

Issue 5

BLOOD BOWL

MAGAZINE

**THE NURGLE'S ROTTERS
HAVE COME TO PLAY!**

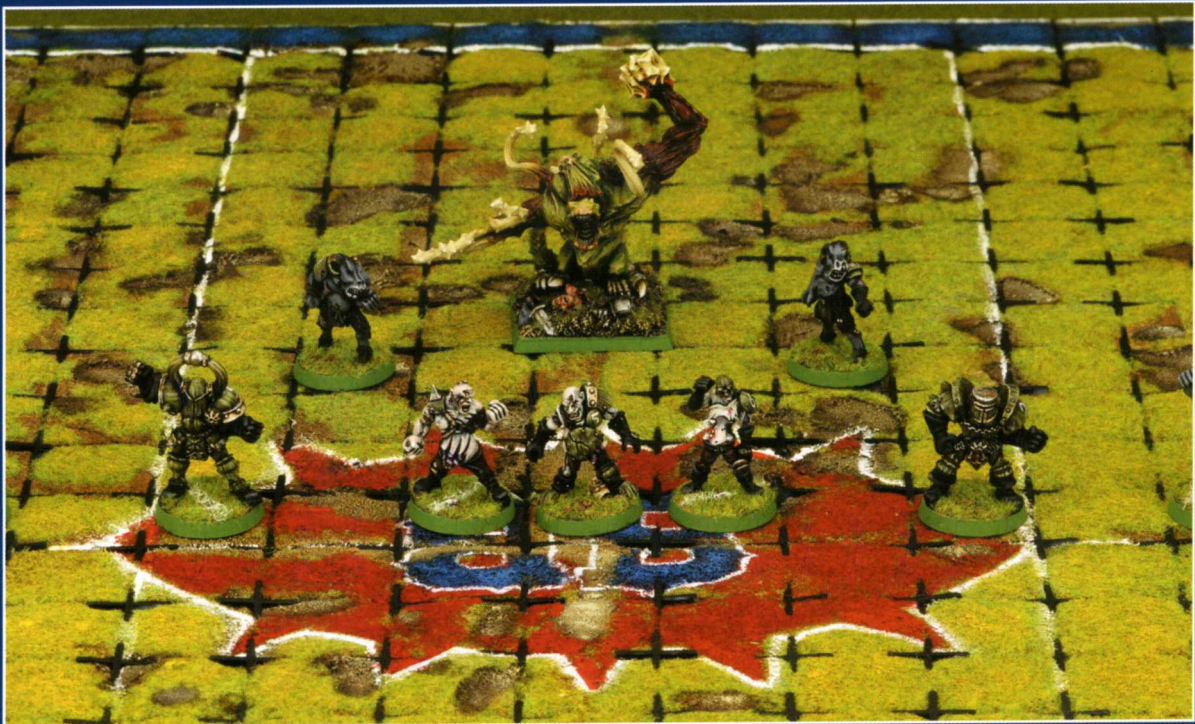
SECRET WEAPONS

BLOOD BOWL AT SEA

SPIKE! MAGAZINE



**GAMES
WORKSHOP**



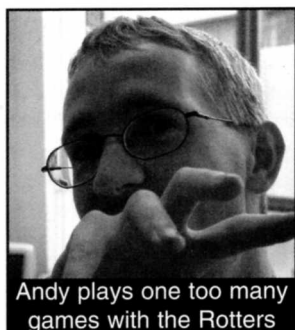
The Rotters line up for action



'Tiddles' the Beast of Nurgle makes 'friends' with the Dwarfs

BLOOD BOWL

MAGAZINE



Andy plays one too many games with the Rotters

This issue we have a very important announcement to make. We hinted that something big was coming on the back cover of issue 4 and now I can fully reveal that the biggest ever Blood Bowl Tournament will be held here at Warhammer World in Nottingham on the 1st and 2nd of March 2003! Coaches will be playing for the Blood Bowl – we are having a full-scale Blood Bowl trophy made, and the winner's team will go down in the game's history of winning it for that year. We expect this to be very popular event and not just with coaches in the UK! At last year's Resurrection event, we had coaches fly over from as far away as Australia and Canada, and I fully expect this Tournament to be no different. The event will also be NAF sanctioned with special privileges for NAF members at the event so if you're not

a member yet go and join at www.BloodBowl.net. With only 150 places, tickets places will be hotly contested. They can only be purchased from UK Mail Order via the phone (0115 91 40000) on a first come first served basis. They go on sale at 8am GMT on Saturday 30th November; my advice, if you want one is to get up early that day!

In other news, the BBRC is currently in the middle of the 2002 rules review. This year the changes to the games system will be minimal compared to last year's overhaul. The experimental rules published in the Blood Bowl Annual will be up for review, we'll be deciding their status to whether they will become official or house.

With all this exciting stuff going on I must have neglected Blood Bowl magazine. Of course not! In fact I think this issue is the best so far, with the first in our series of famous teams – the Nurgle's Rotters detailed and Blood Bowl takes to the high seas in what must be the craziest set of house rules to date. See you next issue.

Andy

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Fourth Official

Jervis Johnson

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Andy Hall

Ball Girl

Talima Fox



Most Valuable Players

Steve Hambrook & Matt Keefe for stepping into the breach whilst I was pretending to be a Dad.

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SPIKE! MAGAZINE 29

This issue: *Rumour control, hear it in these pages first!*



A Fanatic Studio
Publication

NEW RELEASES

Well no surprises what everyone will be talking about this issue, yep it's the Nurgle's Rotters.

The Rotters can be used in two ways. You can use them as alternative Chaos models using the Chaos team list in the handbook or, with your League Commissioners permission, you can use the Experimental rules which start over the page.

With this in mind the Rotters are available in two different ways. You can buy them as a 12 figure boxed team which contains all three of the Rotters models and a mix of Nurgle and Chaos Beastmen. You can also buy them as a separate blister. The Blister contains one Rotter and one Nurgle Beastman.



The two Nurgle Beastmen

As part of the new Warhammer Chaos range a new Beast of Nurgle has been released and makes a great Nurgle big guy as detailed in the rules on page 6.



We've nicknamed this Rotter 'Hardy'

Which means this Rotter has been nicknamed 'Laurel'



The Rotters and Beastmen were designed and sculpted by prolific designer Steve Buddle. Steve has done an excellent job in capturing their repulsive side whilst keeping the Blood Bowl 'comedy gore' style.

Steve is already busy working on his next Blood Bowl project, a vampire team, so keep your eyes peeled in future issues.

Next Issue:



Don't ask me what we call this Rotter!



COMING SOON...

Mordheim

Dwarf Treasure Hunters, Dwarf Noble

Inquisitor

Daemonhost, Pariah, Daemon Hunter

Battlefleet Gothic

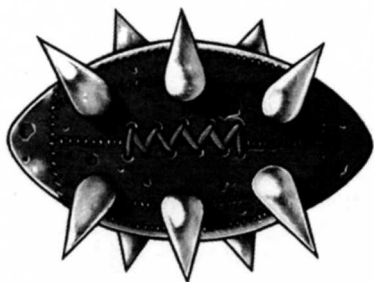
Hammer Class Ork Battleships

Warmaster

Dragon Princes, Dark Elf Corsairs

Blood Bowl

Oldheim Ogres, The Major Trophies



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ROTTEN LUCK

Experimental rules for Nurgle's Rotters.

By Jervis Johnson, Mike Brunton and James Jamieson

"Well, Jim, the stadium is looking somewhat empty, with 55,067 no-shows and a total crowd for tonight's action-packed game of 17! This must be some kind of conference record eh, Jim? ... Jim? Jim? JIM? Wait for me! I don't want to catch it either!!"

There is no argument that the Evil Gits are just that: evil, and gits. The Champions of Death are... for that matter, not very nice. Nobody can detract from the Chaos All-Stars' reputation for being unpleasant. But even they would admit that there is another team so unutterably rotten (indeed, rotten to the core), that it stands pustule and running sore above the rest.

My Lords, Ladies, Gentlemen, Yeomen, Freeman, Serfs, Peasants, Utter Scum, and Halflings, let me introduce the extremely offensive unit of NURGLE'S ROTTERS!!!

But who is Nurgle? And why the Rotters?

Well, sports fans, Nurgle is the Chaos god of Pestilence, a creature determined to see that disease, decay, and corruption destroy the world. Oddly, he does actually have followers, and many of these unnatural types are infected with a terrible disease called Nurgle's Rot. Sooner or later everybody with the Rot dies.

Unfortunately, (for everybody else) it can be several years, even decades, before victims and Nurgle worshippers pop their clogs. And while they are still alive, they are imbued with the power of Nurgle which makes them supernaturally strong and tough. Oh, and they also tend to be bit, well, infectious. Plus there's no cure...

Quite how, or why, the followers of Nurgle first put a Blood Bowl team together is a mystery. What is even more mysterious to most observers is that the members of the Rotters team appear to have an even more infectious and degenerative case of Rot than everybody else.

The answer to these mysteries is simple. It is Nurgle's doing in his aspect as the Great Coach. Nurgle's Rotters not only win Blood Bowl games, they are recruiting agents for Nurgle! And their recruiting method is pretty effective: infecting the crowd and their opponents! As a result, it's not uncommon for opponents to refuse to take the field, and for those that do to never be the same again.

Over time, though, both players and fans have learned to take a few... precautions when attending a Rotters match. The down-wind half of the stadium at a Rotters match is usually reserved for the Rotters own fans (who are a pretty rotten lot themselves...), while outside the stadium hordes of travelling apothecaries and other quacks can be found selling cures guaranteed to stop the rot... some even work! Head coaches and players from teams opposing the Rotters have learned to take similar precautions.

The overall result is that few fans and hardly any players end up being infected with the Rot these days. But a few do, and these along with the Chaos Beastmen followers of Nurgle that join the team have proved just enough to keep the Rotters in business. It's just as well for the Rotters that they can pick up new recruits and players during a game. The ones they start with are already fairly rotten, and all the bumps and bashes of a typical game don't help. A Nurgle's Rotter can sometimes go to pieces, as the Rot really sets in...



FAMOUS ROTTER TEAMS

Although many assume that there is only one team of Rotters, this is not actually the case. Hard as it may be to believe, there are several Nurgle teams touring the Old World at the present time. Here are just three of the most infamous:

Nurgle's Rotters: The Rotters are the longest running and by far the most successful Nurgle team in the Old World, and being the only Nurgle team to ever win a major championship when they won Blood Bowl VIII. Their reputation is helped in part by the understandable reluctance of fans and commentators to get too close to the players. From a distance all Nurgle

TEAM PROFILE: NURGLE'S ROTTERS

Team Colours: Green & purple

Owner: Father Nurgle

Head Coach: Captain Sven 'four-eyes' Erikksen

Players: Beastmen, Rotters and Beast of Nurgle



Nurgle's Rotters are a Chaos team made famous by the fact that all of its players were afflicted by a horrible and extremely infectious disease known as Nurgle's Rot. The team won many games by default as it was not uncommon for opponents to simply refuse to take the field against them. Unfortunately (well, unfortunately for the Rotters anyway), the team did not survive the collapse of the NAF in '88. Without a regular supply of victims to recruit they, quite literally, went to pieces. However, Spike! Magazine recently identified an outbreak of an advanced and irreparable decomposition disease amongst some Blood Bowl players. This caused Chaos fans everywhere to scream in delight, "The Rotters are back!"

2402: The Nurgle's Rotters team is formed from the diseased survivors of an outbreak of Nurgle's Rot in the Empire town of Boggenhaffen. The team leaves a trail of destruction behind it before the NAF enforce strict quarantine procedures before, during and after every match that the Rotters take part in.

2468: The Rotters pull off an extraordinary and quite unexpected win against the much fancied Naggaroth Nightwings. It transpired that the lodgings the Nightwings had taken during their training period before the final was owned by a secret worshipper of Nurgle. When the time came for the match, several Nightwing players had already been infected with the Rot, and mutated into Nurgle Beasts at the half-time break. After the ensuing pitched battle, only six Nightwing players were able to take the field, and the Rotters pulled off an easy win.

2480: The Rotters lose Blood Bowl XX against the young Elfheim Eagles team. How the Eagles pulled off the win is by no means certain as investigations were hampered by the fact that investigators kept dying after interviewing the relevant Rotters players. However, rumours persist of widespread use of Elven high magic, animated grass, a huge vat of antiseptic and a covert team of troubleshooters from the Acne-Clear Corporation...

2488: The collapse of the NAF left the Rotters with a sparse fixture list, and surprisingly quickly they began to fall apart. The decimated team departed to take part in a match against the Arctic Cragspiders at the end of 2488, but never made it across the desolate and frozen iceflows to the Cragspiders home stadium in Norsca...

Present: The crew of a Norse fishing vessel discover the frozen body of one of the Rotters from 2488. The fishing crew foolishly take the body on board, where it defrosted and quickly infected the crew with the Rot. By the time the ship arrived, the crew had become the new Nurgle's Rotters team, including Tiddles the ship's cat who had transformed into a Beast of Nurgle. Although not back to Blood Bowl winning form, the Rotters are going from strength to strength, and it can only be a matter of time before they win another major championship.

Team Honours: Team Honours: Blood Bowl winners 2468 (VIII).

Hall of Fame: Ivan Boulder crusher, 'Smelly' Pete, Goran 'The Tentacle' Svengard, Tiddles (ex ship's cat, now Beast of Nurgle)

Spike! Magazine Rating: 198 points

