

Issue 7

BLOOD BOWL

MAGAZINE



THE MAJOR TROPHIES!
DUNE BOWL
CHAOS DWARF PLAYBOOK
SPIKE! MAGAZINE



**GAMES
WORKSHOP**



Dune Bowl



The Trophies are great for league cups and tournaments

BLOOD BOWL

MAGAZINE



Andy does a great
vulture impression!

We are just weeks away from The Blood Bowl now, but by the time you read this it will have been and gone. No doubt there will be many great stories of games won and lost, as well as plenty of tales of excess drinking in Bugman's! Look out for a full report in the next issue.

The Blood Bowl will be the first of the Majors but there are more to come, see the New Releases section for news of the Chaos Cup at Games Day Chicago. Next year, the tournament calendar will be expanded further with The Spike! Open in Canada and The Dungeonbowl in Germany.

Continuing on the subject of tournaments, the NAF has finally put out its store – check out www.bloodbowl.net. Being a NAF member will entitle you to be listed in the World Player rankings, your ranking depends on how well you do at NAF sanctioned tournaments. As I write this, Cristopher Schmitt of Germany is the world's highest ranked player with his Lizardmen, closely followed by Del Hiscocks of the UK with his Humans. This may change after The Blood Bowl, so keep checking the NAF site for more details.

So what's in this issue? The Playbook series continues with the Chaos Dwarfs. BBRC member and veteran coach Stephen Babbage lends us his years of experience in coaching the hatted heroes. The sequel to Jungle Bowl is here – Dune Bowl, playing in the desert! We have the final part of All at Sea this issue – the Brown Brothers have done an admirable job in putting together this epic project. So enjoy!

Andy

Fourth Official

Jervis Johnson

Match Referee

Andy Hall

Linesman

Gary Roach

Ball Girl

Talima Fox



Most Valuable Players

Anthony Watts and
Christer Kaivo-oja for their
work on the NAF website.
And all the Staff of NAF
for all their hard work and
many late hours
inputting data!

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A Fanatic Studio
Publication

NEW RELEASES

This month's main release is the Blood Bowl Annual 2003. Contained in its hallowed pages you'll find the latest Blood Bowl rules review, updated experimental rules and the Best of Blood Bowl magazine. The Annual also contains an appendix ensuring that all you need to play Blood Bowl is the latest Annual and the Handbook.



Another great release and entirely fitting with the Majors being organised around the world is the Blood Bowl trophy pack. The pack contains all four trophies.



Designed by Mark Harrison and Gary Morley

With The Blood Bowl over and done with, what's next the big event on the horizon? Well, here's Tim Hucklbery of Games Workshop US to tell us more...

This just in: Games Day Chicago will see the 1st Annual Blood Bowl Chaos Cup Championship!

Officially sanctioned by Fanatic, this will be the premier Blood Bowl event in America. Jervis himself will be on hand to preside over the games (we tried for Lord Borak, but he was busy with his column), and the winners will be immortalised into the huge new Chaos Cup Trophy itself. They will also be written into Blood Bowl history too as the winners of the 2503 Chaos Cup in Spike! Magazine.

This will be August 1 & 2 at Games Day Chicago (the Friday before Games Day will be at the Chicago Battle Bunker and then at Games Day itself on Saturday). The rules will be very closely modelled after the UK Blood Bowl Tournament rules?

The entry fee will be \$40 (in addition to the Games Day ticket option of your choice).

You will get:

- Entry into the Chaos Cup Tournament
- Special Blood Bowl – Chaos Cup Commemorative Coin
- Dinner on Friday Night
- And two full days of Blood Bowl fun!

Space will be limited! Be sure to check the US website for news on Games Day Chicago tickets going on sale.

Any questions, please email Tim Huckelbery (USA Blood Bowl Brand Manager) at hivemind@games-workshop.com

Next Issue: The Elves!





CONTACTS PAGE

COMING SOON...

Mordheim Stagecoach, Highwayman
Necromunda New Rulebook, Orlocks
Battlefleet Gothic Space Marine Escorts
Warmaster Skaven Screaming Bell
Blood Bowl Werewolf, Flesh Golem

EVENTS CALENDAR

Salute 26th April 2003
French Games Day 27th April 2003
Conflict Manchester 11 May 2003
Games Day Los Angeles 30-31 May 2003



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www.BattlefleetGothic.com

www.Exterminatus.com

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The websites now contain an article archive. This will tell you whether the rules are experimental, official or House rules. Some can be downloaded as free PDFs. Check out the 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 in the Fanatic Studio section.

RACIAL WIZARDS

Experimental Rules by Milo Sharp

Updating the Racial Wizards rules is one of the objectives of the next Rules Review. Here the venerable Milo Sharp of the BBRC presents some experimental rules.

One of the big changes in the 2002 Rules Review from the BBRC was the removal of the Special Play cards from the game. Unfortunately, this left us with a problem — there was no longer a way to remove wizards from a team's roster. This meant that a team could pay once for a Wizard but receive the benefit of having that Wizard until the team was eventually retired. That made a Wizard not just a smart investment for an experienced team — it actually made it worth while buying for your starting team, since you never had to worry about losing it.

The solution decided upon by the BBRC was to simply force teams to freeboot the Wizard. If the Wizard is no longer a permanent addition to the team, there was no need for a way to remove it. At a 50,000 gcs price tag, it was too expensive for any team to purchase on a regular basis, reserving it as an occasional purchase for big matches. That suited the BBRC just fine, except, of course, it left the teams with unique wizards out in the cold.

The Necromancer was fine, of course, since it had always been freely available to the Undead. The Dwarf Alchemist, however, became considerably less useful — a 30,000 gcs investment allowed you to get an average of 35,000 gcs back. It would take you several games of this to even come close to what the Alchemist used to get you on a per-game basis. And the Halfling Master Chef used to be the backbone of the Halfling team — but most Halfling teams are too busy replacing players to be able to make a 50,000 gcs investment each game.

The following are experimental rules for replacing these two racial wizards with new and improved versions which should prove more useful to their teams. The Dwarf Runesmith was printed in a slightly different version in BB Magazine #3, suggested by Jarkko Suvinen, and this version of the Master Chef was suggested by Chet Zeshonski, another BBRC member. These rules will be revisited and hopefully will become official during the 2003 Rules Review.





Dwarf Runesmith

The Runesmith costs 50,000 gold pieces to hire for one game. Dwarven Runesmiths can forge mighty runes of power into the armour of one of your players. Roll a D6 at the start of the game to discover which Rune of Power the Runesmith has prepared for you.

D6 Result

- 1 **Fizzle!** A flaw in the rune has rendered it useless.
- 2 **Rune of Speed.** One player of your choice gains +1 MA and the Sprint skill for the duration of the game.
- 3 **Rune of Might.** One player of your choice gains +1 ST for the duration of the game.
- 4 **Rune of Dexterity.** One player of your choice gains +1 AG for the duration of the game.
- 5 **Rune of Stone.** One player of your choice gains +1 AV and the Stand Firm trait for the duration of the game.
- 6 **Rune of Courage.** One player of your choice gains the Dauntless and Frenzy traits for the duration of the game.

All Runes fade and disappear at the end of the game, leaving no permanent mark on the player's armour.

Halfling Master Chef

The Master Chef is free for Halfling teams (in fact, he's the Head Coach.) The Master Chef allows the team to roll a D6 before each half. On a roll of 2 or more, the team may take an extra Team Re-roll for the half as normal (and the opposing team loses one for the half).

For every 20,000 gold pieces the Halfling team spends before the match, the coach may roll an extra D6 before each half. You must spend all money before you roll any dice.

★★★ Did you know...

Mazdak the Smelly was responsible for the infamous Master Rune of Flatulence!

The Rune has only ever been used once by the Dwarf Giants in the 2497 season against old rivals - the Elfheim Eagles. It proved so potent that the Elves refused to come on in the second half claiming that over a third of their team had fallen ill and that there had even been one fatality.

THE CHAOS DWARF PLAYBOOK

or, Stampede
by Stephen Babbage

Derided as 'pointy hats', Chaos Dwarves have the reputation of being the third worst Blood Bowl team ever to grace the official Blood Bowl pitch. Being perceived only higher in the pecking order than Halflings and Goblins can have some advantages as you catch your opponents completely unaware.

HATTED HEROES

Chaos Dwarves are more potent in ability than many people realise. As a coach in local leagues, I have played no less than four Chaos Dwarf teams over the many years I have been playing Blood Bowl. In each league, they have managed not only to qualify for the final series, but have also gone on to win every final outright! Although I have not won every game, I can boast that my Chaos Dwarf record is greater than any other team I have coached. With the release of the new Blood Bowl Handbook, these 'evil stunts' have been made even more potent. The Chaos Dwarves have gained access to two new players on their squad roster, Bull Centaurs. The addition of these players has meant that the Chaos Dwarves can also take their Minotaur or Troll Big Guy in addition to their trusted magical half-men half-beasts. Their under-dog status has now rocketed them to be one of the 'watch closely' teams. Expect Chaos Dwarf teams to feature heavily in major tournaments around the NAF under the guidance of experienced coaches.

Many people have held onto their condescending view of our hatted heroes because of their statistics on the team roster. With a closer look at the players available however, there are a lot of advantages to this team that are not obvious at first glance.

CHAOS DWARF BLOCKERS

The Blockers in the Chaos Dwarf team have been laughed at in scorn by their hatless cousins, whose Longbeards are identical in statistics to them. However, the Chaos Dwarf Blockers are the backbone of any Chaos Dwarf team - being their traditional role to hold the line. They have amazing potential to inflict casualties and dominate the line of scrimmage given the right number of assists and wise skill choices. Unlike their cousins who can have up to 16 on their team, the Chaos Dwarves can only have 6. Take advantage of that, I would recommend beginning with that number. Chaos Dwarf Blockers' natural Tackle skill is a valuable asset to have sitting in the wide zone against those who would dodge through exploited wide zones. With Thick Skull and Block, these players may be small in stature (when they remove their hats) however they stick around throughout the toughest of mêlées.

HOBGOBLINS

In many ways these not too bright players are the position players of the Chaos Dwarf team. They are the Catchers, the Throwers, the Blitzers, the Foulers and the assists where you need them. At 40,000 gold crowns each, they are an absolute bargain. While their skill-less stat line may look poor, remember that some teams have entire rosters of players with their statistics (Amazons and Norse). With one or two skills under their belts they can be major movers and shakers on the pitch. Because Hobgoblins are not too bright, you need to make sure that if they fail to do their task that your whole game plan does not come unstuck. Given a little responsibility (and a couple of skills), these greenies really respond and grow into amazing Blood Bowl players.



BULL CENTAURS

The Bull Centaurs are the key critical factor to playing a Chaos Dwarf team. They turn a lacklustre team roster into a powerhouse. The key to Bull Centaurs is their movement. Bull Centaurs on the line of scrimmage are a crying shame and waste of their ability. They are the Super-Blitzers of the team – an entirely new breed of Blitzier. They are the most powerful runners of the ball on the pitch, bar none. They also make fantastic players to run down break-away catchers and hit ball carriers hard. Two Bull Centaurs on a Chaos Dwarf team is essential, however with an expensive starting price they may need to be saved for with hard earned winnings.

MINOTAUR

A Minotaur is a big risk on a team. As they are allies they are unable to use Re-rolls. Combine this with Wild Animal, and they can find themselves in trouble before your team turn has barely begun. If you are planning to add a Minotaur to your team, ensure that they are not in a position where they can be surrounded by the opposing team, and are forced to block swarms of them. This sneaky tactic can cause several turns to be lost. Minotaurs are best at blitzing with their Horns ability anyway, leaving them in the backfield to charge down anyone trespassing deep in your half will get the message across to teams who employ that tactic.

TROLL

While not seeming to be the natural choice for a Chaos Dwarf team, the Troll makes a great asset to the front line of a Chaos Dwarf team. Chaos Dwarves with Stand Firm near Trolls provide sound advice to the easily confused Troll on who is the best opponent to be 'downsizing' next. Because of their slow movement they fit right in with your other scrimmage stalwarts. Although they don't have Thick Skull, their own Regenerate ability keeps them as tough as their friends on the line in a slightly different manner.

GOLD RUSH

As you can see, a Chaos Dwarf team has a great mix of the toughness of Dwarves, the strength and speed of Bull Centaurs and the flexibility of Hobgoblins.

When starting a team of Chaos Dwarves, you must realise that Hobgoblins, your true position players, come to your team raw and need to be coached into their respective roles. This can be a frustrating time. To make that



transition smoother, a bunch of Re-rolls is a huge asset. With the removal of 'Extra Training' special play cards as a way to purchase Re-rolls at normal cost after the team has played games, the emphasis on team formation should be to start with more Re-rolls wherever possible.

My starting lineup for The Horror-Rooks III looked like this:

2 Bull Centaurs	260,000
6 Chaos Dwarf Blockers	420,000
3 Hobgoblins	120,000
3 Re-rolls.....	150,000
5 Fan factor.....	50,000
TOTAL 1,000,000 gcs	

Another possibility would be to trade in a Chaos Dwarf Blocker for another Hobgoblin to raise the Fan Factor to 8. Starting without an Apothecary is a risk, however they do not cost extra money to purchase after the first game, whereas a Re-roll does. In my opinion, a Re-roll is far more important to a team's long term development. Make sure you keep your Hobgoblins out of the line of fire in their first game (or until you gain an Apothecary), as their Armour value 7 will leave your team short of players on the pitch if you are not careful.

STRENGTHS AND WEAKNESSES

In any team, it is worth analysing the pros and cons of the team you are coaching. Wise

coaching and development of your team will minimise your weaknesses while maximising your strengths.

STRENGTHS

The best Blitzers in the game: The Bull Centaurs. These players are fast (an effective movement of 9), strong (ST 4) and tough (AV 9 and Thick Skull). With the addition of Block, they are a force to be reckoned with in when used effectively.

Access to strength skills: Skills like Guard, Break Tackle (on the Centaurs), Mighty Blow, Piling On and the trait Stand Firm are all powerful additions to a line of scrimmage to deal pain and keep the game in control.

Cheap players: Hobgoblins, once cash flow isn't a major issue, are expendable. Have a player which develops the wrong way (eg ages, gains a permanent injury or gains a useless increase)? Ditch them! With plenty of reserves, the tide of Hobgoblins can be a useful tool when used well.

Cheap Re-rolls: At 50k, you have the equal-cheapest Re-rolls of all the 'evil' races (a claim you share with those poncy Dark Elves).

Staying power: With Thick Skull, Block and Tackle, your front line should be on the pitch for every game. Make sure weight of

numbers, skills such as Guard and traits such as Dauntless overcome your ST 3 disadvantage against your bigger opponents.

WEAKNESSES

Slow reaction time: With the front line only moving a grand MA of 4 a turn, make sure your Bull Centaurs and Hobgoblins work overtime to make up for the shortfall in speed. Scramble your players when you need to, and don't be afraid to earmark a Re-roll for Go-for-it Re-rolls.

Low armour: Hobgoblins are the biggest weakness in the punch up game, so use them on the weaker players. Don't intentionally leave them around players with Claw, Razor Sharp Claws/Fangs or Mighty Blow. With their low Armour value and being your only real agility gurus, protect them when they become targets. Only use them as catcher types when you have plenty of reserves.

Low agility: Definitely save a Re-roll for picking up the ball with your AG 2 Bull Centaurs. They make an excellent centre to a cage-like formation (see the diagram against a Chaos team on page 10). The Hobgoblins are the only 'real' ball carriers on a Chaos Dwarf team, so use them wisely and protect them well when they have the ball.

FIRING UP THE FURNACE

The important thing is to have specific team goals or game-long tactics to use against your opponent. It may be a good idea to write them down before you begin the game somewhere where the opposing coach won't be looking.

Team strategies might include:

- Taking out or removing the effectiveness of a particularly nasty player such as a player who inflicts a large number of casualties or scores most of the opposing team's touchdowns.
- Focusing on one type of position player and 'double teaming' them so those players are reduced in effectiveness.
- Avoiding players. These players should be players who hit hard but have low movement such as Mummies, Treemen or Black Orcs..
- Playing to the other team's weaknesses rather than their strengths. If they are a fast team, beat them up. If they are a strong team, outscore them!



KICKING FORMATIONS

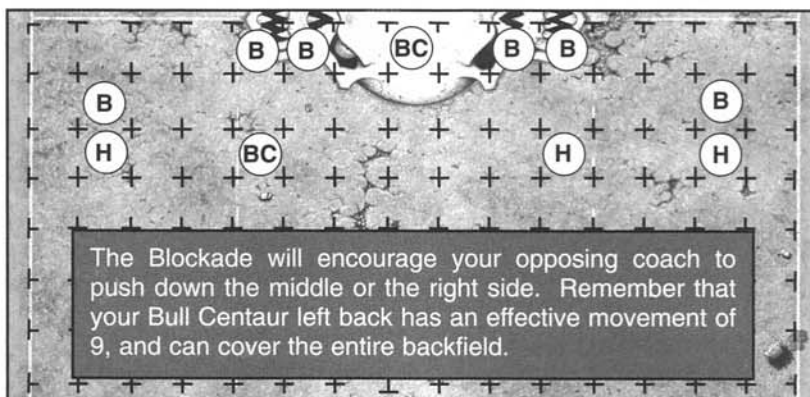
Be willing to adjust your team strategy according to how the team is faring. If the Chaos Dwarfs gain the weight of numbers on the pitch (likely with Thick Skull) then feel free to bolster your front line even further. Players off the line of scrimmage are there to read and react according to which players on your team need assists.

Make sure that you are not too thin in any area in which they specialise. If they have a strong

front line, bolster this area. If they have many fast players who dodge or leap, then make sure you increase the number of players who can react and make the players pay for any brash play into your half. Keeping a fast moving, strong player such as a Bull Centaur or Minotaur back to Blitz any nasty surprises will solve that problem soon enough.

Remember with both kinds of team it is very important you don't just fire-fight against the opponent's moves on offense, but actively

seek the ball out as soon as possible and put pressure on the ball carrier – or even snatch the ball first. The best way to stop a cage is to never let it form in the first place. A Bull Centaur through the line of scrimmage as soon as possible and straight for the ball is a very powerful tactic and hard to defend against.

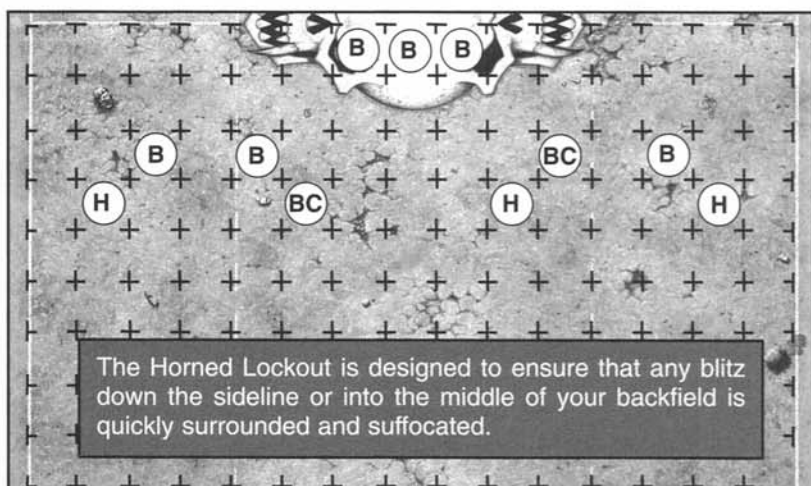


OFFENSIVE TACTICS

Ball control is essential in Blood Bowl. He who has the ball controls the direction of the game. Don't be in too big a rush to score. Make sure you take the opportunity to hit players which 'deserve' to be pounded (they are targets in your overall team strategy). Classic people to catch up with when you are on offense are Throwers, Gutter Runners, Catchers and other scoring types. Let them come to you if you can handle it. Make sure that you keep the ball rolling forward though. I normally make sure that the ball moves four squares forward in a turn. If it isn't heading that far forward, you may have problems scoring in time, or you may be losing control. Make sure that you make 'safe' blocks (two dice in your favour, particularly if you have Block). If you are badly outnumbered on the pitch, speed your offensive play up and change your strategy. Make sure that you always have an 'escort' with the ball carrier at all

times when the player is within reach opponents (and within reach includes when a Wizard is hanging around on the sideline).

Tackle zones are a critically important factor. With your slow Blockers, tie up their players as best you can, becoming obstacles to them mounting a strong attack on the ball carrier. Where possible, push players out of bounds or injure them off the pitch. Weight of numbers is a decisive factor in the game. Two players off makes the game 11 on 9 – a very big advantage. Because of your slow movement



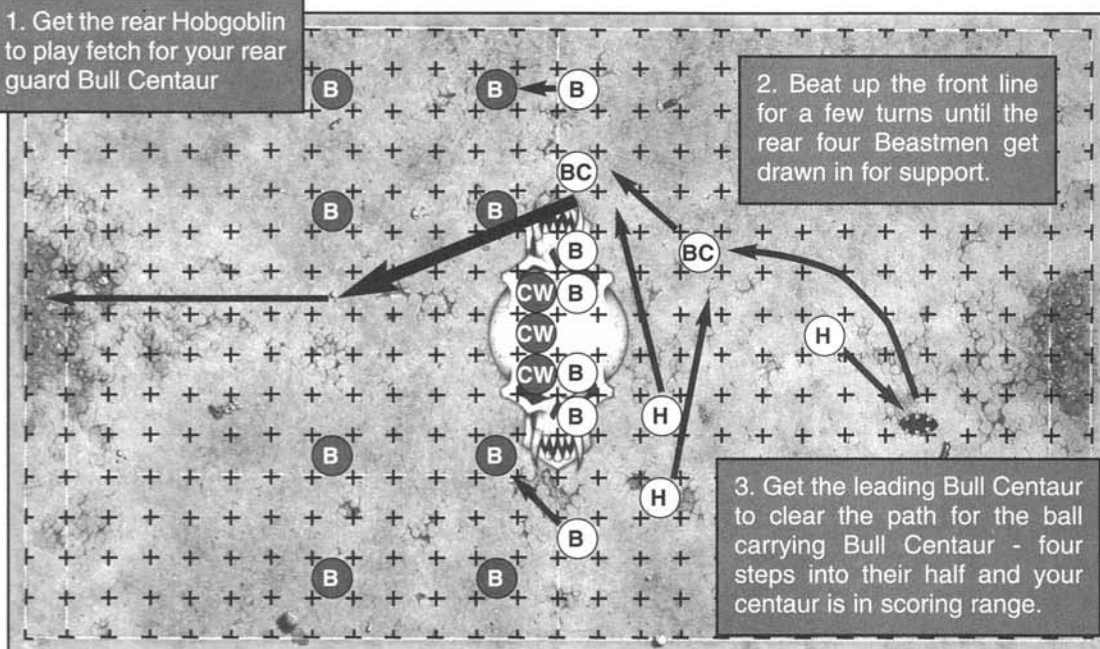
keep the ball near other players at all times to aid its recovery if something goes awry. Make sure that you don't get caught napping with your Hobgoblins playing fetch after an enemy's Blitz action.

Use your Bull Centaurs to make holes in the defense in the areas where you plan to run. If you face tough resistance, consider keeping a Bull Centaur back for the kick-off and getting him to run with it, however it may take a Re-roll for him to receive a handoff or to pick it up. Because of your speed don't be afraid to be unsubtle in your setup and stack one side. This is particularly effective if your opponent is also slow.

Keep your play focused on the ball, even when striking out opposing players. Make sure that if a block or foul fails (the fouler is sent off), that your ball still has a safe location.



1. Get the rear Hobgoblin to play fetch for your rear guard Bull Centaur



2. Beat up the front line for a few turns until the rear four Beastmen get drawn in for support.

3. Get the leading Bull Centaur to clear the path for the ball carrying Bull Centaur - four steps into their half and your centaur is in scoring range.

REALLY OFFENSIVE TACTICS

If you're playing Chaos Dwarfs – act like it! Chaos Dwarfs are great at taunts and sarcasm. Feel free to taunt your player before the match, during the match and after the match. Here are some useful pre-game taunts.

Against Wood elves: "Love the Lycra!"

Against Treemen: "Firewood for the furnace!"

Against Amazons: Any male chauvinistic comment will suffice.

If anyone points out the pointy hats, make sure you have a comeback ready.

"At least we don't wear high heels!" is a good one for Dark elves / Amazons.

Trash talk is worth using too. Watching some wrestling will give plenty of ideas. Some of the comments in fighting video games such as Mortal Combat are useful for gaining clever retorts as well.

Practice the gruff exterior sarcastic expressions. It annoys the heck out of your opponents, which gives you the advantage in clear thinking!

Make sure that you keep a Hobgoblin around for the boot to your opponent's head when the ref isn't looking. At 40k, Hobgoblins are expendable to the game, and removing downed opponents is an important job. Feel free to foul even when the odds are against you if the rewards justify the risk.

1. Bring in backup for your Hobgoblin ball carrier in case he fails to pick it up. Chase and kill enemy Catchers with your Bull Centaurs.

2. Tie up Tackle Zones and smash their linemen. Form a cage of players around the ball carrier.

3. Take your time, and edge your way into the End Zone. Make sure there is plenty of protection for your ball carrier.

If the game or dice is beginning to turn against you – have a five minute ‘smoko break’ (which will confuse your opponents if you don’t smoke!). A time out at the right time might change the tide. Rather than the game spiralling out of control, it can settle things back down where you can deal with things at a more Chaos Dwarf pace. On the converse side of the coin, if things are going your way, make sure you don’t relent for a moment. Use the advantage for every Star Player point you can. Star Player points count for far longer than just this game.

GENERAL PLAYING ADVICE

A balance needs to be made between playing too spread out where you have no real punch, and playing too bunched up where you will be unable to react to a break away by an opposing ball carrier.



BEEFING UP THE TEAM

As your team improves and has more games under their belt, players will gain Star Player rolls. How your players develop can be a matter of opinion, however some skills are better than others. When players develop, it is worth thinking which teams are proving the most difficult to overcome, and countering their abilities with good skills.

Chaos Dwarf Blockers will benefit from skills such as Guard and Mighty Blow. On Doubles, traits and skills such as Stand Firm and surprisingly Dodge will keep your players where you want them more often. Leader may also be a useful trait to place on one of your Blockers, as they stick around on the pitch well after most have ended up in the Dugout after being wounded.

Hobgoblins will benefit from diversifying. Those which gain extra movement should be developed into Catcher/Runner types with skills such as Block and Dodge (if you gain doubles). Hobgoblins with extra Agility should gain skills such as Sure Hands and Block to run with the ball. Well developed Hobgoblins can also develop into Throwers, however it is wise to develop a short passing game over an elven long bomb style play.

Bull Centaurs should choose Block as a first skill, and other skills such as Strip Ball can infuriate an opponent. Bull Centaurs are ideal to send after the ball straight after you have kicked, so other skills such as Break Tackle and if you are fortunate Dodge will assist.

Stand Firm can also be a big asset when attempting to dodge and being involved in plays near the sideline.

I am a firm believer that boring but reliable skill selection (chosen like a true Dwarf) will serve your team over surprise skill selection such as Pass Block.

HTHARK THE UNSTOPPABLE

Freebooting this player is a huge boost to your team if you can afford to do so and it is an important match like a final or must-win game. Hthark is arguably the best Star Player there is in the stable of Star Players. His amazing ability of 9 movement with his firepower of Strength 6 and Block is not to be trifled with. Make sure that Hthark has room to strut his stuff on the pitch, and saving a Re-roll so he can Break Tackle wherever he chooses is a wise use of his abilities.

ZZHARG MAD-EYE

Only being able to freeboot this player is in my opinion no real loss at all. His ability to peg the ball can be easily replaced by a Hobgoblin with the Hail Mary Pass if you happen upon a fortunate doubles roll. The Hobgoblin will be a better player for the job with increased agility (to pick up the ball) and movement, as well as no chance of being sent off by an angry referee banning his secret weapon.

GET ONTO THE PITCH

Hopefully this article has made you see that the Chaos Dwarf team is far from weak. I hope it has inspired you to pick up your pointy hat and sharpen your tusks for a game or three of Blood Bowl. I look forward to seeing your nasty Dwarf team the other side of the field in an NAF tournament soon. I hear the sound of galloping hooves already.



TOURNEY ROUND-UP

This is the first in a series of irregular articles reporting on the constantly growing Blood Bowl tournament calendar.

AMSTERDAM INVITATIONAL 2002

(Tip-Toe Through the Tulips – T5)

by Ramsay McPherson

So, finally the dust has settled, swollen prides and battered egos have returned to normal (or as normal as they get!) and it is time to reflect on the first ever Blood Bowl International to be hosted in The Netherlands! Perhaps I should start at the beginning...

A few years ago my wife and I moved from the UK to The Netherlands and I bade a fond farewell to my hobbies, secure in the knowledge that my paintbrush would never again be licked to a sharp point and that my dice could pass into dusty retirement.

I should have known I would never stay away for long!

Within a year of arriving in Amsterdam, I had made cyber-contact with a guy called André through a great site called TalkBloodBowl. Back then (before it was given an official GW link no less!) it was a small chat forum for BB enthusiasts from around the world, and I was pleased to bump into a Dutchman keen on BB. Within a few months, I had been welcomed into a very active and relaxed BB league with more than 20 teams, and myself and André became close friends and regular adversaries.

With Blood Bowl back on everyone's minds, myself and André sat one evening discussing the recently held Resurrection Tournament. We decided then and there that we would jointly host a BB Tournament in Amsterdam. Not only this, but we would invite some guys along from the TalkBB site if they were interested... and they were!

After much discussion with the other competitors, taking on board as much as possible and, to be honest, really giving up on a couple of points because we were outvoted and outnumbered, we came up with a points format which was very simple. A huge vote of thanks has to go to James 'Woody' Wood for his help in developing a variety of different scenarios using the results from Resurrection. Woody was able to demonstrate how our proposed scoring methods would have affected the end result at Resurrection and

whether or not that would have been fair. After much feedback from all the participants and a few other BBERs from the TalkBB site, we came up with the following scoring plan. It was not perfect, but it seemed to be well enough received by most to allow us to continue with the Tournament.

You got 5 points for winning a game, three for every TD you scored and two for every casualty caused by a block where the victim landed on the field, and no points for anything else, period.

At the end of each game, all injuries healed automatically and two randomly determined players on each team rolled for a skill as normal. This was a slight variation on Resurrection where you could choose one player per game and give them a skill of your choice. What our system allowed for was a little more variety in team development as it was perfectly possible that a player would pick up more than one skill as the tournament went on (in fact, Woody's Orc thrower picked up four skills, including +1 AG, in 4 games!). What we also hoped was that this would force coaches to be inventive with their playing styles and not always rely on a tried and tested method they had perfected in their home leagues..

The first day itself proved very interesting. André had come up with a method of generating a random opponent, which meant that you only played against people you had never played before, not just in the T5 itself, but even allowing for members of the same league not to meet each other! This was a relief for most as it meant they would not play the bloke they had travelled out with! I was just pleased I would not be playing against André! What this did not allow for was a Swiss style of gaming where winners met winners and losers met losers, but it worked out brilliantly in the end, and I would strongly encourage others to use the same system in their tournaments.

With a lot of eager anticipation, we drew our opponents out of the hat and my little heart sank. I faced two Orc teams, an Undead team, a Dwarf team and a High Elf team. Others got better draws, others worse, but at

this point I began to regret the fact we had chosen a format where casualties counted towards points. A great many strength teams had shown up and most of them were playing me!

The first round of matches started well for the Dutch boys. In fact, all the Dutch players won their first game! At this point a number of overseas competitors probably began wondering what they had let themselves in for. Fixed dice and corruption scandals were looming large when we sat down to play our second game. Corruption was soon dismissed however as almost all players who had won their first game proceeded to lose their next game, thereby levelling up the tournament table somewhat. I was particularly well pushed aside by a pitch invasion, resulting in a 4-0 loss! Even at this point though, a couple of players were beginning to look threatening.

André's Undead had won their first two games, as had Del Hiscock's Humans (you know Del, he came 3rd at Resurrection!) and Bem's Amazons. Although Marcus' Undead had lost game one (to Del) his 4-0 win over me (thanks largely to a FF of 9!) had put him up in the running as well. By now it was clear that most teams were only playing for the minor positions.

The third games, and last games to be held on Saturday, further stretched the gulf between the best and the rest. André was drawn against Del and a lot of pride and tournament position was at stake. A 1-1 draw saved face, but left them both trailing behind Bem, who had won his third straight game 3-1, and Marcus, who had picked up a second consecutive 4-0 win! Sunday was going to prove interesting, as André had to play Marcus in what looked likely to be a pivotal Undead vs Undead game! The other question we were all asking was could anyone catch Bem, the only player to win all his games thus far? Bem's last game on Sunday would be against Marcus, so something had to give.

Sunday morning saw the clash of the titans, André v Marcus, which finished 2-2. A mistake by Marcus at the end of the second half gifted an equaliser to André, and because André had picked up more casualties during the game, he climbed to the top of the table with one game to go – just one point ahead of Marcus himself.

In the other games, Bem had lost for the first time to Daryl's humans. Daryl himself now moved within five points of André's Undead.

Also, Dave 'Thadrin' Munro's Dwarfs had made good progress since they lost their opening game to my Dwarfs, and three successive wins had put Dave within a few points of the top as well. Del's consistency had left him with a strong chance too. In fact, with only one game left, five players were within five points of the top, and the tournament was very much anyone's. With Marcus to play Bem, and André to play Dave in the final games, tension could not have been higher!

The rest of us, well out of the reckoning, could only start to second guess the final outcome, and none of us were right.

A good victory for any one of Marcus, André, Bem, Daryl, Del or Dave looked like being enough to give them the title.

Daryl's challenge quickly fell as he was 2-0 down at half time and finished at 4-0 down to Yohann (fondly known as Longshot). Yohann won the Best Comeback award as a result, rising from the bottom of the table to 7th place in the last two games of the tournament!

Del could only manage a 0-0 draw in his final game (though he was the only undefeated coach at T5!).

André's challenge finally fell short as he went down 2-0 to Dave. This result actually placed them both equally in the result table, but with more wins (four out of five), Dave rose above André by the narrowest of margins.

And so all eyes turned to Bem and Marcus...

Nothing could stop Marcus however. His third 4-0 victory of the tournament placed him deservedly at the top of the table, with a huge winning margin of 20 points! The ball had started to roll for Marcus in his second game where his brave choice of FF9 in favour of an extra Wight had gifted him an easy 4-0 win over my 6 remaining Dwarfs (not that I'm bitter!) and he never looked back. In the course of his victory, he scored more TDs than anyone else and picked up more casualties than anyone else as well, and was extremely well deserving of his title. When asked if he would defend his title next year he replied:



Team	Race	Coach	Score
The Sydney Institute of Necromancy	Undead	Marcus	74
Thunder Valley Lightning	Dwarf	Dave	54
Trans Leichenberg Express	Undead	André	54
Cold Logic	Human	Daryl	51
Longfang's Dambusters	Human	Del	48
MacAttack	Dwarf	Ramsay	47
Ulthuan Deluxe	High Elf	Yohann	45
Dalgai Dodgers	Amazon	Bern	44
Amsterdam Arghonauts	Skaven	Daan	37
Deffwing'z Dekapitatorz	Orc	Woody	35
Lost In The Woods	Wood Elf	Niels	31
Spyke's Dykes	Amazon	Mike	31
The All Greens	Orc	Davin	30
Naggarond Corsairs	Dark Elf	Bertrand	22

"Wild horses couldn't drag me away!"

Marcus is awarded with his well-deserved prize as the Champion of the inaugural Tip-Toe Through the Tulips...

Other prizes included Best Comeback for Yohann 'Longshot' Miniere:

And of course a Booby prize for the valiant Bertrand "Trambi" Madet, who played five games, lost five games. Master of Ceremonies for the prize giving was André "Lucy" Blank himself:

And thus the first ever T5 drew to a fantastic close. Everyone had enjoyed a brilliant weekend as the standard of gaming was exceptionally high, the atmosphere was very relaxed and friendly and all the competitors really entered into the spirit of things from the outset. My sincere thanks and congratulations to all.

At the end, everyone there asked if T5 would be an annual event. That pleased me very much, not only personally, because it showed that things had gone very well all told, but also because I felt we had left our permanent mark on Blood Bowl folklore. Future events in other places may bring together old friends and sometime rivals and I am glad to have played some small part in that.

As for T5 II, The Revenge of the Tulip, well it will definitely go ahead without any doubt, and all those who attended this year will get first refusal. My anticipation is that more will attend in future given how positive people's reactions were to this year's events. This may mean a change of venue, which would be sad

because Legendz did us proud! It would probably also mean that some of the friendly atmosphere, which was so apparent at T5, would be lost, but such is the price of progress...

Regrets? Sure, a few, but too few to mention. With hindsight, the scoring system we adopted came in for some considerable scrutiny. There is no doubt that our generous allocation of points for TDs and Casualties had meant a greater than normal selection of thuggish teams turned up. Both Orc teams had taken an Ogre plus four Black Orcs in the hope of picking up some extra Casualties and in future I might try to tone down such things. Not having points for a draw was also a serious mistake, although perhaps I only think that because I had three excellent draws against great opposition, and none of us saw much benefit from it.

That said, no-one could argue that the right coach won the T5 (with a borrowed team no less!) and that the other places seemed well deserved. I already have a scoring system in mind for next year which is more in line with what we already know and love, but that is a story for another place.

I also have a new team in mind for next year as well. I'm giving away no clues, except to say that it will definitely have a starting FF of 9...

Thanks all, see you next year!

DUNE BOWL

By Andy Hall

House rules for playing Blood Bowl in the desert.

Way back in 2001, I penned a set of house rules called Jungle Bowl. These proved quite popular and made for a fun alternative to the normal 'Old World' climate Blood Bowl. The rules were written with the release of the Lizardmen in mind and so with the recent release of the Khemri team I thought it was time to revisit the formula and do a desert version of Blood Bowl.

HOME SAND

The rules have been written with the Khemri team in mind and so offer them a slight advantage when they play in the desert. This

does not mean that all Khemri teams must play their games in the desert. It is up to the League commissioner if, how and when he uses these rules. He may decide that the Khemri team plays half their games in the desert to represent home games. He could state that games are only played in the desert once a season or for cup finals. It does not even have to be a Khemri team playing, maybe teams are travelling down to the desert realms for some exhibition games. It really is up to the League Commissioner how he uses these rules.



THE WEATHER

The climate in the desert is very different to the changeable weather in the Old World. When playing Blood Bowl games in the desert roll 2D6 on the Weather table below:

2-6 Sweltering Heat: It's so hot and humid that some players may collapse from heat exhaustion. Roll a D6 for each player on the field after a touchdown is scored. On a roll of a 1, the player collapses and may not set up for the next Kick-off. Note, Khemri teams do not suffer from heat exhaustion.

7-9 Very Sunny: The radiant sun glares down on the field causing a -1 on all attempts to pass the ball.

10 Nice: Perfect Blood Bowl weather.

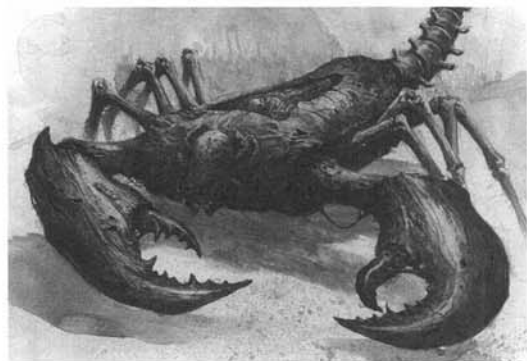
11 Pouring Rain: The wet season is here. A rare downpour soaks the desert sands and refills the oases. This causes a -1 modifier on all attempts to catch the ball, including picking it up and handing it off. Furthermore, as the wet sand on the desert floor becomes more difficult to traverse, you may only Go for It! once instead of twice (even if you have the Sprint skill).

12 Sand Storm: The shifting desert sands have been stirred up into a violent sandstorm. Only Quick or Short passes may be attempted and all players' movement is reduced by -2.

KICK-OFF TABLE

Use the following Kick-off table when playing in the desert. Roll 2D6 and apply the result.

2 Scorpion: A large Tomb Scorpion emerges from the sand and drags a frantically struggling player into the dunes. Both players roll a D6 and add their Fan Factor (a Khemri team may add an additional +1 to this roll). The team with the lowest score has a randomly determined player (only those on the field are eligible) grappled into the dunes. Roll for the effects of an injury straight away. If stunned place in the Reserves box. No Armour roll is required.



3 Circling Vultures: A large flock of vultures circle above the stadium no doubt waiting for the inevitable spoils after the game. As the game plays out and casualties accrue, the vultures get increasingly bold. For every Long Pass and Long Bomb roll an additional D6 (even if the pass failed). On a 1 or a 2, the ball collides with a vulture and knocks both the ball and the bird out of the sky! If this happens, roll a D8. This is how many squares the ball travelled along the Pass ruler before it hit the stupid bird! The ball will land and scatter once. If there are any players standing under the ball when it drops out of the sky, they cannot catch the ball but must make an Armour roll as they are hit by a falling vulture. If they pass the Armour roll, then place them prone in the square.



4 Perfect Defence: The kicking team's coach may reorganise his players – in other words he can set them up again. The receiving team must remain in the set-up chosen by their coach.

5 The Mummy Returns: An ancient Tomb King arises from the sand in the form of an elemental cloud of dust, his twisted face glowering in the constantly changing sand. Each coach rolls a D6 and adds their Fan Factor (a Khemri team may add an additional +1 to this roll). The side with the highest score gains an extra re-roll to represent the aid of the elemental sands. Additionally, the winning side may choose one opposing player on the field. That player is struck with a wall of sand, a roll for armour with the effects of the Mighty Blow skill.



6 Bad Kick: The Ball scatters 2D6 squares instead of only D6 squares.

7 Weather: The weather seems to be changing. Make a new roll on the Weather table and apply the new result for the rest of the match or until you roll this result again.

8 Quick Snap: The offence start their drive a fraction before the defence are ready, catching the kicking team flatfooted. All of the players on the receiving team are allowed to move one square. This is a free move and may be made into any adjacent empty square, ignoring tackle zones. It may be used to enter the opposing half of the pitch.

9 The Casket of Souls: A hungry fan mistakenly opens a Casket of Souls thinking it to be a hot dog stall. Why there is a Casket of Souls in the crowd in the first place is a mystery in itself! With the casket opened, the souls of fans-past scream free from centuries of torment within their infernal prison. Any who witness such an event will be blinded by madness. D3 players on each side are blinded by the event, their agility is reduced to 1 until the end of the game or the next Kick-off.

10 Blitz!: The kicking team gets a bonus team turn and may move before the receiving team. The bonus turn does not count against the kicking team's turn limit for the half – their coach does not have to move the Turn counter along a space, and he cannot call for illegal procedure.

11 Swarm: The ground bursts open and a swarming pile of desert-dwelling, flesh-eating bugs flow across the pitch. All players on the line of scrimmage must take two steps away (towards their End Zone). If any player is obstructed or cannot otherwise be outside the two square boundary from the line of scrimmage then they are consumed by the flesh bugs. Roll for injury with the Razor Sharp Claws trait.

12 Dust Hurricane: All play is halted as the sands violently blow through the stadium. Roll a D6 and each team moves their Turn counter this many spaces along the Turn track. If this takes the number of turns to 8 or more for both teams then the half ends. Additionally, the storm has also deposited another dune on the field (roll a D6: 1-3 kicking team's half, 4-6 receiving team's half). The dune will remain for the rest of the game (if the game has not ended).



THE DESERT SANDS

The shifting nature of desert sands means it is not the ideal place for a game of Blood Bowl as the wind often deposits large dunes onto the pitch, creating hazards for the players.

REPRESENTING DUNES

You can create the dunes in a number of ways, from simply scattering sand directly on the pitch to using bits of yellow card cut out in dune 'shapes'. You may even want to go the whole way and produce a finely crafted desert stadium with built-in or moveable dunes, if so then send in some pictures!

PLACING THE DUNES

Coaches take it in turns to place the dunes. Before you start the game, roll a D3 – this is how many dunes are on the field. If you roll a 1 or 3 then the 'home' team will get to place the only or extra dune. If you have no such arrangement then the team with the highest Fan Factor will get to place the odd dunes. A coach may place a dune in any part of his half. It cannot be placed so that it crosses the halfway line, but can be placed in the End Zone if the coach so wishes.

THE EFFECTS OF DUNES

If a player goes on a dune square, then he must make a Go For It! roll as if he was sprinting. If the player is already sprinting then he must make two Go For It! rolls for each square he moves into. If a player is dodging to a dune square then he accrues an extra -1 on the Agility roll.

The effectiveness of dunes will depend on how big they are. You do not want them too large or else they will dominate the game. If you are marking the dunes on the pitch by simply sprinkling sand or in such a way that the dunes are not fixed, then simply roll a D6 for each dune. The result of the roll is how many squares are covered by the dune. All squares in a dune must be connected either horizontally or vertically, not diagonally.

SUMMING UP

To sum up, the dunes add an interesting obstacle on the pitch to vary your games. It is important that the dunes are no larger than six squares or else they may dominate the game.

When I started this article, I went back to the formula I set up in the conclusion of Jungle Bowl. I've since tweaked the method given as we no longer use Random Event tables in Blood Bowl. For this article, I thought it would make more sense to use the Kick-Off table. So, to recap – to make an alternative climate

in Blood Bowl is easy, all you need to do is make subtle changes to the Weather table and make some suitable events for the Kick-off table. This will usually be enough but if balance is not an issue then you could include a relevant pitch obstacle such as dunes or jungle trees.

Have fun!



COACH'S CORNER

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

BBMAG 4

A couple of comments regarding issues raised in BB Mag 4, if you please.

1) I've found the main teams that play in the Blood Bowl leagues to be fairly balanced, and all of the teams are capable of winning (no Halfling jokes, PLEASE!). So I was rather surprised to see Dwarf teams derived in the hallowed pages of our favourite magazine. I haven't coached a Dwarf team (yet), but I have played against them, and they can be tough to beat. For one thing, regular linemen often have Block, Tackle, Thick Skull (they start with those), Guard and Stand Firm. They're impossible to move, and affect everything in sight.

2) I like the idea of allies. I personally agree with Dave Barari's basic point (Issue 4) that it's unbalanced to just allow a couple of Elves (say) to play on a Human team. It fixes the main Human weakness of AG 3.

But the new rules provide interesting limitations, and VERY expensive re-rolls. The variety in capabilities will be compensated for by the limitations, and should lead to exciting actions like a Dwarf runner throwing to an Elf receiver (the rock added to the ball has NOTHING to do with the War of the Beard!). I'm looking forward to seeing how they play. The only change I would make is to allow up to two skill players of one of the base races, rather than just one.

Until the next time, keep up the good work!

Curtis Barton

The new Ally rules have gone down well. They have been tweaked in the 2003 Annual. So check it out.



BEST BLOCKING BLIZTERS

Greetings!

Right now, I am playing a Norse team in my Blood Bowl league. I also have a lot of experience playing the other various races that are allowed in the current rules. I have to admit, though, that the Norse Blitzer is the best Blitzer of all the races. With their starting stats (6/3/3/7 and skills: Block, Frenzy, Jump-Up) they are just about untouchable. If you give them Piling On and Mighty Blow for their first two Star Player rolls, whenever they knock someone down, they are almost guaranteed to bypass their armour and score at least a knock-out. Combine those skills with Jump-Up and you have one of the best casualty producing players out there.

With finally being able to hire 4 Blitzers, I am in a position where those Blitzers are gaining more SSPs in one game than most teams get with their entire team combined. I just wanted to thank you guys for creating a team that actually has Blitzers that really come into their own once your team gets rolling!

Keep up the good work guys!

Cheers,

Jonathan McIlvaine

Now, if only you could score some touchdowns with them!

BLOODLESS BOWL

Dear Andy,

I am a big Blood Bowl fan. Unfortunately, my bloodthirsty (Wood Elf and Norse) heart was ripped out when you modified the rules for fouling. Now, don't get me wrong, I appreciate that fouling was dominating the game too much. I personally played in a Wood Elf vs. Human game, where, with the assistance of a pitch invasion (but mainly fouls), I caused seven casualties, including killing Zug. This

was obviously in the realm of what you wanted to stamp out in Blood Bowl.

However, I firmly believe that there is not enough fouling these days. Below, I have listed some possible suggestions to increase carnage but still maintain a balance:

1. Limit of one dirty player per team.
2. Add a column to the stat sheet for a Reputation value, ie, for every successful foul, the player adds one to their reputation. Once it has reached a level, every time they foul, in addition to making the Amour roll, they need to not roll a 1 i.e. their rep has got the better of them and the ref is already keeping an eye on them, or even combine it with the SPP ie. the better the player, the more the refs want to look at them/bring them down, the less the player can get away with.

Reputation

D6 needed

0-4	—
5-11	Sent off on the roll of a 1
11-20	Sent off on the roll of a 1 or 2

3. Players in opposing tackle zones not being able to assist in fouling (though, I think this may already exist).

Anyway, I'm sure you guys could probably think of better ways, but these are just a few suggestions that HOPEFULLY will get the BLOOD back in Blood Bowl.

Regards

Tristan Bardill

I'm not sure I agree with all your suggestions, option 2 seems particularly unworkable. However, we are aware that Blood Bowl may have become a bit too sterile of late and so we'll be investigating this topic in the next Rules Review.

ANOTHER DWARF COACH

Dear Coach's Corner

In our league, the Doomhammers have never lost a game. It all started when the Dwarfs started to all take Guard. With two Trollslayers, no team can match them in any kind of blocking battle over the ball. All that is needed is time and a huddle cage of Dwarfs to march the little tough buggers down the field.

I was actually thinking of writing to you guys to voice my concerns over the Dwarves being too powerful before I read this article.

I like the idea of a Runesmith very much. Although, I would tweak its effects slightly

though to reduce their power (see page 4 – Ed). I really think the Dwarfs should have a Re-roll cost of 60K or 70k since at 40k with a team that is already hard to hurt or kill they never seem to run out of money (the Alchemist just compounds the problem). At the moment the Doomhammers have collected 210k with 5 re-rolls over 14 games! This compared to the 0 to 120k that other teams have.

I would like to see the team be reduced to only ONE Trollslayer for a start and NO big guys – at least certainly not an Ogre. Alternatively, the line beards could lose a skill like Block and Thick Skull or Tackle and Thick Skull.

The new team is possibly the only team that could maybe give them a challenge since they have five Big Guys and the Dwarfs won't be able to knock all five of them down until at least four of them get guard.

On another note, I really think that Guard, as a skill, is too powerful – at least when all of your team gets it.

I would like to propose a new general (or Str) skill called 'Bezerk' that would disallow the Guard skill from being used to assist either the blocking or defending player when the bezerking player commits a Block or Blitz action (negates Guard skill for both sides). In this way you could give Bezerk to a key player that you can use to knock out a key player like the ball carrier or a piece of the cage.

This would provide a counter to teams that all take Guard and force teams that only take guard to counter the Bezerk skill by taking other skills in addition or instead of Guard.

If you are doubting the power of this team, try a Dwarf team with Guard and Block on all positions and give the two runners Block and Dodge. Play the team like a tank. Give them the ball and make them run the clock down until the half ends before scoring.

The same brutal force should also be apparent in a Chaos team where all players take Guard or any other team that has access to lots of STR skills. It's just that with the Dwarfs the problem just gets that much worse IMHO... so please, don't make them better, if anything, make them need to spend more money because right now they are just rich beyond belief (Death Rollers are being free booted every game...)

Blooming Thunder Cracklz coach of the Sonic Skittlz, OBBL.

ALL AT SEA: BLOOD BOWL ON BOATS

by Carl & Matt Brown

*Part three of the maddest house rules set ever! (See issues 5 & 6 for the full rules set).
The final part of this epic series of articles – In this issue living cannon balls and special scenarios.*

Living Cannonball!

Cannon balls aren't the only things that you can fire from a cannon. Players with the Right Stuffer skill have absolute trust in their teammates, and are quite willing to climb into the cannon to attempt the ultimate crowd pleaser play – The Living (but not for long!) Cannonball.

This action is played out in exactly the same way as throwing teammates (so it also counts as a pass) with the exception that the Cannon replaces the need for the Throw Teammate skill, though you still need someone to take a Fire Cannon action (and it can't be the player you are about to fire). The living cannonball player must have Right Stuff and be adjacent to the cannon to be fired, but is otherwise free to take his action either before or after the firing.

Choose your target square (any empty space on the field) and roll a Block dice applying the following results:



Is it a bird? Everything goes to plan and the crowd roar with delight. Scatter the player from the target square D6 times and attempt a landing as normal.



Phut! The fuse fails to ignite, and nothing happens. The Right Stuffer climbs back out to see what the problem is, and loses his action for this turn.



"Ooh, Ouch, Eech!" The Right Stuffer tumbles out of the barrel with his trousers on fire. He is knocked over in his current space and must take Armour/Injury roll as normal.



Whoosh! The Right Stuffer launches from the cannon like a missile. Scatter him from the target space D6 times. Anyone in the space where he lands is pushed back and knocked down; the Right Stuffer is also knocked down. Both take Armour/Injury rolls as normal.

If the space is unoccupied there is nothing to cushion the impact resulting in the Right Stuffer smashing through the deck, just like a cannon ball. The ship is holed, and the Right Stuffer counts as having fallen through it.



BOOM!! The cannon explodes sending the little guy into orbit, in several million directions. The cannon is destroyed and removed from the board (as is the Right Stuffer). All adjacent players are knocked down and must take armour/injury rolls as normal. The right stuff player is never seen again, not in one piece at least. Though as consolation! At least he made his mark on the game (the stain will never come out) and countless people did get to see, even taste, what he was made of - and not all of them were even at the match, or on the same continent!

If a fired Right Stuffer should scatter into a mast place him prone in the previous space (just like a ball), and roll for Armour/Injury immediately. If he should by chance scatter into another cannon square, then any adjacent opposing player may immediately fire him back out following the above procedure; this is free and does not affect his following turn.





A Chaos Head Coach prepares to discipline his team.

"Aargh, She was a good'n!"

If, by the end of the game, the ship is sinking, or the mast has been destroyed, both teams lose all their gate money from the match to pay for damages.

Planks

These are wooden extensions of the deck that hang over the water. Usually used to board the ship at dock, they are more widely regarded as the exit of choice used for unpopular persons while at sea.

Planks are two spaces long and one space wide that stick out at the side of the pitch, extending the number of spaces. Counting from the End Zone, they are best set up on row 4, 7, 10 or 13 (but not if a cannon is there). These rows ensure equal spacing.

Planks offer an interesting set of tactical options that I won't ruin by detailing here – you

can enjoy finding them out yourselves. But as a starter, think about how waves affect play...

Planks are treated exactly like any other space on the board (counting as part of the wide zone) and can be entered from any adjacent space (including diagonal). Effectively, what a plank does is extend out that part of the pitch by two spaces.

However, do not place Holed! tokens on planks. If you are about to place a holed! token onto a plank, it is smashed instead. Remove it from the board. Any players on the plank immediately fall overboard.

Plank scenario 1 – Port and Starboard attachments.

Place planks to extend the halfway line (these planks have to be two spaces wide to affect both halves).

Plank scenario 2 – Walking the Plank game.

Place planks at rows 4 and 10 in both halves for a total of eight planks and then place a bucket, barrel or casket on the end space of each plank. The game ball has been concealed inside one of these containers but the players don't know which. Decide who is to 'receive' to see who gets the first down and set up teams as normal but do not kick/snap the ball. Players must instead investigate the containers to find it!

You will need to make some counters to represent the ball and the other seven 'empties'. You can use Dungeonbowl counters for this, or take eight figure bases or pieces of

card and paint a ball on the underside of one of them. Then shuffle them. Whatever you do make sure you can't tell which one the ball is under.

If a player ends his action adjacent to a container he can reach inside it. Flip one of the counters. If you reveal the one showing the ball, your player has found the ball and picked it up (because the ball is trapped in a container and can't bounce away, he picks it up automatically), otherwise the container is empty. Searching a container ends that player's action for this turn.

Whatever the result, remove the container from the board and remove the counter from the selection.

KEY

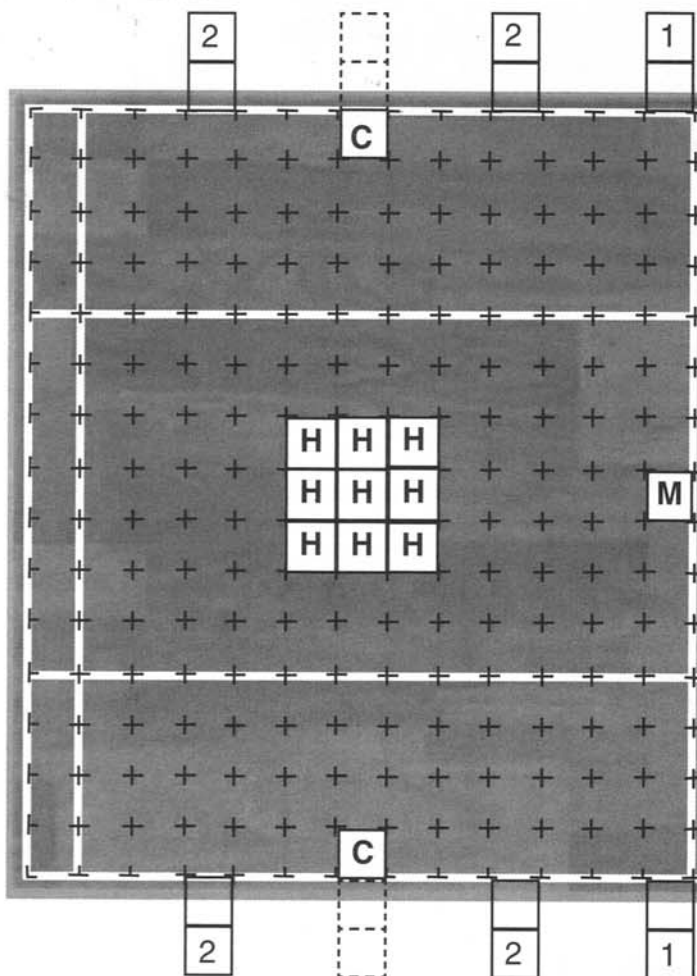
C – Cannon

H – Hold

M – Mast

1 – Plank Game 1

2 – plank Game 2



For the purposes of this game only, special ropes are attached to the planks for players to hang onto. Therefore, players standing on a plank when a wave hits do not move.

After a touchdown is scored or the half ends with the ball in play, reset all the containers and reshuffle all the counters before resuming play. If the half ends and the ball has yet to be found, do not reset the planks or counters. Instead start the next half with the situation as it is.

For a bit of added spice why not make some of the counters booby traps?

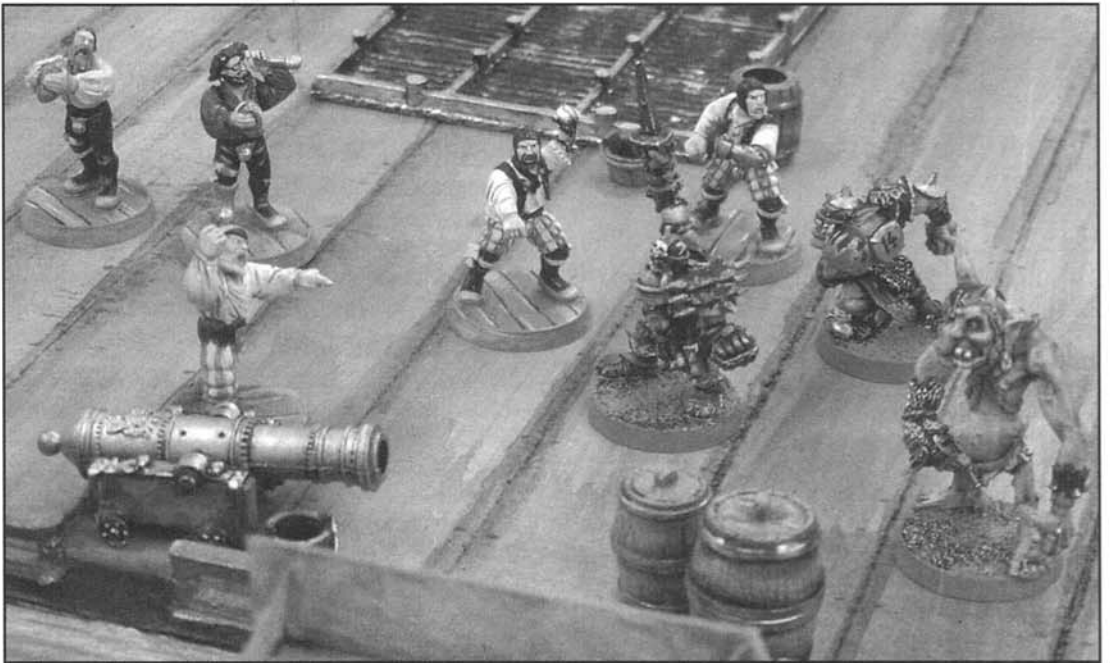
• **Electric Eel** – The player is immediately stunned. The team suffers a turnover.

• **Bomb** – Explodes, knocking the player flat. Make an Armour/Injury roll and suffer turnover.

• **Sabotage** – The plank has been rigged to snap under added weight, plunging the player overboard (remove the plank).

Designer's Notes – Special Features & Standard Set Up

You can choose to omit or include any or all of these features from your ship games



Load the grapeshot!

if you wish. It just depends on your preferred style of play. Do whatever you find to be the most fun! Of course, we recommend you play at least a few games using the standard set (shown below) for a reasonable experience of ship play. There are no strict rules regarding the number of features to include on your ships but however you decide to design your ships always try to keep each half identical to the other so that neither player is afforded any kind of unnecessary advantage. If you quite fancy a charge of the light brigade situation, then by all means give your opponent eleven cannons!

Standard ship set-up consists of a single Mast located at the very centre of the board, covering the central square of the line of scrimmage of each half.

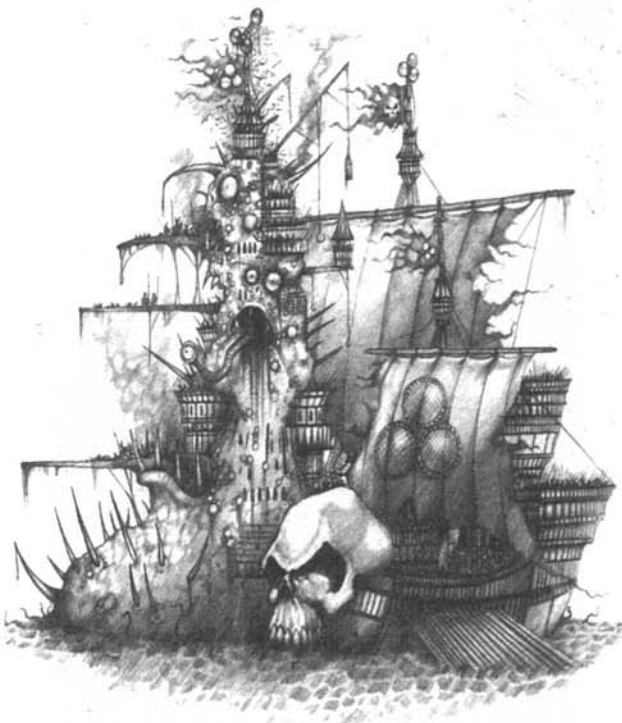
You should also include one Hold in each half, located centrally and covering nine squares (like the Throw-In template). Finally, add one pair of cannons each – these should sit exactly half way between the End Zone and line of scrimmage.

You can see all this in the diagram on the left:

If you are going to use planks, I recommend you place them as shown (1s are for game 1, 2s for game 2).

We've intentionally left lots of room for you to play and experiment with these rules, so if you don't like it – change it. Whatever you

do, we hope you have fun. Thanks for coming with us on this long sea voyage, we hope to have equally wacky and fun episodes in the not too distant future, until then... "It's the plank for you, you scurvy dogs!"



PLACE YOUR BETS

by Scott O'Neill & Anthony Watts

Some cool house rules from the guys at the TBBF.

Let's face it; sometimes life can be tough for your average Blood Bowl coach. You've got salaries to pay, linemen with broken legs, and you've been thinking about trying to recruit a big name Star Player for your next match. How's a coach supposed to pay for all this? Maybe a trip to a bookie can solve your problems...

Betting on Blood Bowl happens all the time, but when Coaches in the league place bets the NAF tends to frown on it (and send over a group of thugs with big, nasty clubs and bad tempers).

Thanks to greed and free enterprise, however, a coach can always find a sneaky Hobgoblin or sly Dark Elf bookie who is willing to 'hold your money for you'.

First off, here are a few things you should keep in mind:

- Betting should only take place on League Nights (this assumes that you get together in a big room with other fanatics to play Blood Bowl). If you play scheduled games for a fixed 'season' then betting on games can be done via email or phone or whatever other method seems appropriate. You might have to tweak this rule to fit your league.

- The minimum bet a coach can make is 10,000gc and the maximum bet is 50,000gc.

★★★ Did you know...

The late Coach and team owner Scar Whitefur of the Grieve Bay Packrats was convicted of points shaving in EVERY game played by his team in the '98 season. When irate bookies lynched the devious Skaven coach for trying to cheat them, the Packrats went into receivership and wound up owned by Slippy McCool, the Hobgoblin master bookie. The Packrats went undefeated the next season only to lose as the heavy favourites in the Blood Bowl. McCool disappeared soon after and has not been heard from since.

Any less and it's not worth the risk and hassle to the bookie. Any more and he might not be able to cover a big pay-out.

PLACING THE BET

Making bets in Blood Bowl is easy. After the "Hire Freebooters, Wizards and Star Players" stage in the Pre-Game Sequence, add another step called "Place Your Bets!". When players come to this stage in the game, they announce to all the coaches within earshot that they are now accepting bets on their game. All interested parties should fill out a slip of paper with details of their bet (Coach Name, Winning Team, Losing Team, Win Margin (if applicable) and Bet Amount). Fold the slip and give it to the coaches who announced the bet. Illegible or contradictory details will result in a 'spoiled bet slip' and an automatic loss of stake, so write clearly! Deduct the bet amount immediately from the coach's treasury (unless they're using a loan shark for the coin, see below). The slips of paper should immediately be placed underneath the playing board to protect them from sneaky gits and prying eyes.

Here's a sample betting slip, with the appropriate information:

Coach: Oi Neill

Bet: 30,000gc

Winner: Stavgard Wolves
(by 2 TDs)

Loser: The Knights of the Cavitan

Next, play the game!



RESOLVING BETS

After you are done giving your opponent a good thrashing (or whining like a like a newborn Snotling, whichever applies), it's time for the pay-out. Insert another step in the Post-Game Sequence before "Collect Winnings" called "Make Pay-Outs". At this time you can look at all the bets that are stored underneath the board and work out how much everyone gets (or has to fork over). Those who placed the bets should make adjustments to their treasuries immediately.

For record keeping/auditing purposes, the teams playing the game should note what bets were made and won for their game in the 'notes' section of their team roster.

HOW THE BETTING WORKS

Now pay attention. If you want to win lots of dough, you gotta know how to pick 'em.

Start with the TR of the team you're picking to win.

Subtract the TR of the team you're picking to lose.

This produces a number that will be positive if your chosen team is favoured to win, or negative if they're favoured to lose. Then apply said number to the table of bookmakers odds on the bottom of the page.

If you bet successfully on a team that's heavily favoured to win, (i.e. picking a 320 TR Orc team to beat a rookie Halfling team with 100 TR) you get your money back plus 10%. If you picked the Halfers to win in the same situation (and they accomplished some sort of miracle), you'd triple your money.

OPTIONAL 'POINT SPREAD'

If you think your pick can win by more than 1 TD, you can increase your winnings. It also means that your chosen team can win and you'll still lose money to the bookie because they didn't win by enough.

If you choose a team to win by 2TDs or more: multiply winnings by 1.25

If you choose a team to win by 3 TDs or more: multiply winnings by 1.5

If you choose a team to win by 4 TDs or more: multiply winnings by 2



If you bet the point spread, you have to win the original bet **and** the spread to collect!

Examples

Coach Waaaghtz picks the Crookback Plague over Da Shotz, with a bet of 20,000 gold crowns.

The Plague is TR 150, and Da Shotz are TR 201. If the Plague wins, Coach Waaaghtz will receive

*(20,000 + 150% of 20,000) = 50,000 gc. If Coach Waaaghtz made the same bet, but he also successfully wagered that the Plague would win by 3 TDs, he would win 50,000 * 1.5 = 75,000 gc.*

Coach Oi Neill picks the Da Zoggin Nutterz over The Everpeak Monarchs, with a bet of 50,000 gold crowns. Da Nutterz are 'ardened veterans with TR 401 and the Monarchs are a rookie team with TR 100. After Da Nutterz are through eviscerating the Monarchs, Oi Neill will win (50,000 + 10% of 50,000) = 55,000 gold crowns. You don't win much for betting on obvious games.

A rookie coach bets the Khal-Gar Stampeder's can beat Sylvain Tempest. It's a longshot, but he thinks the Stampeder's are gonna be lucky tonight, so he picks them to win by 2 TDs. He puts down 20,000gc on the game, and the Stampeder's win 1-0! Alas, they didn't win by 2 TDs, so the payout is zero. Better luck next time!

TR COMPARISON TABLE

Win TR – Lose TR	-201 -or more	-101 to -200	-51 to -100	-21 to -50	-20 to +20	+21 to +50	+51 to +100	+101 to +200	+201 or more
Winnings	+200%	+175%	+150%	+125%	+100	+75%	+50%	+25%	+10%

BETTING ON YOUR OWN GAME

You can bet on the outcome of your own game, in the same manner as described. HOWEVER, despite the heavy kickbacks from the gambling commission, the commissioner's office is always under heavy pressure (and threat of beatings) to eliminate fixed games. Therefore, any time a coach bets on the outcome of one of his own games, roll 1d6 before the coach can collect his winnings in the 'Make Pay Outs' phase.

If the coach picked his own team to win:

1 The league confiscates the gambling winnings!

2-6 Keep your gambling winnings as normal.

If the coach picked the OTHER team to win:

1-2 The league confiscates the gambling winnings!

3-6 Keep your gambling winnings as normal.

Spot me 50 quid till Friday? I'm good for it. If you are desperate for cash, you can attempt to bet on credit, but if you don't pay him back he is going to take payment in other, more exciting ways... To bet on credit, roll 1d6 in the 'Place Bets' phase at the beginning of the game and subtract 1 from the roll. This is the amount x 10,000 the bookie is willing to front you (if you roll a 1, obviously the bookie isn't willing to lend you any cash!).. Then place your bet as normal. Just make sure you don't

lose. If you lose the bet, you must pay the loan back by the Collect Winnings phase of your next game (of the current game if the credit-betting coach is playing in it). If you can't afford it and fail to pay (or choose not to pay), roll 1d6.

1 The bookie sends his boyz out to give you a 'friendly reminder'. A randomly selected player on your team suffers a Serious Injury (roll on the Serious Injury table) and will miss the next game.

2-5 You manage to avoid the bookie this week. You may wait one more game, and then roll again on this table if you don't pay him off.

6 The bookie is in a good mood! You may pay him after your next game, + 5,000 gc interest.

If you win, you may repay the loan shark and keep the rest for yourself. Of course, you can always choose to stiff the bookie, in which case you would use the chart above just as if you lost a game.

About the Authors

Scott and Anthony play in the Toronto Blood Bowl Federation. Anthony is a seasoned Norse coach and enjoys beating his opponents mercilessly. Scott loves to play High elves, but despite this he is still the manliest guy in the league.

Get your fill of TBBF news and Haiku poetry at our league website: <http://www.tbbf.org>





BLOOD BOWL NEWS AND VIEWS

Well the Blood Bowl is finally here. Being the Ed-Eater of Spike! Magazine I'm lucky enough to get a corporate seat for the match in the hope that I mention their product in this issue. Whilst I took them up on their kind hospitality, the hardened journalist in me could not bring myself to 'sell-out'. Readers will be rest assured that no matter how thirsty they are or how truly refreshing Odra-Cola is, this Ed-Eater proudly retains his independence and will not give in to corporate bribery!

Pierce'd Organ, the Ed-Eater

END OF SEASON PROFILES

Compiled by Rusty Hoelle

The 2502/03 season is rapidly drawing to a close its time to look at the stats generated by our favourite players. As the season is not quite finished yet the statistics were correct at time of publication but there are still a few more games to go so they may change slightly before the Blood Bowl.

Mighty Zug

Zug continues to be the lynchpin of the Reavers defence. Now getting on in years he shows no signs of retiring. Rumours persist that the Reavers have hired a group of alchemists to concoct a potion to keep their Star Players young. When Zug was asked this question he denied it saying that a hearty diet of Orc meat is the secret to staying young and fit.

Height: 7ft 2 in

Weight: 325lbs

Position: Anywhere

Season Totals: 1 Rushing Touchdown. 49 Kills Inflicted.

Awards this season: 1 Most Valuable Player.

Grim Reaper Award for Most Entertaining Death 2502.

2502/03 Season Spike! Magazine Star Player Rating: 241 points.

Morg'N'Thorg

Another great season for Morg. Many pundits doubted Morg would come back from his poor casualty rate last season but he has managed it in fine form with 112 separate kills, this is still not up to the glory days of the 2494 season where he managed 130 casualties but is much better than 2501 in which he only managed 68 confirmed kills. Morg fans were worried that his seasonal total would continue to fall spelling the end of *The Ballistas'* reign. However, the fans and Morgs agents need not worry as he seems to be back on form!

Height: 7ft 11in

Weight: 395lbs

Position: Blocker

Season Totals: 12 Passing Touchdowns, 15 Rushing Touchdowns, 112 kills inflicted.

Awards this season: *BBC (Blood Bowl Conjurors) Sports Personality of the Year, Badyear Most Despicable Kill.*

2502/03 Season Spike! Magazine Star Player
Rating: 280 points.

Thrud

Despite world peace protests in the world's capitals Thrud continues to play. He has been declared a Weapon of Mass Destruction by the leaders of the New World and Albion (this was later vetoed by the main land countries of the Old World). However despite all this Thrud's popularity continues. The sheer amount of money made on the gate of a game featuring Thud continues to block any chance of Thrud being banned.

Height: 7ft 8in

Weight: 350 lbs

Position: *Anywhere*

Season Totals: 0 *Passing Touchdowns*, 3 *Rushing Touchdowns*, 92 *kills inflicted*.

Awards this season: *Winner of McMurty's Hamster Eating Challenge.*

2502/03 Season Spike! Magazine Star Player
Rating: 68 points.

Mickey Oden-Foot

Freshfaced rookie, Mickey, peaked interest in Blood Bowl fans and pundits alike last season. A Halfling player that is actually good is a rarity in Blood Bowl so to have one that can consistently score is even more uncommon. A few sceptics denounced Oden-Foot as a one-season-wonder so Mickey has done his best to prove them wrong in the 2502/03 season.

Height: 3 ft 2 in

Weight: 91 lbs

Position: *Blitzer*

Season Totals: 12 *Passing Touchdowns*, 6 *Rushing Touchdowns*, 0 *kills inflicted*, 1 *Interception*.

Awards this season: 5 *Most Valuable Player Awards. The Spamburger award for Most Likely Halfling to be Poisoned.*

2502/03 Season Spike! Magazine Star Player
Rating: 95 points.

Prince Moranian

The Prince's popularity has never been great but after his last rebuttal when he went on record as saying that all Blood Bowl fans 'must work on their hygiene' he now takes quite a mauling when he walks onto a pitch. New crowd chants this year include 'Prince Moran is a girl', 'What a poof (of smoke)' and the more straight forward, but no less effective 'Look at that

****!'

Height: 7 ft 1 in

Weight: 160 lbs

Position: *Dragon Prince*

Season Totals: 3 *Passing Touchdowns*, 6 *Rushing Touchdowns*, 12 *kills inflicted*.

Awards this season: *Spike! ***** of the year, Oil of Molay Most Beautiful Player 2502*

2502/03 Season Spike! Magazine Star Player
Rating: 111 points.

Silibili

In comparison to Prince Moranian Silibili's popularity continues to grow. A big hit with the fans of any Lizardman team, Silibili's ability to send opposing players flying is always accompanied by the crowds screaming 'croak' to the collapsed players. After having just signed a multi-million gold piece deal with Croak-a-Cooler due to the obvious connection with the on-pitch crowd chant, Silibili's fortunes will continue to grow. It's as if his destiny is being manipulated like there is some great plan!

Height: 6 ft 8 in

Weight: 310 lbs

Position: *Tomb Guard*

Season Totals: 1 *Passing Touchdowns*, 8 *Rushing Touchdowns*, 32 *kills inflicted*.

Awards this season: 3 *Most Valuable Player Awards. Finalist, Best Helmet of 2503, Anti-violence Watchdog Committee Worst Tackle of the Year.*

2502/03 Season Spike! Magazine Star Player
Rating: 260 points.

Manfred 'Silver Balls' Mincer

Known as 'Silver Balls' since that terrible ball bearing incident in 2499, Manfred has finally got over the stigma and the crowd laughing. Recently he is becoming better known for his achievements on the pitch than his comedy accident that is now firmly in the past. He has made more completions this season than any other human player much to the rare praise of Reavers coach Helmut Zwimmer.

Height: 5 ft 7 in

Weight: 138 lbs

Position: *Catcher*

Season Totals: 16 *Passing Touchdowns*, 5 *Rushing Touchdowns*, 2 *kills inflicted*.

Awards this season: 4 *Most Valuable Player Awards. The Manfred Mincer Fan Club All Time Best Catcher Award.*

2502/03 Season Spike! Magazine Star Player
Rating: 127 points.

Rumour Control

Hear it in Spike! first

Orc Streaker Horrifies Fans

A rather enthusiastic Orcland Raiders fan shocked the crowd at Altdorf Stadium when he ran stark naked across the pitch yesterday. With blatant disregard for all things decent and pure, the unidentified Orc left nothing to the imagination as he ran wildly amongst the players and taunted the ref with many rude gestures. "I can't get those green things out of my head", commented one of the disturbed spectators. "I won't be eating and green vegetables for a while, I'll tell you that right now". The offensive Orc was promptly arrested by the local constabulary and is to appear before the town magistrate tomorrow.

Minor Surgery to Bench Ghou-Chewer 3-4 Weeks

Varag Ghou-Chewer is apparently going under the knife next week to fix some "facial damage" sustained over many years as one of the league's top Orc Blitzers. "It iz about time dey did sumfink about dat" says a close friend of Ghou-Chewer's. "He is well ugly, not even da squigs will hang 'round 'im no more". Mr. Chewer has secured one of the Badland's best surgeons and should be healed enough from the club marks in about a month.



We are the eyes and ears of the game

NAF to Mandate Removal of Stadium Safety Features

The NAF is apparently meeting next week to decide upon the future of stadium safety. Sources close to the Commissioner say the league is unhappy with the falling trend in riots and pitch invasions over the last three years. Some ideas apparently include removing safety barriers at pitch level, lifting the ban on blunt weapons in the stands and increasing the availability of beer by about 95%.

New Goblin Helmet May Increase Impact Injuries

The Rock Noggin Helmet Company has approached various Goblin teams in the league with a new helmet design that will apparently increase injuries from pitch impact by at least 50%. "The small, pea sized Goblin brain is remarkably resilient and can sustain many ground impacts after being thrown by a Troll or Ogre" noted company president Dorf Ards skull. "This new helmet design actually increases the likelihood of serious or permanent injury through a complex system of gears, levers and rocks". The Goblin Player's Society has dismissed the new design as "nuffin new", the Troll Player's Society on the other hand has already placed its first order.

ORBITUARIES

Joc Strappe 2465-2503

Spike! Magazine has the unfortunate task of announcing the death of veteran reporter Joc Strappe.

Joc was last seen fleeing the Spike! Office in terror closely pursued by Lord Borak the Despoiler. Witnesses claim that Lord Borak caught up with Joc in the market square and then placed a well-aimed boot in the groin region. The collapsed reporter was then placed over Borak's shoulder, who then marched out of town. Mr Strappe hasn't been seen since and is presumed dead or worse...

Joc Strappe had been a prominent sports journalist for many years his greatest accomplishments being his Griff Oberwald and infamous Lord Borak interviews.

Sporkey Sewerbreath ? -2503

Known as affectionately as 'Spork' to his mates. Veteran Goblin player, Sporkey Sewerbreath met an unfortunate end in a game against the All-Stars.

Lord Borak has been reported as saying that Sporkey's brain made a pretty pattern when it went 'splat' under his boot. A proud moment that many Sporkey fans will remember.

Sporkey shot to fame with his outrageous playing style of swallowing the ball and then running into the endzone, his claim to fame being that he was impossible to dispossess. At first this proved true however teams soon learned that coating the ball in poison before the game prevented such foolishness!

ASK LORD BORAK!

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

Dear Lord Borak,

During the dry season here in Lustria, my husband's skin seems dry and scallier than normal. What can he do to help alleviate the itching?

Tziquetzalpoztectzin

Dear... whatever your name is,

Moisturize! Moisturize! Moisturize! You'll need to apply a good quality skin cream with an SPF of at least 45 three to four times a day. The sun is your worst enemy, avoid exposure to direct sunlight if possible and try to wear a hat if you have to be outdoors for a prolonged period of time. Not only will you reduce your risk for many types of skin cancer, you'll greatly increase the value of your hide. The market for lizard skin belts, wallets and boots is hot these days, and a good hide can fetch anywhere from 250 - 500 gold crowns depending on colouration, scale pattern and absence of battle wounds. I have a rather nice Skink skin hat I wear to parties, it's always a big hit.

Adios,

Borak

Dear Lord Borak,

What the heck is feng shui? My wife keeps rearranging our furniture claiming that the room is blocking her chi or something.

Just Want to Watch CabalVision in Peace

Dear JWTWCIP,

Feng Shui, or furniture style kung-fu, is an ancient form of martial arts practiced in the far away land of Cathay. It involves violent throwing and hurling of chairs, tables and ottomans and can be very deadly in the hands of a trained master. It was invented by a group of isolated monks thousands of years ago. Denied weapons by their overlord, they quickly turned to the objects surrounding them and turned them into deadly weapons. My advice is to let your wife do what she likes, feng shui can be very dangerous and is best not confronted by amateurs.

Your coffee table style is no match for my Barcalounge style,

Borak

Dear Lord Borak,

Long time no see! Still prancing around in all that armour? You pansy! Try playing the game the way the real players do it: in a loincloth!

HeadSplitter

Dear Headsplitter,

Wearing a loincloth on the pitch is a big no-no this season. For men, I suggest dark, conservative armour perhaps with a gilded breast plate. Gore is big this year, I suggest applying it liberally about the hands and feet if you want to make a big statement that screams "I am coming for your head". For women, loincloths are still, and always will be, in.

Spike shoulder pads are so out,

Borak

Dear Lord Borak,

I don't think I've seen you do any advertising for the big cola companies. What's your favourite brand, and will you be representing them anytime soon?

Fizzy Fizzerson

Dear Fizzy,

My favourite brand is Orca-Cola® of course! Nothing is better than a refreshing 500ml bottle of Orca-Cola® after the big game! In fact, when I'm on the bench getting ready for the coach to send me in to make that big play, I drink Orca-Cola® to replenish those essential vitamins and minerals lost during the strenuous workout! Ah, yes, make it an Orca-Cola® for me!

Sorry, to answer your question, no, I haven't been approached about representing Orca-Cola®. Technically I'm not allowed to talk to them because of my contract with Popsi®.

The real thing,

Borak

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

'Saturday On The Terraces' by Neil Langdown

This excellent diorama won Gold in the Battle Scene category at last year's Golden Demon. Well done to Neil for flying the Blood Bowl flag and winning at such a prestigious event.



BLOOD BOWL

RACIAL WIZARDS

Experimental rules

by Milo Sharp

THE CHAOS DWARF PLAYBOOK

Tactics for the guys in hats

by Stephen Babbage

DUNE BALL

House rules for Blood Bowl in the desert

by Andy Hall

ALL AT SEA

The third and final part of Blood Bowl on a ship!

by Carl & Matt Brown

SPIKE! MAGAZINE

This issue: End of season stats



A game in Lustria



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