

BLOOD BOWL

MAGAZINE

Issue 8

THE ELVES ARE BACK!
BLOOD BOWL TOURNEY REPORT
AMAZON PLAYBOOK
SPIKE! MAGAZINE



**GAMES
WORKSHOP**



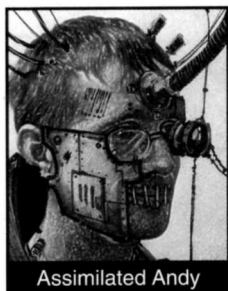
The new Elf team



A scrum outside the Dwarf hall

BLOOD BOWL

MAGAZINE



Assimilated Andy

Welcome to issue 8. GW HQ is awash with excitement once more as Blood Bowl fever has hit! The game has always had a very fickle relationship at Head Office. Coaches here usually go Blood Bowl mad for two to three months; pitches and coaches fill up Bugman's, before it disappears into the 'underground' once more. The recent tournament and release of the 2003 Annual has been a catalyst for bringing Blood Bowl to the fore again. This time, I intend to fully capitalise on everybody's enthusiasm by organising the largest Head Office league to date. Of course, if I manage to get some content for BBmag as well, where's the harm? (Me, devious – never!).

It's another great issue (well, I'm bound to say that) with the release of the Elf team. Jervis and Chet Zeshonski have come up with a very interesting roster; see the article on page four for more details. Talking of Chet he also makes a second appearance in this issue as the author of the Amazon Playbook. Chet is an accomplished coach who missed out on winning Blood Bowl Resurrection by the slimmest of margins, so heed his advice well.

We also have some cool house rules this issue in the shape of on-pitch spell casters. These rules have been about on the internet for a while now and a lot of regular coaches swear by them, so it was time we aired them in BBmag for the whole of the Blood Bowl playing public to see.

As always, if you have any comments (good or bad) then don't be shy - contact Coach's Corner and let us know what you think. Until next time!

Andy

Fourth Official

Jervis Johnson

Match Referee

Andy Hall

Linesman

Gary Roach

Ball Girl

Talima Fox

Cover

David Gallagher
(special thanks to
Nigel Collinson)

Most Valuable Player

Tom Anders for
organising GenCon Bowl
and his all-round
dedication to the hobby.
(Check out his website at
www.Blood-Bowl.net)

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A Fanatic Studio
Publication

NEWS

Here come the Elves. No, not the ones who wear silly armour and are called “Dragon Warrior” or “Phoenix Warrior” but the guys that do the real playing – the professional Elves.

The full rules and background for the new Elves can be found over the page.



Elf Team designed by
Dave Thomas

**Next
Issue:
The
Necromantics!**



Blood Bowl Werewolf – In BBmag 9

COMING SOON...

Mordheim Carnival of Chaos
Necromunda Redeemer & Malekev
Battlefleet Gothic Tau Explorer Class
Warmaster Bloodletters, Flesh Hounds
Blood Bowl Undead Cheerleaders

EVENTS CALENDAR

Games Day Los Angeles 30-31 May 2003
Games Day Baltimore 20-21st June 2003
Conflict Bristol 29th June 2003
Shadow of Chaos (Inq/BFG) 5-6th July 2003



"C'mon everybody,
 lets Tae-Bo"

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SPIKES, MASKS & PLENTY OF HAIR GEL

Experimental Rules by Jervis Johnson and Chet Zeshonski

Professional Elf teams in Blood Bowl.

The description of High Elf teams in the Blood Bowl Handbook is really something of a simplification that combines two rather different types of Elf team onto a single roster. Most Blood Bowl fans in the Old World would argue that there is a huge difference in both terms of appearance and style of play between the state-sponsored Elf teams of the High Elf empire, and the teams made up of professional Elf players that play in the Old World leagues. This article explains the difference between the two types of team, and provides a new Elf team roster to represent teams of professional Elf Blood Bowl players.

HIGH ELF TEAMS

To the west of the Old World lies the fabled land of Ulthuan. This magical island lies in the centre of the Great Ocean, and is the home of the mighty High Elf empire. High Elf ships dominate the shipping lines of the Great Ocean and the heavy tolls that they exact from exasperated merchantmen have made the High Elves extremely wealthy. Ulthuan is ruled by a hereditary king known as the Phoenix King, an autocratic despot who is literally the lord of all that he surveys. All Elves are famously arrogant, but at the Court of the Phoenix King this arrogance has been transformed almost into an art form, where the ability to deliver a cutting remark or execute a superior sneer are considered vital skills for any courtier. This arrogance manifests itself in many ways, not least of which is a desire to prove that High Elves are superior to all other races at anything they should deign to turn their hands too – and that includes Blood Bowl!

At first, the Phoenix Kings did their best to ignore Blood Bowl, claiming it to be far inferior to their own national sport of Paugh-Lloow and its variant War-twa Paugh-Lloow, but in time the success of some of the professional Elf teams playing in the Old World Leagues led to Blood Bowl frenzy affecting even the rarefied atmosphere of the Phoenix King's court. It was the ninth Phoenix King, Marvellous Lord Morvael the Impetuous, who is credited with creating the first state-sponsored High Elf

team. Morvael was a huge fan of the Galadriath Gladiators, even going so far as to proclaim that their win at Blood Bowl X should be the celebrated throughout Ulthuan, and ordering the Gladiators to ensure that they won every succeeding Blood Bowl in his honour from then on. When the Gladiators selfishly failed to win Blood Bowl, XI Morvael had them banished from Ulthuan (not that this bothered the Old World based Gladiators all that much), and ordered that a new Blood Bowl team should be created to represent the High Elf empire. In order to encourage the formation of these teams, Morvael decreed that his empire would pay the million gold-piece set-up fee for the team as long as the players wore costumes based on the uniforms of soldiers in the mighty High Elf army, and all trophies won by the team were sent to Ulthuan where they could be displayed in the 'Marvellous Morvael's Hall Of Triumph'.

Morvael's decree has never been rescinded, and has led to a fair number of High Elf teams playing in the Blood Bowl leagues of the Old World. Sadly none have, as of yet, won any major trophies, and this has led to the Hall of Triumph looking a bit, well, un-triumphant. Many pundits put this down to the ornate and rather restrictive kit that the player's are forced to wear - the helmets in particular being prone to slip forward over the player's eyes at vital moments during a match. Sadly, it is impossible for the High Elves to ever admit that any of the Phoenix Kings have ever done anything wrong, and so Morvael's decree remains unchanged to this day, along with his decrees that it is a capital offence, punishable by immediate execution, to sell mushy peas anywhere in the realm of Ulthuan, or to wear a turquoise scarf with red trim, or... well, you get the idea I'm sure!

USING HIGH ELF TEAMS

Simply use the High Elf roster from the Blood Bowl Handbook and away you go! Remember, though, any major trophies you win must be sent to the Hall of Triumph on Ulthuan... (Joke!!!).



ELF TEAMS

As has already been noted, High Elves were playing Blood Bowl long before Morvael decreed that state-sponsored High Elf teams should be set up. These teams are generally referred to as Elf teams (although some less flattering names may be used by the fans of opposing teams), and they are made up of professional Blood Bowl players that play the game for money and fame rather than for the good name of the High Elf empire.

Elf teams have proved rather more successful than their state-sponsored rivals, and all of the really famous Elf teams are made up of professional Elf players. The Elfheim Eagles and the Galadriath Gladiators have both won the Blood Bowl and remain real contenders, while the Caledor Dragons made it all the way to the semi's at Blood Bowl XXXI, and the Albion Assassins are felt by many to be on the verge of achieving great things.

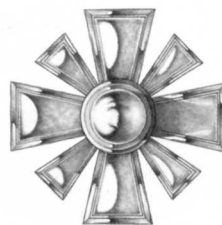
The success of Elf teams over the years is not all that surprising, as they have many advantages when it comes to winning the game (as opposed to simply slaughtering the opposition, which isn't always the same thing!) Their fine Throwers and Catchers and their fast-running and elegant Blitzers seem to be the epitome of the more graceful side of the game. But before you spend your last copper penny betting on the Eagles or the Assassins winning this year's Blood Bowl,

bear in mind that Elf players can be every bit haughty and arrogant as players on High Elf teams. Who can forget Winsome Anglepoise refusing to catch a dirty ball in the End Zone against the Cowboys? Or the Assassins leaving nine players on the bench who wouldn't play in the rain against the Hobgoblin team? None-the-less Elf teams will continue to remain a threat to any team that they meet, and it is only a matter of time before an Elf team picks up another trophy.



ELF TEAM LIST

The success of Elf teams over the years is not all that surprising, as they have many advantages when it comes to winning the game (as opposed to simply slaughtering the opposition, which isn't always the same thing!). Their fine Throwers and Catchers and their fast-running and elegant Blitzers seem to be the epitome of the more graceful side of the game.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Lineman	60k	6	3	4	7	None
0-2	Thrower	70K	6	3	4	7	Pass
0-4	Catcher	100K	8	3	4	7	Catch, Leap
0-2	Blitzer	110K	7	3	4	8	Block, Side Step

Re-roll counter: 50,000 gold pieces

SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Lineman	Y	Y	N	N	N
Thrower	Y	Y	N	Y	N
Catcher	Y	Y	N	N	N
Blitzer	Y	Y	N	N	N

TEAM PROFILE: ELFHEIM EAGLES

Team Colours: Red & White (this season)

Owner: Lasen Waterfall

Head Coach: Perellian Ashblade

Players: Elves

The Eagles have realised that the pretty play can only begin when there are fewer than 11 homicidal maniacs on the pitch whose view of the game is at odds than yours. And so knocking the heads off of Orcs is the order of the day, only when they believe they control the pitch will they start 'prancing about'.

2475: The Eagles form after an S&M club in the suburbs of Elfheim decide to get together and play Blood Bowl professionally.

2480: The Rotters lose Blood Bowl XX against a young Elfheim Eagle 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 magic, animated grass, a huge vat of antiseptic and a covert team of troubleshooters from the Acne-Clear Corporation...

2487: The Eagle's throwers Valen Swift (brother of Lucien) and Soaren Hightower, whose disguised pass has become such a brilliant attack (is he using magic to make the ball partially disappear?) dominate the passing game in the conference.

Present: Make no mistake, the Eagles are interested in more than the sales of team posters, mirrors and hair gel, and that requires a Blood Bowl win - something they are getting close to!

Team Honours: Blood Bowl winners 2480 (XX), Spike! Open 2486

Hall of Fame: Valen Swift, Soaren Hightower, Pinedweller Cumulus

Spike! Magazine Rating: 278 points

Designer's Notes

"Jervis?" I can hear you cry, "Why do another Elf team, after all, we have three sorts of Elf team already!?" The answer is simple, and appropriately for an Elf team is because of aesthetics more than anything else. In a nutshell, I want to return Blood Bowl to the 'spikes and leather' or 'cyber-fantasy' look it had in the 2nd edition version of the game, as epitomised by the superb Pete Knifton illustrations that accompany this article.

When we started on the 3rd edition of Blood Bowl (ie, the current version) one of the things we decided to do was to base the models quite closely on the look of models in the Warhammer range. With hindsight, this was something of a mistake, as it took away a part of the unique look and feel of Blood Bowl. It also gave the impression that Blood Bowl actually takes place in the Warhammer world, which is quite simply ludicrous; the idea that the citizens of Altdorf would allow a bunch of Chaos Warriors into their town, let alone play a game against them, is quite frankly a bit silly, and has also led to a certain amount of confusion over the years. So when I started working in the Fanatic Studio I decided that while the Blood Bowl world is similar to the Warhammer world, it is actually an alternative (and all together more pleasant) reality where Blood Bowl is used to decide things rather than open warfare. This left me free to create a look and a style for the Blood Bowl range

that suited Blood Bowl, rather than having my hands tied by needing to make models that fitted into Warhammer as well.

This change in policy led to the new Blood Bowl Ogre team, where the 'big guys' in the team look like Blood Bowl players rather than a bunch of Warhammer Ogres that have accidentally wandered onto the Blood Bowl pitch. It also allowed me to include things like Werewolves and Flesh Golems in the Necromantic team, even though such creatures are not found in the Warhammer background. And finally, it allowed me to commission some new Elf players that had the old 2nd edition cyber-fantasy look. Elsewhere in this issue, you'll see some pictures of the models, and I'm sure that you'll agree that designer Dave Thomas has really outdone himself with the new team.

With the models in place, all that remained was to come up with a team roster, and in this I am deeply indebted to Chester H Zeshonski who came up with the roster that appears here. As noted above, the roster is still experimental at this stage, so if you have any comments or feedback about it then please write to me at Fanatic, Games Workshop, Willow Rd, Lenton, Nottingham NG7 2WS UK or email me at fanatic@games-workshop.co.uk. Please don't be shy about getting in touch, I really do appreciate hearing what you think, good or bad, about the experimental rules that we publish.

★ ★ ★ Did you know...

Elves pride themselves on doing everything to perfection. They also believe in acknowledging their achievements. Therefore, Elves make more awards to more players than any other race. It is possible to win Most Aesthetic Pass, Best Victory Celebration in the End Zone, Best Dressed Hair, (post game), and Best Post-Match Party awards, while statistical records include Most Kills From a Single Blow, Longest Range Kill, Heaviest Match Programme and the Elf Lord's Commendation for Most Spectacular Offensive Magic – an award which was won last year by the hurricane-summoning Gladiators Magical Co-ordinator, Stormbrew Highcloud.

Elven chant

(sung perfectly in the note of F)

*"We take the field in red and blue,
Our banner sword and rose,
We run the ball, we run at you,
We break your arms and toes.*

*We step on hands, we step on heads,
We never break our stride.
We play so hard you wish you're dead,
Or wish you'd joined our side."*



THE AMAZON PLAYBOOK

Or... Jungle Warfare by Chet Zeshonski

In the summer of 2001, I found myself looking for a new Blood Bowl challenge. I had successfully played Orcs and Undead since the first release of 3rd Edition, and I had led a High Elf team to consecutive championships in 1997. But I was tired of these teams – I wanted to try (and buy) something new!

After reviewing the field, I finally settled on Amazons for my league and led my Manhandlers to an 18-1 record in league play. In March of 2002, I took them to the Blood Bowl Resurrection tournament, where they soundly thumped all comers.

And I haven't looked back!

REVIEWING YOUR TROOPS

The Amazon team roster is not overwhelming. Although Amazon teams feature Throwers, Catchers, and Blitzers – and thus have regular access to every skill category except Physical Abilities – the individual players are not exceptional. They can't keep up with players as fast as Skaven. They aren't strong enough to take on Black Orc Blockers and Chaos Warriors. They lack the grace of the Elven races. And Amazon armour is decidedly wanting (some fans might call it 'wonderfully revealing' instead!).

But Amazons have two main advantages. First, each Amazon player begins her career

with the Dodge skill. This gives an Amazon a (shapely) leg-up when defending herself against marauding Orcs and groping Norsemen, because it affects the blocking dice unless the attacking player has the Tackle skill. In addition, the Dodge skill allows the Amazon to re-roll one failed dodge per turn. This means that you can position your players where you'd like so long as you can make a few simple rolls. And if your players get caught out of position, manoeuvring them back into the play is usually easy.

Second, Amazon teams are extremely well organized. This cohesion is reflected in their low team re-roll cost (40,000 gold pieces). In the short term, you can easily begin your team with three or four team re-rolls, which will allow you to play aggressively enough to overcome the average stats of your players. In the long term, you need to pay only 80,000 gold pieces for each new re-roll you want to buy during the season. This is a big boost, because most other teams will be spending 100,000 gold pieces or more to acquire new re-rolls! You can use this extra cash to buy new replacement players, or you can use it to hire a Wizard or some freebooters for that all-important next match.



The Queens take on the Croakers

PREPARING FOR WAR

As a budding Amazon coach, you first need to purchase your team. Your starting roster will depend on the makeup of your league.

If you want to field a rookie team in an established league (or if you are in a league heavy on bruiser teams like Orcs, Chaos, and Dwarves), you should build a line-up that can survive the first few games. Fortunately, you can afford quite a few of those cheap team re-rolls even if you buy a deep bench and some protection when you create your team. (Fig 1).


PLAYER NUMBER	PLAYER'S NAME	POSITION	MA	ST	AG	AV	SKILLS	INJ	COMP	TD	INT	CAS	MVP	SPP	COST
1	Lucy	Thrower	6	3	3	7	Dodge, Pass								70K
2	Lita	Catcher	6	3	3	7	Dodge, Catch								70K
3	Mina	Catcher	6	3	3	7	Dodge, Catch								70K
4	Emma	Blitzer	6	3	3	7	Dodge, Block								90K
5	Layla	Blitzer	6	3	3	7	Dodge, Block								90K
6	Melinda	Line	6	3	3	7	Dodge								50K
7	Genie	Line	6	3	3	7	Dodge								50K
8	Teela	Line	6	3	3	7	Dodge								50K
9	Verity	Line	6	3	3	7	Dodge								50K
10	Darla	Line	6	3	3	7	Dodge								50K
11	Garielle	Line	6	3	3	7	Dodge								50K
12	Zeena	Line	6	3	3	7	Dodge								50K
13															
14															
15															
16															
							TEAM:	RE-ROLLS		3	X	40K	120K		
 TEAM ROSTER							RACE:	FAN FACTOR		9	X	10,000 gp	90K		
							TEAM RATING:	ASSISTANT COACHES			X	10,000 gp			
							TREASURY:	CHEERLEADERS			X	10,000 gp			
							HEAD COACH:	APOTHECARY			X	50,000 gp	50K		
								TOTAL COST OF TEAM							

Fig 1

This team will survive very well in a league of veteran or basher teams. It features 12 players, even though five of them are position players! It also has an Apothecary incase one of your players is critically injured in the first or second game. Note that the team still features 3 team re-rolls and a very high Fan Factor, which should allow it to hang in against more established squads.

If your league is starting from scratch, however, you probably don't have to worry about skills like Mighty Blow and Dirty Player wreaking early havoc on your roster. This allows you to start a little stronger in some critical areas. (Fig 2).

This team doesn't have an Apothecary, but it still employs a deep bench of 12 players –

only this time, 6 of them are position players! (You'll have to buy the Apothecary as soon as possible, of course.) The Fan Factor is lower, but if you can win your first few games, it will climb quickly.

The clincher for this line-up, in my opinion, is the fourth re-roll. Not only does it allow you to take risks in your first few games, but it allows you to forget about purchasing extra re-rolls until you've bought everything else for your team. In fact, I rarely find myself needing more than four re-rolls unless I go to overtime. If I can get past the first two turns without using a single one, I know I can take some big chances during the remainder of the half – chances that most of my opponents can't afford to take.

As a side note, some coaches prefer to trade a Linewoman and the fourth re-roll to acquire a fourth Blitzer. Don't be fooled! You can easily cover the field with three Blitzers, given that each starts with the great Block/Dodge combination. Remember too that you're starting without an Apothecary. If more than half of your team members are position players, there's a good likelihood that you'll suffer a critical injury early. And in the long term, starting with a fourth Blitzer is actually more expensive than starting with a fourth team re-roll!


PLAYER NUMBER	PLAYER'S NAME	POSITION	MA	ST	AG	AV	SKILLS	INJ	COMP	TD	INT	CAS	MVP	SPP	COST
1	Synthia	Thrower	6	3	3	7	Dodge, Pass								70K
2	Barbie	Catcher	6	3	3	7	Dodge, Catch								70K
3	Emily	Catcher	6	3	3	7	Dodge, Catch								70K
4	Heidi	Blitzer	6	3	3	7	Dodge, Block								90K
5	Jayne	Blitzer	6	3	3	7	Dodge, Block								90K
6	Peneople	Blitzer	6	3	3	7	Dodge, Block								90K
7	Lara	Line	6	3	3	7	Dodge								50K
8	Tulip	Line	6	3	3	7	Dodge								50K
9	Lotty	Line	6	3	3	7	Dodge								50K
10	Charlie	Line	6	3	3	7	Dodge								50K
11	Samantha	Line	6	3	3	7	Dodge								50K
12	Kelly	Line	6	3	3	7	Dodge								50K
13															
14															
15															
16															
								TEAM:		RE-ROLLS		4	X	40K	160K
TEAM ROSTER								RACE:		FAN FACTOR		6	X	10,000 gp	60K
								TEAM RATING:		ASSISTANT COACHES			X	10,000 gp	
								TREASURY:		CHEERLEADERS			X	10,000 gp	
								HEAD COACH:		APOTHECARY			X	50,000 gp	
										TOTAL COST OF TEAM					

Fig 2

OFFENSIVE TACTICS

Amazons have Throwers and Catchers, but they are not, strictly speaking, a passing team. Their lack of speed makes it difficult to outrun most defenses; their average agility means that even the best pitch-and-catch combinations fail a good percentage of the time.

But fear not! Amazons are a great running team. Unlike a Dwarf team, an Amazon team never worries that its line players will slow down the march. Unlike an Orc or Chaos side, an Amazon team can use Dodge to reinvigorate a dead-end drive. And the flexibility afforded by Amazon players is endless, because any rookie Linewoman is as good as a Thrower or a Catcher in a pinch so long as she has a team re-roll backing her efforts.

Your offensive setup will depend on your opponent. Against fast teams such as Skaven or Wood Elves, I like to employ a spread offense. This will limit their ability to make great use of a Blitz or Quick Snap result on the Kick-off table. It also ensures that you

have some protection against their counter-attack if something goes wrong during your first turn.

Note that the Skaven will not get much advantage from a Blitz result, because the Amazons are spread across the field. The Amazons can go in either direction, so be sure to blitz and run up the field with the Blitzzer and Catcher who are away from the ball. If the ball lands on the left side of your half, you should send the right-side players on the blitz and run next turn; if the ball lands on the right side, send the left-side players. This allows you to keep the other players near the ball in case something goes wrong.

★ ★ ★ Did you know...

An Amazon team called the Prima Donnas never got on the pitch because the locker rooms were never up to their impossibly high standards: there was never enough bowls of pot pourri and the towels were never clean enough (blood is such a persistent stain!).

1. Front line beats back Skaven front line.

2. Blitzzer on the side away from the ball runs forward and blitzes any linemat who survived the initial blocks along the Line of Scrimmage before returning to help team-mates.

3. Amazons begin caging up, moving the players on the side away from the ball first. The Catcher on that side of the field moves into the middle of the cage.

4. Thrower retrieves ball and pitches it forward to the caged Catcher.

5. Cage moves downfield while a Blitzzer and Catcher separate themselves from the pack to cause havoc in Skaven backfield.

6. Catcher tosses ball to the other Catcher for a TD or runs it in herself!

T Thrower

L Linewoman

B Blitzzer

C Catcher

L Lineman

S Storm Vermin

G Gutter Runners

Against slow teams like Orcs and Dwarves, you should stack your offense to one side of the field. Playing 'strong' to one side leaves you slightly vulnerable to a Blitz, but your opponents lack the speed they need to take full advantage of it. By overloading one side of the defense, you can neutralize the defenders on the weak side for at least a turn or two. Against a hard-hitting team, that extra time could make all the difference!

Note that the Amazons are stacked left, so they should make an effort to push the Longbeards on the Line of Scrimmage to the right. The right flank for the Dwarfs will be out of position for at least a turn, during which you can consolidate your position up the left wing. Actively engaging a strength team in such a fashion never fails to surprise your opponent, who won't expect you to play smash-mouth football. Take it to him while he's stunned!

Although your team is primarily a running team, you should occasionally threaten the pass. Your Catchers can easily blitz their own way through the defense, after which one or two Linewomen can use the Dodge skill to get

downfield and provide protection. Your opponent will have to respect your receiver. If he doesn't, toss a quick one over his head for the score! He won't make that mistake again, which should soften up his defense when you next try to run on him.

★★★ Did you know...

The Zlatlan Cup is held in the famed 'Hidden City Of Zlatlan'. The location of this mysterious Lizardman city has remained secret for centuries, with the result that until 2491 only the local team, Sotek's Word, ever got to take part in the Championship, as none of the other teams that wanted to take part could find the place. The Amazons discovered the city in 2491, and word of its location quickly spread, with the result that Sotek's Word have not won the cup for a decade.

1. Front line pushes Dwarf front line back and away to the right.

2. Left side of Amazon line moves forward to engage Dwarf defense, with Blitzzer taking a two dice block on Troll Slayer with assist.

3. Thrower retrieves ball and pitches it to nearest Catcher (or holds onto it, depending on the results of the earlier blocks).

4. Amazon team sets up the rest of its players so that Dwarf reinforcements from right flank will have difficulty getting into position next turn.

5. Amazons attack Dwarves again, separating the Dwarven players from each other.

6. Amazons finish run down the left flank and score!

T Thrower

L Linewoman

B Blitzzer

C Catcher

L Longbeards

T Troll Slayers

R Runners

B Blitzers

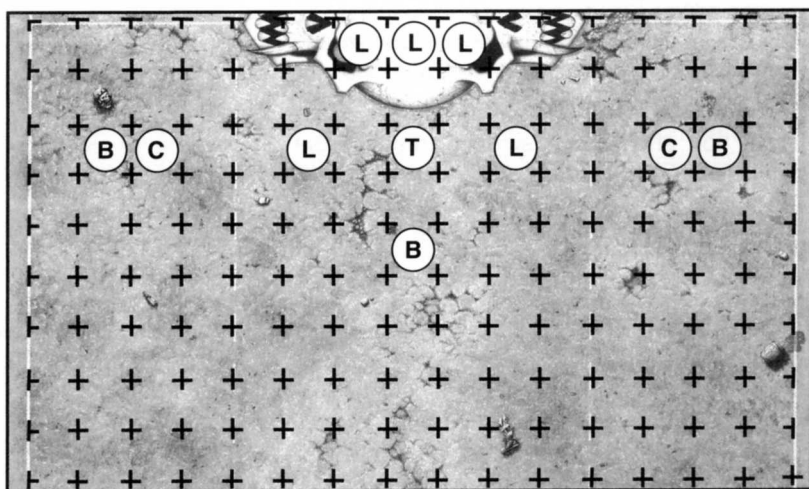
DEFENSIVE TACTICS

The Dodge skill gives you a swarming ability that rivals (or even surpasses) that of Elves and Skaven. Because of this, you should design your defense to generate constant pressure on the opposing team. If you need an extra square or two, dodge “around a corner” – or even through a player’s tackle zone! The Dodge skill will frequently carry you through, often with a great payoff. One or two plays like this will truly unnerve your opponent.

Your average Amazon can take care of herself in a ruck, so feel free to leave a Linewoman one-on-one with any opponent who lacks Block and Tackle. Your opponent will be hard pressed to get some value out of his expensive Black Orc Blocker (Chaos Warrior, Saurus, etc) if he’s tied up by a lowly Linewoman! Unless the opposing coach can roll an explosion on the Blocking dice, his burly player is going to be out of the play for a turn or two. Once the Linewoman is needed elsewhere, she can dodge away to safety and leave the Black Orc eating dust.

Your Catchers should slip around the edges to create backside pressure while your Blitzers concentrate on the centre. The Thrower or a Linewoman should slip in to scoop up the ball if it comes loose.

Play hard and press often. Remember that there’s no ‘i’ in ‘team’ – and there’s no ‘i’ in ‘Amazons’, either. Even a rookie Linewoman is as good as a Thrower or a Catcher in a pinch. The moment the ball comes loose, you should grip it and flip it to an open receiver and run for the score as quickly as possible! Scoring on defensive drives is what most frequently separates champion teams from the also-rans.



The All-Stars attack the Skaven line

THE ART OF WAR

Because all Amazons are fundamentally similar, skill selection is very important. It allows you to customize your team, turning non-descript players into game-winners.

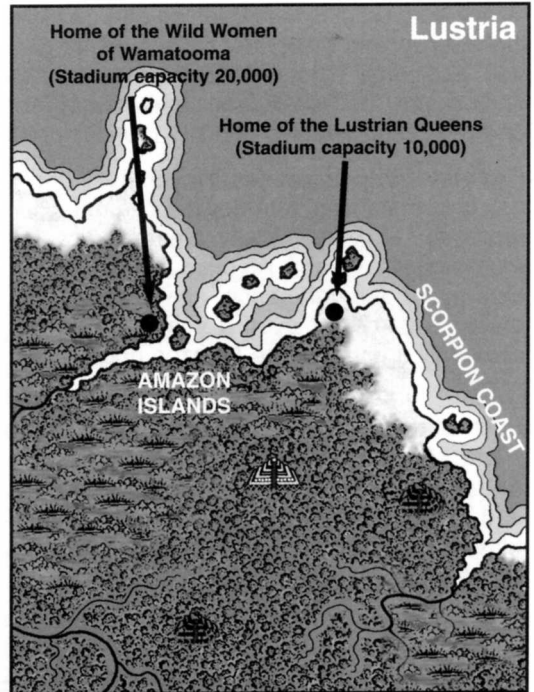
Throwers: Amazon Throwers start with Dodge and Pass, so they need Sure Hands right away. Not only does it free up a team re-roll that you can use elsewhere, but it will protect your Thrower against any opposing players with the Strip Ball skill. Block is another solid normal skill choice, because it allows the Thrower to blitz her way free for a score if the drive bogs down (and it allows her to hang tough on defense). Accurate is also good, as it will allow you to threaten the pass (and complete it) more effectively. I suggest Sure Feet on doubles, because any extra squares are huge on a team with average MA.

Catchers: Amazons have strong Catchers. Because they lack speed, they won't ever become prolific scoring machines. Instead, they should focus on defence. Pass Block is a great first skill, because your Catcher can use Dodge to put herself in position to harass the opposing thrower (or receiver). The Catch skill allows you to re-roll a failed interception attempt – and because your Catcher always needs a 6 anyway, you can put her directly in the tackle zone of an opposing player (eg, the receiver!) without affecting your odds of success.

Sure Feet, Block, and Side Step are also good choices on normal rolls. Jump Up is a good use of a doubles roll, as is Nerves of Steel. If your Catcher has Pass Block, why not spend a Skill roll on Diving Tackle? Remember that your Catchers don't have to become "pure" receivers, because anyone else with a team re-roll is just as good at catching the ball.

Blitzers: No Big Guy will play for an Amazon team. This means that your players are on their own against Ogres, Black Orcs, Mummies, and similar players. Because of this, your Blitzers need to take Guard as soon as possible. Tackle and Strip Ball are also good choices, but remember that regular access to Strength skills is what really sets your Blitzers apart from the other players on your roster.

The first doubles roll should be spent on Stand Firm. Not only does it work well with Guard, but it allows you to dodge without fear of falling over and suffering a turnover. If you



get a second doubles roll, consider investing in Frenzy or Dauntless, depending on your league.

Linewomen: A typical coach looks at the Amazon roster, sees all that Dodge, and thinks, "Wow, I can get Block and Dodge on every player with a single skill roll!"

Don't be typical! Yes, Block and Dodge work well in combo. But you have a few players who can hit well already: your Blitzers. Develop your Linewomen into players that take pressure off your position players. What's the best way to do that? Vary your skill choices for your Linewomen. Remember, each of these players is almost as good as a position player. Make the other team take notice, and your team will thrive.

Two Dirty Players are absolutely essential. I know many coaches live in fear of the IGMEYOY counter; I'm not one of them. The strategy is simple. In the first half, throw an early foul and rely on your DPs to "keep the peace". Go to town in the second half! Foul each turn as long as you can get one or two assists. By the time you lose your enforcers, the other team will have lost a few good players. Amazons aren't a very strong team. The Dirty Player skill is one of their most effective weapons.

Block is good on a normal roll, as are Pass Block, Tackle, and Shadowing. (Remember, the 2001 Rules Review improved the

Shadowing skill). Spend doubles rolls on skills like Frenzy and Dauntless. These skills give you additional hitters, which are usually in short supply on an Amazon team. Sure Feet and Side Step are also good.

Characteristic Increases: Never, ever, under any circumstances, turn down a characteristic increase – ever! Your players are all murderously average. An extra MA+1 or AG+1 can make the difference again and again during a game (or even a season). ST+1 is obviously a gift from the Amazon gods! Use it wisely.

Such stat boosts may cause you to rethink some of your skill choices. For example, a Blitzzer who gets MA+1 might take Shadowing and Diving Tackle instead of Guard and Stand Firm. This will cause a ripple effect: your next Linewoman who rolls doubles should pick up Guard rather than Frenzy or Dauntless, for example. You can also use these bonuses to

create extra receivers: MA+1 and Nerves of Steel can turn a simple Linewoman into a speedy scorer! For a real surprise, try giving Leap to an AG4 Catcher.

EXTRAS

Because Amazon players are inexpensive little lasses who can defend themselves in a scrum, you should soon find yourself with a low Team Rating and a lot of cash. That's when freebooters and Wizards come into play.

Most coaches fail to realize the true value of freebooters. A freebooted player is like a ghost. You can place her on the line of scrimmage and put her into harm's way without consequence. If she gets hurt, you don't have to heal her. This is important, because it allows you to save your Apothecary for your best players.

A pair of freebooted Linewomen comes relatively cheap. At 25,000 gold pieces apiece,

TEAM PROFILE: AMAZON ALL-STARS

Team Colours: Red & Turquoise

Owner: Geramane Gweer

Players: Amazons

Head Coach: Dianna 'Mistress Of Pain' Thunderlash

The Amazon All-Stars were the first Amazon Blood Bowl team to journey from Lustria to the Old World. As their name implies the All-Stars were made up of the top players from several Amazon teams that played in the Lustrian leagues. Arriving in 2494, the All-Stars quickly made their mark and have remained the top Amazon Blood Bowl team ever since.

-
- 2494 The Amazons lose to the Evil Gits in the semi-finals of the Luccini Open Blood Bowl Tournament. Although the Gits won the game, they suffered so many injuries that they were in no fit state to play in the final, which they lost badly to the Marauders.
 - 2495 The All-Stars fan club is founded and quickly becomes the most popular of any team as tens of thousands of woman (and not a few men!) sign up. The fan club's charter 'Men Are From Middenheim, Woman Are From Vynheim' proves hugely influential.
 - 2497 The All-Stars make it to their first major tournament final, when they contest the Chaos Cup against the Darkside Cowboys. Unfortunately, the relative inexperience of the Amazon team lets them down. In particular the All-Stars just could not seem to get to grips with a ball that had a tendency to sprout legs or wings and tried to get away!
 - 2499 The All-Stars make their first non-Amazon signing, when young noble woman Nikita De Besson from Bretonnia ritually burns her wimple and joins the All-Stars as a sign of defiance and revolt against male-dominated Bretonnian society. Knights and men-at-arms from her family's household attempt to 'rescue' Nikita and return her to her shocked and outraged family, but quickly learn just why the Amazons have such a fearsome military reputation in their homeland when they are driven off in total rout by the Amazon team. Nikita is now one of the All-Star's leading Catchers.
 - Present With women from all over the world flocking to the Amazon All-Star's banner, pundits have asked how long the All-Stars will stay All-Amazon and just become All-Female!
-

Team Honours: None as yet.

Hall of Fame: Bjork Kallisto, Sonia Redwulf, Vikki Skallagrimson.

two of them cost only 50,000 gold pieces. This investment can be a great relief against bruisers like Undead, Orcs, Chaos, and Dwarves. The extra depth can often make the difference in the second half, especially if you have to kick off to start the game.

Of course, one of your freebooters might walk away with the Most Valuable Player award. If you don't want to take that risk, why not donate the money to the Colleges of Magic instead? A Wizard is a great asset against any team, but they're especially useful against grinding teams like Orcs and Dwarves. The moment they group up in a cage formation on offense, you can launch a Fireball at them. Not only will this free up space for a blitz that gives you the ball, but it gives you a decent shot of actually injuring one or two of the gits!

Against Elves and other fast teams, a Lightning Bolt is a safe bet to take down the ball carrier. And the Zap spell is a great boon against the occasional Star Player or a veteran Big Guy.

DWARFS

No guide on Amazon tactics would be complete without a few words about Dwarf teams. Most coaches believe that Dwarfs present an insurmountable challenge for Amazons. While the match-up is hardly ideal, its imbalance is often exaggerated. Most Dwarf coaches will field five or six position players (ie, Runners, Blitzers, and Troll Slayers) on every drive. Not only do these players lack Tackle as rookies, but their coaches usually give them other skills as they progress, counting on the Longbeards to handle such duties.

Those non-Longbeards will give you an advantage, because you can dodge away from them to set up favorable blocks elsewhere on the field – just like you can against any other team! Focus first on the Runners and the Troll Slayers. Runners lack Block as rookies, so they're vulnerable to your Blitzers. Runners and Troll Slayers have armor values of 'only' 8 – 'only' for Dwarves, that is – so they're more likely to stay down after a successful block.

Once you have dealt with these players, you can focus on the Longbeards and the Blitzers. I suggest that you always dodge away from a Longbeard if the situation is dire. Remember that you need only a 3 or better if you're dodging to a safe square. Tackle does not remove your ability to get where you want to go! Not only will you succeed most of the time

Famous AMAZON Teams

Amazon All-Stars: The Amazon All-Stars were the first Amazon Blood Bowl team to journey from Lustria to the Old World. As their name implies the All-Stars were made up of the top players from several Amazon teams that played in the Lustrian leagues. Arriving in 2494, the All-Stars quickly made their mark and have remained the top Amazon Blood Bowl team ever since.

Wild Women of Wamatooma: The Wild Women are a successful team currently riding high in the northern Lustrian divisions.

The cheerleaders of the team are probably the most interesting as they are men. Males in Amazon society have a lowly rank, and are little more than slaves. However, the men of Wamatooma consider it a great honour to be elevated from house-slave to cheerleader. The cheerleaders are a great hit with the all-female fans and the big hits include "I'm too sexy for your pom-poms" and "Look at those big (foot)balls".

Lustrian Queens: There have been many strange and bizarre rumours surrounding the Queens. The most damaging rumour of all is that they are all males dressed up as women! Head coach Lilleth Savage denies these libellous claims out-right, daring anyone to prove it!

Scandals aside, on the pitch the Queens do their job and are starting to emerge as a team to beat. Their Star Player, Julia Clareree has gone on record as saying that she's never missed a good ball from an accurate pass.

– especially if you have a team re-roll handy – but you'll disrupt your opponent, who is expecting you to stay put.

Those freebooters and Wizards I mentioned in an earlier section? They're always good options against Dwarfs. And remember what I said about surprising the other team with smash-mouth tactics! This works particularly well against Dwarf coaches, most of whom don't believe Amazons capable of such play.

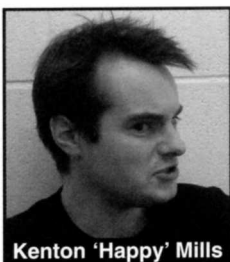
OFF TO WAR

Well, there you have it. What are you waiting for? There are plenty of new worlds (and teams) to conquer!

THE BLOOD BOWL REPORT

Or... How to be a Spare Player and Still Have a Great Time

by Kenton Mills



My Blood Bowl Grand Tournament started only a few days before the event itself, when Brian Addison (one of the tournament organisers) approached me to take part as the stand-in player.

"You want me to come in and play games all weekend?"

"Yep."

"And you'll feed me and maybe even pay me?"

"Yep."

"Oh, but I don't have a team painted up to bring along."

"That's okay, you can borrow one of the studio teams from Andy."

"Woohoo!"

And with that I was on the Blood Bowl 2003 Grand Tournament Team. Ever since I joined Games Workshop, a little over four years ago, I have always tried to be involved with the Grand Tournaments as much as possible. However, this would be my first Blood Bowl event. Although I had a good idea of what to

expect from the tournament enthusiasts I have encountered at numerous Warhammer and 40k GTs, the hard core Blood Bowl community was something I was looking forward to encountering, with a little trepidation! Besides, it was only a Blood Bowl tournament; there weren't going to be that many people turning up, was there?

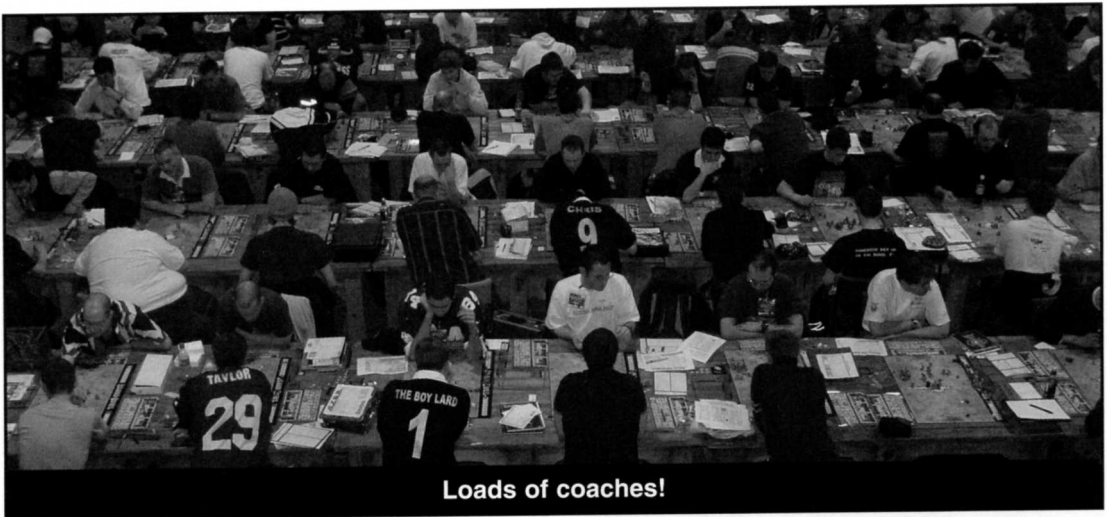
It was a fine, bright day in February; it was nice, perfect Blood Bowl weather. I arrived at Lenton a little before half past seven, and made my way into the hall, to spend a few moments soaking up the spectacle that is Warhammer World's Grand Hall in perfect silence. Row upon row of Blood Bowl fields occupied the tables, all neatly arranged in strictest uniformity. Having assisted Che Webster (Club Guy, events maestro and all round good egg) the previous evening in laying out said pitches, I was pleased to note that all was as we had left it.

"Ah, Kenton, here you are, I've got a job for you."

And so my Tournament began, manning the registration desk. A hectic whirlwind of activity ensued as the doors to Warhammer World were heaved open and the horde of gamers flowed in, to form a not-so-orderly queue, ready to be registered by myself, Tristan



The first round begins



Loads of coaches!

Buckroyd (helper for the event) and Chris Frosin (assistant ref).

"Hi, if you could put your Team rosters in there, and give me your tickets please!"

It's very important to greet tournament goers with a bright smile and an unhealthy amount of exuberance. This is made possible in no small way by the fact that as staff we have already had a chance to consume a small pile of doughnuts and/or gallons of coffee in Bugman's.

A few minutes into registration and it soon became clear to us that this event was going to be something special - the first indication being the number of player's names we had trouble pronouncing. The average Blood Bowl player being a gregarious sort, no matter what his (or her for that matter) country of origin, our diabolical attempts at pronunciation were warmly overlooked. In total, there were fifteen countries represented at this year's Blood Bowl Grand Tournament, a record for any Grand Tournament and a solid affirmation of the event's validity. To say that the Events team and Fanatic were feeling jolly pleased with themselves, even this early into the proceedings, would be an understatement.

With the first game almost upon us it was time for me to get down to some serious work. As the call for "all players without an opponent to make themselves known" went out across the hall and the referees set about pairing up these players I looked about expectantly; after all there's no fun in being a spare player with no one to stand in for. As the players settled down, the referees began to discuss the merits of a concept that could only occur at a Blood Bowl tournament: namely allowing players with tardy opponents to start playing without them and allowing, perhaps, five

minutes for their absent opponents turn before moving their own turn counter along and scrambling for the ball. I'm sure they were joking, though. Then just as I thought I'd have to spend my weekend propping up the bar in Bugman's.

"Err, I haven't got an opponent."

My first game was against Garry Mills' 'Loriel's Lightnings'. We found a table and began laying our teams out on the pitch.

"Wow they're nice!"

I would be hearing that a lot over the course of the weekend. Having spent a good amount of time cluttering up the Fanatic bunker the previous day trying to decide what team to bring along, I had eventually plumped for my old favourites, the Skaven.

"Thanks. They're the studio's team, not mine."

And so we began our first game of the weekend, a tense affair; at least for Gary it was. Being in the strange position of it not actually mattering to me whether I won or lost I found myself in the ultimate of gaming moods. I was playing entirely for fun (oh and my lunch, thanks Che!). As long as my opponent had a good game, I was doing my job. This did not mean I was going to just let my opponents win, oh no! It just allowed me to use every crazy play I could conceive of without worrying too much if the string of 6's, which I would need to roll in order to score, came up or not. This somewhat reckless style of play seemed to work out just fine. My first game ended in a 2-1 win to Gary, the rueful smile on his face and look of relief in his eyes was more than adequate compensation for my 'Long Bomb to Running Touchdown, all Gutter Runner Bonanza Play' failing dismally.



The Bloodweiser Blood Bowl Championship trophy

With the first game over it was time for a spot of lunch. The staff restaurant did us proud, but there was little time to relax, for while the competitors were dining and enjoying a well-earned drink in Bugman's, the Team Painting judging was taking place. By the very nature of a Blood Bowl team, what with it being a dozen guys and not a whole army, the painting score system was a much simplified version of the regular GT system. However, being able to take a good look at all the outstanding teams is still a great way to pass the hour or so of lunch break. Unfortunately, I had the slightly less glamorous role of ushering the competitors out of the hall, and then trying to keep them out. Partly so that the

serious business of judging the painting could take place uninterrupted, but mostly for the peace of mind of the competitors themselves. As the dining hall emptied and Bugman's gradually filled up, the main topic of conversation (aside from "that last desperate play that almost won the game!") was: what table would we all be playing on next? Although at this early stage of the tournament the difference between those on the topmost tables and those further down the rankings was only slight, it's always great to be able to go back to your gaming club and tell them how you played a game on Table 1! And so it was into this atmosphere of boisterous anticipation that the tournament helpers sneaked inconspicuously out of the tower in Warhammer World clutching the freshly printed results of the previous round. As the results were posted and the helpers made a quick get-away ahead of the tide of eager gamers, round two was upon us.



"So, you come here often?"

My opponent for this second game was Ivan Djokic with his Gork's Fist team. Having played against Elves in my previous game and having thoroughly enjoyed a subtle game of passing and dodging I was unprepared for quite how tough and bloody this game against Ivan's Orcs would be. My plans to skip around the solid wall of green muscle were cut short as my Gutter Runners were reduced to brown smears somewhere in Ivan's end zone, and I spent the rest of the game throwing linemen into the meat grinder in a fruitless attempt at

damage limitation. I discovered that while the 'Cage Play' is possible with Skaven, it doesn't last very long. If only I'd brought along a Rat Ogre. With a well deserved 3-1 victory to Ivan, I bade him good luck for the rest of the tournament and retreated to the stage to lick my wounds, beat out the dents in my armour, and try to rig the next rounds results so I could play against a juicy Halfling team. After a short break the third round commenced in good order and I found myself facing Tom Lumly's "Mooning Loonies". Goblins! Like a Halfling team only with more chainsaws and trolls, this was going to be another painful game. We found a table and went through the familiar "Wow they're nice!" as we placed our teams out ready for kick-off. Having both lined up eleven of our finest, I asked Tom where his trolls were, to which he explained he was here mainly for the giggle and that he would be fielding a purely Goblin team (of what seemed like thousands), along with as many special weapons as he could fit in. I narrowed my eyes and looked Tom up and down; he was either a Blood Bowl genius or a madman!

What followed was possibly my favourite game of the weekend; this had nothing to do with winning, but everything to do with Tom's outstanding sportsmanship in the face of an almost superhuman lack of good luck, for which he was well rewarded, but more on this later. I lost a few hapless Linemen early in the first half to Tom's Fanatic before the deranged Goblin choked himself on his own ball and chain. I also enjoyed the classic game of Pass

the Bomb before it was finally fumbled by an unfortunate Goblin, knocking him out for the rest of the game. Although Tom had the numbers on his side initially, by the middle of the second half my Gutter Runners were scampering in running touchdowns with reckless abandon. The game ended with an embarrassingly large number of touchdowns to me compared to Tom's single, though well won and first of the tournament, touchdown. I wished him better luck for the next day and having secured my team in the Bugman's office, I enjoyed the delights of the traditional Grand Tournament evening meal before retiring for an early night.

The final day of the tournament began a little before 8am. Unlike regular Grand Tournaments, our Blood Bowl players would be spared the terror of having to sit the usual Sunday morning quiz. With the last of the competitors still shuffling into the hall at 9am, looking all the worse for the previous night's exuberance, the first game of the day began. I was to play Eduardo Moral's 'Killer Bees', a Dwarf team with the unlikely inclusion of an Ogre; as if they weren't tough enough already! As we set up for the first drive I found myself wondering just how the big guy had found himself in a Dwarf team: I suspected he was a foundling of a very short-sighted Dwarf mother, who had raised him as her own. This was going to be another very painful game I could tell, although I didn't quite realise just how painful.



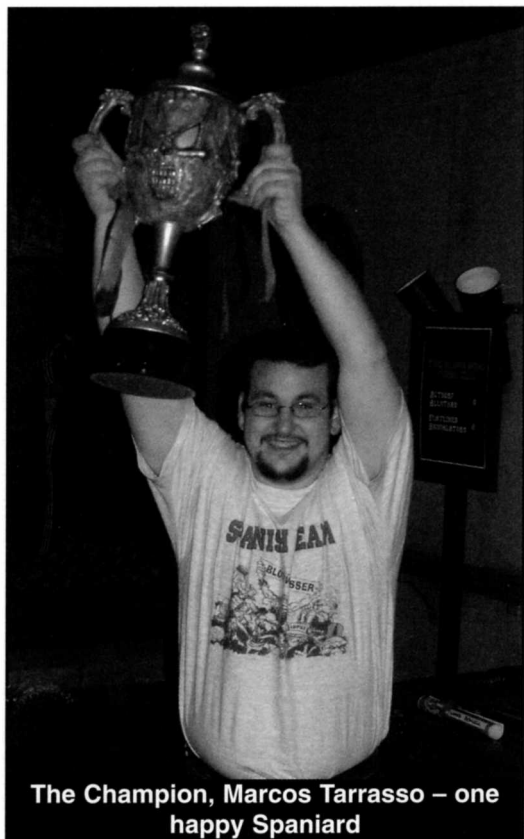
Everyone tried (and failed) to chat these lovely ladies up

At the mid-point of the first half, I was already a couple of Gutter Runners down and my Storm Vermin, having stumbled over his own feet going for an extra square of movement, spent the rest of the match pretending to be unconscious as a steady stream of mangled fury remains were scraped up and unceremoniously dumped in the dead and injured portion of my dugout. Having been reduced to two Linemen and my Thrower, their fur white with fear by this point, I had to admit defeat and concede an overwhelming victory to Eduardo. Despite being a little shell shocked at the sight of my beloved Skaven being stomped on so thoroughly, I was still having a great time. My early bath had given me a great opportunity to mooch around a little and check out some of the action on the other tables, before the fifth round started. By this stage in any tournament, the atmosphere has usually been turned up a notch and with the overall scores being so tight, the players on the higher tables were doing well to maintain a cool air of nonchalance.

At 11.30am the fifth round began, my opponent was one of the few lady gamers in attendance, Anke Bien, with her Dark Elf team the 'N-Key Nightmares'. Having spent most of my early Blood Bowl career playing against

my friend's Dark Elf team, I was well aware of their strengths (almost as fast as me, none of them are scared to pass the ball) and their weaknesses (very expensive, there are no spare players in a Dark Elf starting team). After my previous pummelling at the hands of the Dwarfs, the winds of chance were now blowing strongly in my favour as Anke's team seemed incapable of making an impression in my formation, whilst my own 'Two Pronged Gutter Runner Shimmy Long Bomb Play' seemed to be working every time. Anke never lost her smile though and summed up the whole event quite succinctly about mid-way through the second half; one of the players at the other end of our row leapt into the air and let out a cry of triumph that was clearly heard around the hall and was quickly rewarded by a spontaneous round of applause. Looking back at me, her eyes a little wide with shocked bemusement, Anke remarked, "This place is so cool!" There wasn't much I could say to that apart from smiling my agreement and apologising for having sacked her ball carrier, again only squares away from my End Zone.

Before the sixth and final round of the tournament began, we took a break for lunch. Having been assigned to watch over the upcoming Best Painted Team vote (the painting judges pick their favourite teams and then it's down to the players themselves to pick the winner of the coveted Best Painted Team trophy), I was able to amble into the Restaurant ahead of the queue of gamers being driven mad by the near magical scents of a roast dinner, and spend a few moments catching up with the rest of the team. The final game between the top two competitors, Marcos 'Tarra' Tarrasso with his 'Flatlined Annihilators' and the 'Altdorf Allstars' of Jez Lowe (both Human teams), was to take place on the specially constructed stadium featured in a previous issue, and would be shown live in the Bar (through the wonders of Cabalvision). Having caught up on current events, I made my way to the table in the hall set aside for the lucky players whose teams had been entered into the Best Painted Team competition. Although my task of watching over the three selected teams was, again far from glamorous, it did afford me an excellent opportunity to chat with the players and soak up the atmosphere, all the players were excited, looking forward to their final game and tales abounded of blocking dice that could roll nothing but skulls and whole games spent trying desperately to start a chainsaw.



The Champion, Marcos Tarrasso – one happy Spaniard



The prize winners and Fanatics. (From Left to right – Richard Would, Paul Gegg, Tom Lumley, Jez Lowe, Frank Becker, Carl Brown, Thomas Anderson, Andy Hall, Jervis Johnson, Marcos Tarrasso Paul Deakin & Anthony Watts

With all the votes cast, the players gathered around the newly posted results and made their way to their tables. Jez and Marco took to the stage, and began the game that would decide who would lift the trophy every player in the hall had come to claim. Every player perhaps, except one.

“Hi! Err, I haven’t got an opponent again.”

At 2.30pm, the final game of the tournament began. My opponent for this last game was none other than Tom Lumly with his ‘Mooning Loonies’ Despite having not won a single game thus far, Tom’s spirits were still high as we set up for the first half (this time using the Studio’s High Elf team). Tom brought me up to speed on his success, or lack thereof. Having despatched no less than two Ogres with his chainsaw-wielding Nobbla Blackwart, Tom was feeling quite pleased with himself. As well he might, having turned up with the sole intentions of having a good time with even victory being secondary to playing a Goblin team as closely to character as possible. Character for a Goblin, meaning running around lots, ganging up on any player they manage to knock over, to stick the boot in, and failing one out of every two attempts to pick up the ball. Our game ended rather predictably with a shockingly high score to me and a huge amount of Goblins in Tom’s injured pile. We shook hands and thanked each other for a great game, before I returned my case of many teams to the cabinet in the Fanatic bunker.

With the final game over, the competitors made their way to Bugman’s for a well earned drink, my own well earned drink, however (no really it is hard work playing games all

weekend!) would have to wait. There were votes to count and results to photocopy before we could go watch the awards presentation. After what seemed like an eternity, for the anxious players eager to know their new NAF ranking, the awards ceremony commenced, as usual the loudest and longest applause were for the Bugman’s bar staff. As the various awards were handed out, I couldn’t help but take a special interest in the winner of the ‘Wooden Spoon’. Over the last few years it has become a tradition that the player in any Grand Tournament competition who, through poor luck and misguided coaching, finds himself in last place be awarded a rather nice boxed game. The intention being that hopefully they will have better luck playing a totally different game. And so it was with some pride (having personally seen to it on two occasions) that I applauded Tom Lumly as he strode through the ranks of his fellow gamers to claim his copy of The Two Towers. The Blood Bowl Trophy itself was finally lifted by Marcos Tarrasso, much to the delight of the Spanish contingent. His name will be inscribed onto the trophy’s base and his Flatlined Annihilators will be immortalised forever in the official history of the game.

And with that the Blood Bowl Grand Tournament was over for another year, all that remained, aside from the small matter of persuading the jubilant Spaniards to leave the trophy in Warhammer World was to have our well earned drink and enjoy a collective pat on the back, for another dirty job well done!

See you next season.

Next Issue – the full Blood Bowl final match report.

ABRACADABRA!

House Rules by Tom Anders

Rules for on-pitch spellcasters.

Gaius Audaxx wrote the original rules for his 3rd edition MLAF league. I worked with Gaius and rewrote the rules to the new Blood Bowl standard along with changes from Doug Webber, Milo Sharp, and John Kipling Lewis. My MBBL2 league has tested the following rules for over two years in over 150 matches and these rules are also used by four other leagues of which I'm aware.

For years, the NAF banned wizards from the game of Blood Bowl. This eventually led the wizards to create the Magicians Armorial Dungeonbowl Federation (or MAD) in 2473. Since MAD was set up, the NAF have gradually become more tolerant of wizards, and it has reached the point where teams are allowed to freeboot the services of wizards for special matches. However, many an Orc Blitzer zapped into a toad or Gutter Runner fried by a bolt of lightning from the sidelines has longed to hear the sound of that wizard's spine snapping like a twig from a well-placed tackle or boot.

After years of petitioning the NAF to remove the wizards from the safety of the sidelines, the NAF agreed to try new rules for one season, much to the chagrin of the wizards. Instead of freebooting their services, wizards would become part of the team. The services of a team wizard are still expensive and many teams forego hiring one altogether, but everyone wants to see just how well the wizards stand up when a raving Blood Bowl star is screaming down the pitch at them.

The On-Pitch Spellcaster house rules are meant to put the team wizard in a position where the other team can do something about him/her (ie, on the pitch not the sidelines). If you use the On Pitch Spellcaster rules, do not use the normal Wizard rules from the Living Rulebook or any of the wizards suggested in the Compendiums.

WHO CAN BE A SPELLCASTER?

Each race may recruit up to one spellcaster in place of one player. Any player position on the field may be used as spellcaster. Making a player a spellcaster costs an additional 50,000 gold and the player must take -1 AV. The spellcaster is listed on the roster like an ordinary player and has to be on the field to cast his spells. Just like an ordinary player, he can perform actions and gain Star Player points, however; in addition to that, he is able to cast a spell (at least) once per a game. Rookie spellcasters begin at Casting Level 1.

The Casting Level means how many spells a spellcaster may cast per match (one spell per level, so a Level 3 spellcaster may cast three spells a match, the same spell can be cast more than once).

HOW TO CAST SPELLS

A Casting action is added to the list of actions that must be declared and may be performed only once per the active turn (like Foul, Pass, Blitz, and Hand-off). The spellcaster may move as part of the Casting action before he attempts to cast the spell and name the target (if any), but may not move after attempting to cast the spell. The spellcaster rolls a D6 to find out if the spell was cast successfully. This roll is modified with -1 per enemy tackle zone the spellcaster is in. The successful casting of a spell gives the caster one Star Player point (SPP). 'Successful' only means that the D6 roll mentioned above was successful. So a Lightning Bolt might miss the intended target, but still gives the caster a single SPP. A spellcaster does not gain SPP from casualties caused by a spell. A spellcaster can also earn SPPs like a normal player. To be able to cast a spell, the spellcaster must be on the field and standing. Only one spell may be cast per a turn, no matter what Casting level the spellcaster is. Dice rolls involved with casting a spell may **not** be re-rolled. Failure to cast a spell does not result in a turnover unless the spell states that it does. Every spell is listed with its name and the roll needed to successfully cast it, along with maximum range, duration, and failure result if the spell is not successfully cast. Race Specific spells are the starting spell of a spellcaster from that race.

SPELLCASTER ADVANCEMENT

Spellcasters are entitled to Star Player rolls just like other players when they have accumulated the appropriate amount of SPPs. On a roll of 2-9, they may either pick a skill from the categories accessible to them, or they may roll once on the Open Spell table to learn a new spell. Only spellcasters may roll a

3D6 on the Open Spell table. Other players may never gain spells off this table, even if they roll doubles on their Star Player roll. If a spell is rolled that is already known the spellcaster may roll again.

Should a spellcaster roll doubles on the Star Player roll they may do one of the following:

- 1 Choose doubles roll skill or trait.
- 2 Increase his Casting Level by 1.
- 3 Roll twice on the 3D6 Open Spell table and choose one of the two different unknown spells rolled to learn. Re-roll any Open Spell table results of 18. If either roll is a 3, choose any open spell to learn.

OPEN SPELL TABLE

3d6 Result

- | | |
|----|-----------------------------|
| 3 | Choose any spell from below |
| 4 | Knowledge Drain |
| 5 | A Soul in Chains |
| 6 | Medusa's Gaze |
| 7 | Speed of Light |
| 8 | Healing Hand |
| 9 | Lightning Bolt |
| 10 | Zap! |
| 11 | Guidance |
| 12 | Fireball |
| 13 | Mischievous Imp |
| 14 | Weather Control |
| 15 | The Long Door |
| 16 | Invisibility |
| 17 | Time Bubble |
| 18 | Casting Level increase by 1 |

THE OPEN SPELLS GRIMOIRE

Knowledge Drain (Success 4+ w/modifiers)

Range: Spellcaster in an adjacent square.

Success: Add the level of the spellcaster to the Casting roll and subtract the opposing spellcaster's level (in addition to -1 penalties for opposing TZs). If the spell succeeds, the opposing spellcaster may not cast any spells for the remainder of the game. A result of 6 before or after modification is always a success. If the spell succeeds, make a second Casting roll using the same rules as the first for this spell, a failure has no effect, but a success allows the spellcaster to permanently learn one spell that the opposing spellcaster knows (including racial spells).

Failure: The spellcaster may not cast any more spells for the rest of the game. A result of 1 before or after modification is always a failure.

A Soul in Chains (Success 4+)

Range: Any player on the pitch.

Success: Target player has his soul imprisoned. The player is removed from the pitch and must miss the rest of the half, but may return for the second half (if the spell was cast during the first half). If this player was holding the ball, it scatters one square.

Failure: The soul of the spellcaster is imprisoned. The spellcaster is removed from the pitch and must miss the rest of the half.

Medusa's Gaze (Success 3+)

Range: Maximum of seven squares

Success: The target player loses his Tackle Zone, cannot give assists, and cannot perform any actions or use any skills during this and your opponent's following turn. His ST is halved (rounded down). If the target player was holding the ball, this spell does not cause him to drop it.

Failure: Apply the effects of this spell to the spellcaster.

Speed of Light (Success 3+)

Range: Maximum of seven squares

Success: Target player may move D6 squares in addition to his normal MA for this turn only.

Failure: No effect

Healing Hand (Success 2+)

Range: Dugout

Success: One player (for either team) who has been Knocked Out, Badly Hurt, or Seriously Injured is healed and moved to the Reserves box.

Failure: No effect

Lightning Bolt (Success 2+)

Range: Maximum of five squares

Success: The spellcaster throws a lightning bolt at the target according to the 'lightning bolt' template and rolls 2D6, trying to roll over the AG of the first player in the line of fire. If that succeeds, the player is knocked over and must make the Armour roll and the following Injury roll with +1 modifiers. If this 2D6 roll is less than or equal to the first player's AG, then the bolt misses, and the roll is repeated for the next player in the line of fire and so on, until a player is hit by the bolt or the bolt has reached its maximum range. If the bolt hits one of your players, this will result in a turnover. If the bolt hits the ball carrier, the ball will be dropped and scatter one square.

Failure: The lightning bolt discharges in the square of the spellcaster, who is automatically knocked over by the bolt. Make Armour and Injury rolls at +1. This will result in a turnover.

Zap! (Success 2+)

Range: Any player on the pitch

Success: Roll a D6 after the Casting roll. On a roll of 4+, the target player becomes a slimy toad. On a roll of 1-3, the spell scatters as often as you rolled (ie, if you rolled a 2, the spell scatters twice). If someone is in the new target square (after resolving all Scatter rolls), he becomes a toad. Toads have the following stats: MA: 4, ST: 1, AG: 4, AV: 4, Skills: Dodge, Leap, Stunty. Toads will drop the ball if they had it (which will result in a turnover if this player was on the moving team). Toads may not try to pick up or catch the ball and cannot use any skills or gain SPPs. However, if they suffer an injury or even death, this carries over after their re-transformation. Toads re-transform at the next kick-off or at the end of the match (whichever comes first).

Failure: The spellcaster becomes the above toad.

Guidance (Success 2+)

Range: Any player on the pitch

Success: Target player does not have to roll the dice for one action during this turn, he succeeds automatically (examples: a thrown block or passing attempt). This may not be used on Armour, Injury, or any rolls associated with Fouling. The player must declare what action will automatically succeed before performing it.

Failure: No effect

Fireball (Success 2+)

Range: Passing range ruler

Success: The spellcaster throws a fireball into a target square as if he was throwing the ball (use range ruler, etc). The Spellcaster coach rolls a D6 for each player in the landing square and in all eight adjacent squares. If the roll is higher than their AG, they are knocked over and have to make an Armour roll. This Armour roll and following Injury roll are made with +1 modifiers. If the ball carrier is knocked over while his team was the moving team, then a turnover takes place. Deal with inaccurate and fumbled fireballs just as with inaccurate or fumbled passes. Throwing a fireball is not the team's pass action for the turn. A fireball cannot be caught, pass blocked, intercepted, or thrown in by the fans.

Failure: The fireball goes off the spellcaster's square and the eight adjacent squares. Roll for adjacent player's AG as normal, but the spellcaster is knocked down automatically which will result in a turnover

Mischievous Imp (Success 3+)

Range: Entire team on pitch

Success: A Mischievous Imp interferes with the opposing team's abilities temporarily. For

the rest of the current drive, no player on the opposing team may use any skill that re-rolls a specific failed result (examples: Dodge, Pass, Catch, Sure Feet, and Sure Hands). The opposing team may still re-roll failed results through Pro and any Team, Leader, or Trophy re-rolls.

Failure: The spellcaster's team loses the specific failed result re-roll skills for the rest of the drive.

Weather Control (Success 3+)

Range: Weather

Success: The spellcaster can change the weather to any result that is either directly above or below the current weather on the Weather Table. If the Casting roll was a 6, he may choose any effect from the Weather Table.

Failure: No effect

The Long Door (Success 3+)

Range: Maximum of seven squares

Success: The spellcaster chooses a target unoccupied square that is no more than seven squares away where the door opens, and in D6 squares from that square another unoccupied square where the other end will be. The first player to enter either end of this dimension tunnel will immediately appear in the other square without having to pay movement points for the travel (or dodging to leave the entry point square). He may continue moving and perform other actions as usual, but right after its first use, the tunnel closes and disappears. The tunnel will remain during the match until its first use. No player can enter the exit square while the tunnel is open except through the tunnel.

Failure: No effect

Invisibility (Success 3+)

Range: Maximum of seven squares

Success: Target player (from either team) becomes invisible for this and your opponent's following turn. This player may ignore enemy Tackle zones when moving, but he cannot receive a pass or hand-off while invisible. The player may not be blocked. If he throws a block at someone, no offensive assists may be used.

Failure: No effect

Time Bubble (Success 4+)

Range: Any player on the pitch

Success: The target player may perform another legal action right after the first one; in effect taking two complete actions during one turn (example: move and then blitz move, blitz and pass, block twice, move twice, etc). Legal means that you may still only blitz, foul, pass, or cast once per a turn.

Failure: No effect

THE RACIAL SPELLS GRIMOIRE

The starting spell known by a spellcaster is determined by his race. Race specific spells cannot be learned by any other race (unless learned through the Knowledge Drain spell). Note: Ally teams such as the Chaos Pact, Old World and Lustrian use the starting racial spell of the spellcaster's normal roster and a spellcaster of ANY position is considered a non-lineman position for these teams.

Siren Call (Success 4+)

Race: Amazon

Range: Three square radius

Success: All opposing players with 3 squares of the spellcaster, must roll a D6. On a result of 4+, they resist the spell. On a result of 1-3, the player is entranced by the siren call. For the remainder of this and the opponent's following turn, the entranced player(s) may not move or take any further actions. If the hypnotised player(s) is blocked before he recovers, then his Strength is halved (rounded down). All entranced players still have a Tackle zone and may lend assists.

Failure: No effect

Warp Bolt (Success 3+)

Race: Chaos

Range: Maximum of seven squares

Success: The Spellcaster casts a bolt of destructive warp energy at an enemy player. The victim is hit and knocked over by the warp bolt. Such is the power of the Warp Bolt that it automatically penetrates the victim's Armour, so roll on the Injury table immediately to see what injuries were inflicted.

Failure: The warp energy courses uncontrollably through the Spellcaster. Make an immediate Casualty roll for the Spellcaster. This will result in a turnover.

Rune of Ash (Success 3+)

Race: Chaos Dwarf

Range: Entire team

Success: The entire team now generates an aura which causes intense fear in opponents. For the rest of this and your opponent's following turn, treat all players on the Chaos Dwarf team as if they had Foul Appearance.

Failure: No effect

Tormented Soul (Success 3+)

Race: Dark Elf

Range: Maximum of seven squares

Success: Target player hits the ground in torment and is automatically Stunned (do not roll for armour or injury). If the target had the ball, it will scatter one square.

Failure: The spellcaster is Stunned. This will result in a turnover.

Rune of Spell Breaking (Success 2+)

Race: Dwarf

Range: Opposing team

Success: No spells may be cast by the opposing spellcaster for the rest of the match. If the opposing team has any magic Items, they cannot be used for the rest of the match.

Failure: No effect

Evil Twin (Success 3+)

Race: Goblin

Range: Any player on the pitch

Success: Until the next Kick-off, the target player has to perform all his actions and movement as if it was in an opposing Tackle Zone, ie, dodge for every square of movement, modify passing and catching rolls with -1, blocking with a defensive assist and so on. This Tackle zone adds to any real Tackle zones, and cards or spells that would allow the target to ignore opposing tackle zone cannot neutralise this tackle zone.

Failure: The spellcaster suffers the effect of the Evil Twin spell.

Gotta be McMurty's (Success 2+)

Race: Halfling

Range: Any player on the pitch.

Success: For the rest of the game, the target player must roll a D6 before each drive. On a 1-3, he misses the drive as he develops mad cravings for two burgers, Hot Pot sauce, lettuce, cheese, pickles, onions on a caraway seed bun.

Failure: The spellcaster misses the rest of the match as he runs to the nearest McMurty's for a sit-in feast.

Winged Boots (Success 3+)

Race: High Elf

Range: Any player on the pitch

Success: The targeted player gains Winged Boots, the Player counts as having Leap. If he already has Leap then all uses of the Leap skill are automatically successes (no dice roll required).

Failure: A random player on the opposing team gains Winged Boots for this match only.

Lucky Day (Success 3+)

Race: Human

Range: No range

Success: The spellcaster's team gains an extra team re-roll for this half only. If the team already has more team re-rolls than turns remaining in the half, then the opposing team loses a team re-roll for this half only.

Failure: The spellcaster's team loses a team re-roll for this half only. If the spellcaster's team has no team re-rolls, the opposing team gains an extra team re-roll for this half only.

Swamp Call (Success 3+)

Race: Lizardmen

Range: Maximum of seven squares

Success: A target square and all eight adjacent squares become a puddle of magic mud for a brief instant and then harden again. All players in these nine squares become trapped in the pitch. In order to escape, each player will need to roll under or equal to his strength on a D6 roll. Failure means the player has a movement of 0 for that turn. A player with 0 movement may still pass, hand-off, cast, block adjacent opponents with no follow-up, or foul an adjacent opponent. The spell lasts for each trapped player until they succeed on the Strength roll or the drive/half ends.

Failure: The spellcaster's square and all eight adjacent squares get swamped instead.

Blizzard (Success 2+)

Race: Norse

Range: Weather

Success: The spellcaster changes the weather to a Blizzard until next Kick-off at which point the previous weather returns. During this magic blizzard, the Norse players will only slip on a roll of 1 for Go For It squares and can still attempt to throw Long Passes.

Failure: No effect

Waaagh Armour (Success 2+)

Race: Orc

Range: Any player on the pitch

Success: For the rest of the game, the target player's Armour and Injury rolls cannot be modified. So skills or magic that would give a positive or negative modifier to Armour and Injury rolls are negated for this player.

Failure: No Effect

Warpfire (Success 2+)

Race: Skaven

Range: Maximum of five squares

Success: Target player is blinded for this and your opponent's following turn. The player may perform no actions, loses his tackle zone, and may not lend assists. However, the player will not drop the ball if he has it.

Failure: The spellcaster is blinded instead for this rest and your next turn.

Necromancy (Success 4+)

Race: Undead, Khemri, or Necromantic

Range: Dugout

Success: Any one player in the Dugout who failed their Regeneration roll is now Regenerated and placed into the Reserves box.

Failure: No Effect

Mist Form (Success 3+/4+ on opponents)

Race: Vampire

Range: Maximum of seven squares

Success: Target player (from either team) becomes mist for the rest of this turn. The player loses his Tackle zone, may not lend assists, cannot throw blocks or blitzes, and may not pick-up, catch, or carry the ball. If the player was carrying the ball, it will drop and scatter one square. The player may ignore Tackle zones and may even pass through occupied squares. Other players may pass through the square that he is standing in as well. When the player rematerializes at the end of the turn, if another player is standing in the same square both players are knocked over (make AV and Injury rolls). The player that was not gaseous is placed in an unoccupied square (use Scatter template to determine). Casting this spell on an opponent is more difficult.

Failure: No Effect

Call Roots (Success 2+)

Race: Wood Elf

Range: Maximum of seven squares

Success: A target player is hounded by the pitch itself. The roots under the pitch grab this player when they can. At the beginning of each turn, this player must roll less than his Strength or his movement will be considered zero for that turn with no GFIs allowed. A player with zero movement may still pass, hand-off, cast, block adjacent opponents with no follow-up, or foul an adjacent opponent. In addition, the player affected by this spell gains the trait Stand Firm while the spell lasts. The roots will attempt to grab this player every turn until the next Kick-off.

Failure: The roots grab the spellcaster at the start of each turn until the next Kick-off.

Have fun and happy Spellcasting!



COACH'S CORNER

Do you have an opinion? Write in and let us know whats on your mind. 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.

ROTTER FEEDBACK

Hello,

I just read the Nurgle's Rotters article in BB Mag 5, and I've got a few comments I'd like to get off my chest – I assume you don't mind! Before the magazine came out, I'd written my own house rules for the team, and so I was interested to see how similar my ideas (inspired by various internet rules) were to those of BB-Guru Jervis.

My first impression was that in trying to make the rules as simple as possible, they've become far too bland. While it's true that special rules shouldn't slow the game down, I think there is room for rules that affect the team off the playing field rather than during the game – rules which evoke the nature of an infectious disease.

My own idea was to represent Rotter teams with a single Physical Ability which defines a player with the Rot, and which doesn't change that player's cost - the basic idea being that a Rotting player loses 1 point of AV (maybe 1 point of MA as well), but gains Foul Appearance. That way, you can apply that rule to a Chaos team and have a Rotter team without having to write a new team list at all. Such a team should also be denied access to Star Players, Big Guys and Apothecaries, but gain access to Nurgle Beasts. For a little more flavour, Rotting players could have a 50% chance of dying when they fail an Aging roll, and let them take over killed opponents by infection.

I also find the Nurgle Beast in the article to be too strong and expensive – less ST and AV and fewer skills, but a lower cost would suit it more, and bring it in line with the other Big Guys in the game. I'm not sure either whether it's meant to be 0-1 or 0-2.

As one last point, I really think that the Chaos team should be split up into separate Chaos Warrior and Beastman teams. And I loved the referee rules in issue 4.

Cheers,

Lars Stroeback

DWARFS AND BEARDS

Hi Fanatics!

Although I am a firm believer of the policy 'A Blood Bowl team is only as good as the coach playing them'. In my playing experience I have been able to identify a couple of key problems that Dwarf teams have that Jarkko from Finland may have been referring to.

Problem #1: Playing against fast moving & highly agile teams.

When playing against fast moving, agile teams such as Humans, Skaven or any of the Elf teams, there is always the chance that the opposing team will simply 'run rings' around the slower Dwarfs. Sometimes, the Dwarf team is successful in preventing this and power to a 1-0 or 2-1 victory but I find most of the time the other teams are just too quick and score about two or three touchdowns. Sometimes, it is not enough to keep the ball and put a ring of players around the ball carrier when the fast moving opponents are able to cut off all avenues that the Dwarf ball carrier is trying to move through.

Problem #2: Playing against other strong bashing style teams.

When playing against other bashing teams such as Orcs and Chaos, I have found that Dwarf teams face two problems. Firstly, the majority of players from these teams are still slightly quicker and/or more agile than Dwarfs. Secondly, out of all the bashing teams, Dwarfs are the only team that does not have a player on their team roster with a Strength of 4 or more to start with whereas Orcs have Black Orcs, Chaos have Warriors, and so on. I have found this to be an especially important factor. A Dauntless skill for the Slayers may be good when they're the ones who are blocking but it isn't much use when they are being hit, and so more often than not I have found that Dwarfs are out-muscled by these types of teams.

Obviously, there is a way to play Dwarfs but I hope I have been able to shed some insight into this VERY HOTLY debated issue.

Paul from Oz.

TOURNEY ROUND-UP

An irregular series of articles reporting on the constantly growing Blood Bowl tournament calendar.

CANCON 2003

by Stephen Babbage

It was well over 30°C Celsius and the smoke was billowing from the bushfires still raging just out of the ACT less than a week after 400 houses had been burnt to the ground. This didn't stop the influx of true gamers who stepped through the early morning haze into EPIC, Exhibition Park In Canberra. Twenty-nine registered Blood Bowl players had arrived with their teams and rosters and were ready to battle it out for the hordes of prizes.

The starved, crazed players who had arrived early had snapped up a few titbits of Blood Bowl that an aspiring store had imported direct from the US. They had sold out by the time the store had finished setting up.

The competition ran seven games over three days. There was a Swiss-style competition, so once you won, it was harder to keep on winning, but if you lost it was easier to bounce back because your competitors had also lost their last round. Normal progression meant that there was a plethora of apothecaries waiting on the sidelines.

Surprisingly, there was some disproportional representation by the High Elves (4 teams) and Dwarfs (5 teams). Other 'mainline' teams such as the Humans (1 team) had little showing.

In total, the following teams took part: 5 Skaven teams, 5 Dwarf teams, 4 Orc teams, 4 High Elf teams, 2 Norse teams, 2 Lizardmen teams, 1 Undead team, 1 Chaos team, 1 Dark Elf team, 1 Human team, 1 Wood Elf team, 1 Amazon team and 1 Chaos Dwarf team

As play kicked off, the clattering of black and gold NAF dice could be heard. It was noted almost unanimously that the dice, although they looked far better than the black and white dice, didn't roll any better.

The top of the table was defended by Lord Shambles (aka Scott Beck) and his Undead team, The Legion of Death, showed how powerful Piling On can be, combined with brutal and cunning tactics.

The bottom of the table was kept warm by Cooties (aka Tim Coutts) whose Human team,

The Arrows of Justice, even lost the game for the Wooden Spoon award!

The final saw the Undead (legion of Death) and Craig Judy's Orcs (Ridgecroft Raiders) come head to head.

Deliberately not playing each other for the tournament because they had driven over 600km to be there had paid off, as they battled over the final. The final score 1-0, without any casualties showed how tough the match was and how strategically close the teams were. The Raiders finally reigned supreme and carried off the Golden Dragon for first place.

Andrew Bigwood, a regular for many years at CanCon, came into his element with the painting competition. His Lizardmen team, the Lustrian Braves, was not only exquisitely painted, but supported by Slann cheerleaders and coached by a true Slann coach, sporting microphone, cigar, cap and flags to wave. Mat Jan, a newcomer to the tournament won the Most Sporting Player. He was so generous he even volunteered to have the bye in the final round of play.

Overall, everyone had a great time. The level of competition was fierce, the atmosphere of the games was enjoyable (most of the time!) and the prizes were well drooled over before being finally awarded.

Thanks to everyone who participated. See you next year!



High Elves, are they making a come back?



BLOOD BOWL NEWS AND VIEWS

It's here! The all-important Match Report issue. As always Spike! has accurate and unbiased reporting, unlike our rivals at PSM (Pro-Snotling Magazine). They're just rubbish!

Pierce'd Organ, the Ed-Eater

THE 2503 BLOOD BOWL FINAL: ALTDORF ALL-STARS VS THE FLATLINED ANNIHILATORS

Match report by Uury Rinale

The packed Altdorf Oldbowl was the location for the 42nd Blood Bowl final, the winners would be handed the Bloodweiser Championship Winners trophy. An all-human final is a rare event, rarer still was the fact that none of the teams were the Reikland Reavers who have always been one of the teams at an all-human showdown. However, even if the Reavers were not present as a team, some players were there in the form of the Altdorf All-Stars. A conglomerate of players from the Reavers, Marauders and the Altdorf Avengers that had formed especially for this year's Tourney. Noticeably, Griff Oberwald was in the ranks of the All-Stars, some pundits claiming his absence from the Reavers was the reason they were knocked out so early this season, but the coach of the All-Stars, Jayes Lowener had offered him a freebooter purse he could not refuse!

The Flatlined Annihilators were a little known team that had travelled from Estalia, but had rapidly risen through the Tourney stages, no doubt thanks to Luthor Von Drakenborg, who had been very busy in the Tournament playing

for a number of teams. Annihilators' coach, Marcos the Terror, denied claims that Drakenborg was being paid in the blood of young virginal Annihilators fans. Even so both teams were tense as they entered the field of the Oldbowl. After a twenty-minute delay in which Griff insisted on soaking in the crowd's adulation, the kick-off took place with the All-Stars receiving.

The All-Stars wasted no time in carving up the Annihilators' front line. Luthor von Drakenborg was unperturbed by these events as he stood deep in his own half feasting off a willing virgin fan who had strayed onto the pitch, no doubt due to Luthor's hypnotic gaze! The Annihilators finally made a move along the right flank, downing a few of the All-Stars linemen. The All-Stars retaliated along the same flank and managed to break through Quintus Altmen ran up-field, whilst Josef Englfof gathered up the ball and hoofed it up field in an attempt to target Quintus Altmen. Unfortunately, the pass was wide and bounced back into the All-Stars, half. Drakenborg finally decided to take an interest in the game. He

dropped the now pallid corpse of the fan he was feeding off and headed off in the direction of the ball. Griff Oberwald stood valiantly in the way, halting Drakenborg with a self-assured outstretched hand. And ouch! That was nasty! Drakenborg head-butted Griff. The All-Stars players looked to the ref claiming a foul but the Orc ref was also on the floor, only he seemed to be laughing! Whilst all this was still going on, the ball was still in play and plucky catcher, Kafre Es Isurio, ran round the back of the All-Stars line and picked up the ball.

Whilst Griff was carried off the field, All-Stars thrower, Josef Englfot, wasted no time in slapping the cocky catcher down and grabbing the ball for himself, no doubt trying to make amends for his dud throw earlier. An All-Stars Blitzter tried to clear a path for the pass but was himself put on the floor from an unimpressed Annihilators lineman. The Annihilators take advantage of the weakened line and create a large hole as more of the All-Stars were carted off the field. Like a caped crusader, Drakenborg descended on the All-Stars thrower, the look of fear on the thrower's face accompanied by an ever-growing wet patch round his groin strap!

It looked like the All-Stars defence had abandoned poor Josef as he was surrounded by a vampire and Annihilators' players. With a click of the vampire's fingers the All-Stars thrower begins to weep and gingerly hands over the ball – but Drakenborg wasn't finished with him! The vampire looked impatiently towards the ground, the Thrower, still weeping lowers himself into the dirt! It's only then Drakenborg makes a dash for the endzone! Where had the All-Stars defence gone!? (It turns out they were chatting to the Annihilators' Cheerleader squad). Drakenborg must have scored by now! No, he hadn't! He was sat by the end-zone tucking into another fan! What was going on? The All-Stars defence couldn't seem to get past the line of Annihilators players to get at the vampire; the clock was ticking down. A now angry looking (or was it because he was still crying) All-Stars thrower smashed into the Annihilators' line, throwing a lineman off the pitch and into the baying All-Stars fans. What a way to go! Spurred on by insane bravery, All-Stars Catcher, Hans 'Golden Shower' Schmidt, dodged through the gap towards the feasting Drakenborg but fell at his feet. Ouch! I only thought Borak did that on the pitch, but if you fall at the feet of a vampire, what do you expect!

The first half was almost up and still Drakenborg seemed to have no intention of scoring, the crowd was unhappy at this and the vampire was getting booed by both sets of fans. However, Annihilators coach, Marcos

the Terror seemed undaunted. In the dying seconds of the half Josef Englefot tried to get through to Drakenborg but went straight into the Injuries box! Drakenborg pulling his still-pumping heart out of him as he flew passed!

With mere seconds left, Drakenborg crossed the line to score a touchdown (finally!) much to the jeers of both sets of fans.

The second half line-up was not looking too promising with only seven All-Stars taking to the field and eight Annihilators. The block of the game sent another All-Star lineman (Lucas Luckas) to the dugout and this one was put straight into a coffin, not a good start for the All-Stars! The All-Stars defence now had more holes than a Goblin's pants and the Annihilators players ran through at their leisure – lead by Drakenborg. An All-Stars Blitzter, Quintus Altmen, managed to mangle another Annihilators' player but for little gain. Drakenborg ran towards the ball once more, one of the vampire flanking players, no doubt braver because of his Undead teammate, picks on the All-Stars Blitzter, Ventris Adams, and promptly hit the dirt. The same Blitzter has a go at another Annihilators player but this time it was him who finds the floor – what a game!

Drakenborg gathered up the ball and headed for the End-zone, which was wide open. Unbelievably he stopped at the touchdown line again! The All-Stars had only four men stood up but they all seemed to be on the wrong side of the pitch. Drakenborg was oblivious to the frenziedly booing fans, and erected a picnic table!

Drakenborg started having afternoon tea on the pitch and watch the clock count down. With no All-Stars defence, there was no pressure on the vampire to score, unbelievable! Into the last quarter, the All-Stars defence seemed to have finally organised itself and ran at the Annihilators, only to bounce off! Like throwing pebbles against a wall!

Another mad catcher broke through the Annihilators line and threw himself at Drakenborg. The vampire raised an eyebrow, and proceeded to put the luckless catcher in his sandwich, eating him live on pitch, much to the fans delight.

And once more, with a second to go, the vampire leaned over the line and scored.

Blood Bowl XLII final score:

Flatlined Annihilators 2 – Altdorf All-Stars 0

The Blood Bowl Champions - Hall of Fame

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I (2461) Darkside Cowboys	☿	XXIII (2483) Orcland Raiders	☠
II (2462) Dwarf Giants	♣	XXIV (2484) Dwarf Giants	♣
III (2463) Vynheim Valkyries	☪	XXV (2485) Reikland Reavers	✱
IV (2464) Gougged Eye	☠	XXVI (2486) Champions of Death	☠
V (2465) Worlds Edge Wanderers	♣	XXVII (2487) Reikland Reavers	✱
VI (2466) Champions of Death	☠	XXVIII (2488) Darkside Cowboys	☿
VII (2467) Chaos All-Stars	☼	(2489) No Championship Held	
VIII (2468) Nurgles Rotters	♣	XXIX (2490) Orcland Raiders	☠
IX (2469) Orcland Raiders	☠	XXX (2491) Reikland Reavers	✱
X (2470) Galadriath Gladiators	♣	XXXI (2492) Skavenblight Scramblers	✱
XI (2471) Reikland Reavers	✱	XXXII (2493) The Marauders	✱
XII (2472) Arctic Cragspiders	☪	XXXIII (2494) Flesh Hounds	☼
XIII (2473) Gougged Eye	☠	XXXIV (2495) Gougged Eye	☠
XIV (2474) Vynheim Valkyries	☪	XXXV (2496) Athelorn Avengers	☿
XV (2475) Oldheim Ogres	☠	XXXVI (2497) Naggaroth Nightmares	☿
XVI (2476) Creevcland Crescents	☿	XXXVII (2498) The Grudgebearers	♣
XVII (2477) Skavenblight Scramblers	✱	XXXVIII (2499) Reikland Reavers	✱
XVIII (2478) Skavenblight Scramblers	✱	XXXIX (2500) Warpstone Wanderers	✱
XIX (2479) Reikland Reavers	✱	XL (2501) Champions of Death	☠
XX (2480) Elfheim Eagles	♣	XLI (2502) Caledor Dragons	♣
XXI (2481) Darkside Cowboys	☿	XLII (2503) Flatlined Annihilators	✱
XXII (2482) Bluchan Berserkers	☼		



ASK LORD BORAK!

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

Dear Lord Borak,

Why do Chaos Dwarfs wear such large hats? I mean it's one thing to protect your head with a helmet, it's an entirely different thing to wear something so... big!

Hat Envy in Hochland

Dear HEIH,

The Chaos Dwarfs of Zharr-Naggrund are quite secretive when it comes to their hats. I tried to corner Zhargg Madeye and ask him about it, but it turns out I was talking to the water cooler. Here are some popular theories on why they wear their big hats during the game:

- *It conceals another Dwarf in case one gets injured, that way they have a replacement.*
- *They are already dressed in case they want to go to a rave after the match.*
- *It covers their massive brains which they use to create complex plays like 'bitting things' and 'kicking players when they're down'.*
- *It's actually a massive hair dryer, those thick curls never seem to dry in time.*

Still not as tall as me,

Borak

Dear Lord Borak,

I played a game against some rather hairy Beastmen recently and I've been coughing up hair balls for days. Do you know a good remedy?

Hack N Fer

Dear Hack,

A far better question would be: What are you doing licking a Beastman?

Seriously,

Borak

Dear Lord Borak,

What is your position on the mandatory use of helmets in Blood Bowl? Do you think you should be allowed to play without them?

Naked Noggin

Dear NN,

I am all for players running around with their soft little heads exposed. You don't know how many times I've stubbed my toe on one of

those pointy Elf helmets! Besides, you have players like Griff Oberwald who insist on prancing up and down the field with a goose sitting on his head for Nuffle's sake. My helmet, on the other hand, actually protects others from the gaze of my daemonic visage that tends to drive mortals mad and turns them into frothing, gibbering fools. Now if we could just get everyone to stop wearing spiked codpieces we'd be all set.

Kicking you when you're down,

Borak

Dear Friend,

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Dear Unsolicited CabalMail,

Thank you very much for filling my inbox with your attractive offer for the fifth time today. It sounds too good to be true, however, I make a lot of money and am extremely wealthy. Perhaps if I was a witless moron I would find your proposition compelling, but I am simply too busy and intelligent to act upon your time limited offer. Instead, I would like to offer you the opportunity to stop sending me this garbage. Act now before I bash in your skull.

Click this,

Borak

Feeling ill? Blinded by food poisoning? Can't find your pills? 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!>



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