent.

### Did you Know...

Griff is now so highly paid that the gold from Greystone Creek mine in the Dragonback Mountains is owned by the Reavers and is exclusively used to pay the superstar his exorbitant wages. The Dwarfs who work there keep the mine going all hours day and night. The mining phrase 'digging for a git' was said to have originated from here.



# ASK LORD BORAK!

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

**Dear Lord Borak,**

I am the sole survivor of a Halfling Blood Bowl team after facing an angry mob of Orcs on the pitch. I am a star player on the field, and scored the only touchdown in our 6-1 loss. I woke up under a pile of my teammates in the dugout, and now my life seems to have no purpose without a team to play for. Can you help me? With the contacts you've made in your career as a Freebooter, perhaps you hook me up with a Chaos or Undead team! I have a ton of talent with the football, which I'm sure these 'goon' teams could use.

Signed,

Halflings Are Little Fighters Lacking In  
Nuffle's Glory

*Dear HALFLING,*

*Very clever. Now on to your pathetic plea  
for attention.*

*Sometimes in life we have to accept that we  
are not cut out for certain things. Blood  
Bowl is a game for big people like myself,  
and let's face it you are missing something  
in the height department, like three or four  
feet. But that doesn't mean you aren't  
useful, there are many things you could do.  
Here are a few suggestions:*

- Replacement table leg
- Foot rest
- Lawn ornament
- Actor

*Remember you can achieve anything you  
set your mind to, the sky's the limit (well  
in your case it's about 36 inches).*

*Dare to dream,*

**Borak**

**Dear Lord Borak,**

My teammates get me to go drinking with them after every game, win or lose. It's just our nature I guess. Lately, beer has been making me feel all bloated inside and has hindered my blocking ability. How do I break it to them that I want a girly Wood Elf drink instead of the mass quantities of beer we usually consume?

Dwarf in Despair

*Dear DiD,*

*Good for you! Just because all your  
friends are drinking beer doesn't mean  
you have to. There are many myths about  
beer consumption, for example "Beer  
makes me feel great!" or "Drinking beer  
will make me popular!" These are simply  
not true. Over-consumption will often  
lead to regretful experiences at the  
expense of pleasurable short term effects,  
trust me you do not want to end up  
taking a Beastman home no matter how  
pretty his fur is! My advice is to stick to  
non-alcoholic beverages – my favourite is  
blood. Not only does it please Khorne but  
it is also rich in protein and iron.*

*This Blood's for you,*

**Borak**

**Hey Borak!**

I know you and that drunken dork Varag think you're going to rule all over the Blood Bowl pitch, but when October rolls around we're going to fix your little red wagon good. No more Leader, you cross-eyed illiterate! If I find a nickel for every silly little Borak clone I see, I'll be sure to donate you the money for some real gear. Anything would be better than that 'ambulatory sardine can' look you've had GOING, GOING, GONE for you these last eight years.

Anonymous BBRC Member

*Dear Gutless BBRC Goon,*

*Oooh the BBRC is after me! Perhaps you  
have misread the title of my column, but  
it's called "Ask Lord Borak", not "Tell Lord  
Borak" or "Hurl Threats at Lord Borak".  
Stop wasting my time and get back to  
work, I expect my laundry pressed and  
folded by the time I get home.*

*Not so much starch this time,*

**Borak**

**Dear Lord Borak,**

I coach a Chaos team and I'm trying to decide on a new dish for pre-game meals that will nourish my team and prepare them for the match. In the past, we've dined

upon fricasseed Halfings, roast leg of Minotaur and even deep-fried Elf noses, but nothing seems to be quite right.

Can you recommend a good meal for carbing up before a game that is also a great motivator and stimulator for the team?

Coach Slorr the Revolting

*Dear Slorr,*

*The temptation to dine on your latest kill before a game can be great, but loading up on protein can actually hinder performance. It is important to carefully monitor your diet on game day; some common sense tips include chewing food that is still alive thoroughly and avoiding gas-forming foods such as Wood Elves (they contain too much bulky fibre). Something you may consider is a practice known as "gobbo-loading". This technique stores up excess energy in the days leading up to the event and is accomplished by consuming as many Gobbos as possible while reducing the amount of physical training normally practiced during that period. Some Apothecaries believe gobbo-loading doesn't really work, but hey if it means there are less Gobbos around we all benefit.*

*I'd like mine medium-rare,*

Borak

**Dear Lord Borak,**

My trees and shrubs are growing out of control, do you have any tips for keeping them looking tidy?

Not So Green Thumb

*Dear NSGT,*

*The help of a good chainsaw will solve your Wood Elf problem. First of all, I cannot stress the importance of proper maintenance. Make sure your chain is sharp, cutting through armour can be rough on the blades and will dull them quickly. When wielding your weapon, make sure to use broad cutting motions away from your body, you are trying to cut off your opponent's head, not your own. And lastly, remember to go out there in style! A hockey mask and butcher's apron make for a bold statement on the pitch.*

*I'm a Lumberjack and I'm OK,*

Borak

Feeling glum? Blinded by Love? Can't find your keys? Then perhaps you need to ask Lord Borak the Despoiler a question of your own!

Send your questions to [askborak@tbbf.org](mailto:askborak@tbbf.org) and he will think about answering your pathetic plea for help in his next column. And don't forget to visit Ask Lord Borak online at: <http://www.tbbf.org/>

# Last words

Blood Bowl is a dangerous business, what with half crazed psycho's wanting to beat your brains out and feast on your innards – and that's just the coaching staff! When confronting your average player, the Sideline Reporters tread a wafer thin line between unearthing news and becoming news.

We've lost a number of *Spike!* reporters over the years, Morg even has a tally of how many of our intrepid staff he has killed. Here are the last words of a few of our more brave (or stupid) reporters.

"You're having a bad season, have you gone soft?"

"Aren't you a little cack-handed to be a thrower?"

"They call you the widow-maker/mutilator/gutslicer, why is that?"

"Could you fetch one of the real stars please?"

"You ain't so big up close."

"What's it like to be past it?"

"You've fallen one casualty short of a new record, doesn't that just bite?"

"What's it feel like to single-handedly throw an entire championship?"

"I suppose you think you're a tough guy then."

"Aren't you dead yet?"

"Dark, High, Wood, you're all the same, right?"

"What exactly are you supposed to do on this team?"

"Yap, yap, yap, yap, yap!"

"What's it like being a big time loser?"

"I know Vampires suck, but you just blow!"

"Why is it always your fault?"

"Do I look like food?"

"I'm a pacifist, what's your excuse?"

"What's your most crippling move?"

"Do you see this wet paper bag? Punch through it."



# EXPLOADED

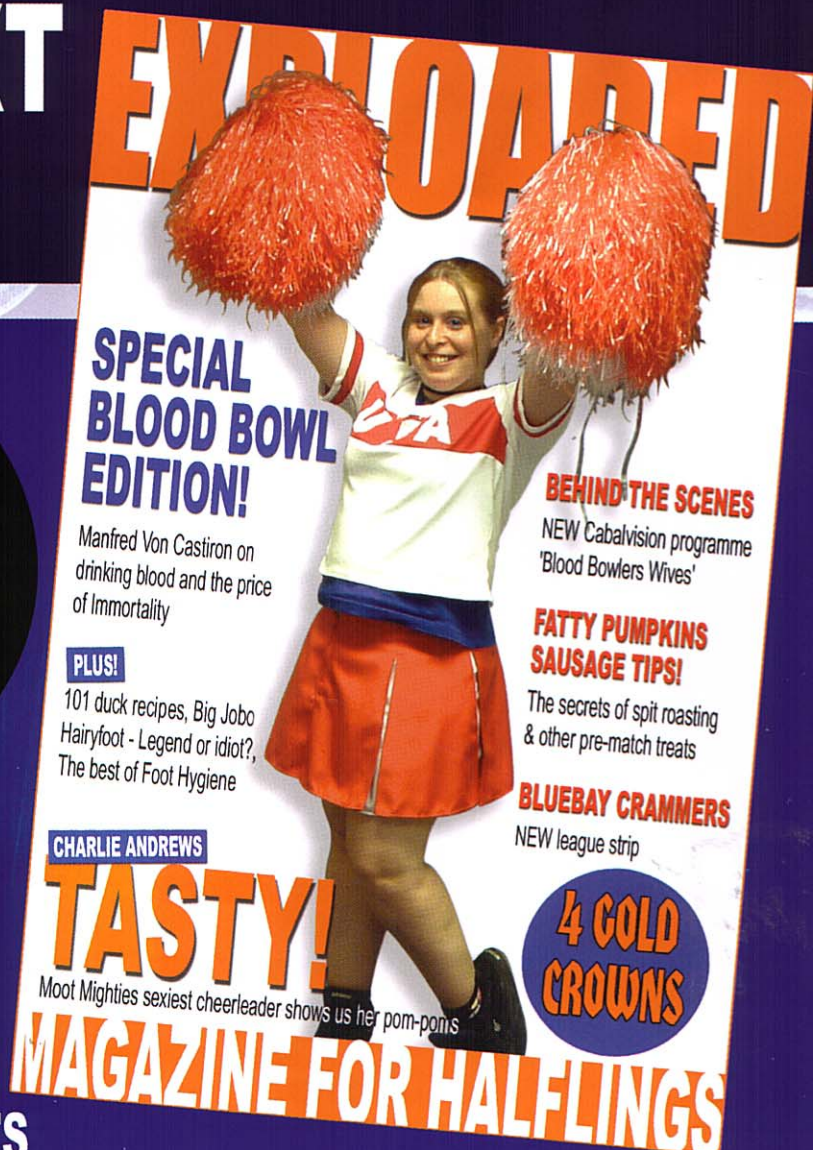
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Your letters

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This issue Griff Oberwald interviewed



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