

# BLOOD BOWL<sup>®</sup>

# SPIKE!<sup>™</sup>

THE FANTASY FOOTBALL JOURNAL

ISSUE  
10

**'SNOT WHAT YOU THINK!**

BLOOD BOWL'S LEAST PHYSICALLY-IMPRESSIVE TEAM RUNS  
RIOT ON THE GRIDIRON!

**C**ONTRAPTION CHAOS!

THE ABSURD ARSENAL OF THE SNOTLINGS  
IS UNLEASHED!

# ISSUE TEN!

EVEN MORE OFFICIAL CONTENT FOR THE GAME OF FANTASY FOOTBALL!





# GREETINGS SPORTS FANS!

**D**is right 'ere is the Snotling issue of *Spike!*, where we takes a look at the mighty Snotlings that play Blood Bowl in all their green glory! Though they might be small, they bring a proper good spirit to the game even when they're dyin'. So, time to pick up the *Journal* and take a snotty nose through its pages as we get to know the most entertainin' team in Blood Bowl!

**I**n dis issue, we take a look at just what a Snotling team is, showin' just how creative and great they are. Snotlings are the smallest greenskins and the best at inventin', able to build machines that would make a Dwarf swallow his beard in envy\*. They may be small but don't let that fool you, cuz Snotlings are clever, crafty and scrappy, bringing lotz of unheard-of tricks into the game that no one will see comin'.

In the pages of dis issue, you'll read all about the best Snotling teams, from the famous underdogs, the 'Mighty' Crud Creek Nosepickers, to newer teams such as the 'Devastating' Doomspire Death-dealers. In this issue of *Spike! Journal* we'll let rip with all the things you need to know about these teams, with detailed histories, team profiles, player lists and studies of their stars.

Not only dat, but wez also gonna look at those famous players who play alongside Snotling teams, from da famous and mighty Troll, Ripper Bolgrot, to the lesser-known other Bolgrot, Ugroth, along with fan favourites such as Fungus the Loon and his big ball and chain!

Dat's not all, though, cause we've got plenty more to let loose with. There's the regular stuff – the weird ratman\*\* does some chattin' with da great Snotling engineer, Zibbit, about why he's making sure everyone, Snotling or not, has the latest Pump Wagon. To go with dat, the nosey Halfling\*\*\* discusses the various rumours that keep good, honest jobs out of good, honest Snotling hands. We also getz to laugh at all those hilarious on-pitch deaths in Coffin Corner and see some of the super smart plans Snotlings use when they take to the gridiron. Finally, we have some amazing scratchings\*\*\*\* brought to you by Nick 'Nose Picker' Kyme and Christian 'Rear Scratcher' Schwager.

So readers, stop reading dis stuff and go read the rest of the stuff about Snotlings!



**Vic Tallsnot, Guest Editor  
*Spike! Journal***

*\*This is the opinion of Vic Tallsnot, guest editor of Spike! Journal, and is neither shared nor endorsed by Spike! Publications. Any and all complaints, grudges or death threats should be sent to Vic directly.*

*\*\* Hackspit 'the Scribbler' Quillchewer*

*\*\*\* Mindy Piewhistle*

*\*\*\*\* Mighty Blow*

## CONTENTS

It's not Easy being Green! .....	2
Famous Snotling Teams .....	5
The 'Mighty'	
Crud Creek Nosepickers.....	7
Star Player – Ripper Bolgrot.....	10
Dirt from the Dugout .....	13
Star Player – Fungus the Loon.....	14
Chat with the Rat.....	17
Small, but Significant .....	18
Star Player – Nobbla Blackwart ..	24
Green Machine – Lesser-known	
Snotling Star Players .....	27
The Bad, the Ugly,	
and the Clinically Insane.....	30
Coffin Corner .....	34
Mighty Blow! .....	34





# IT'S NOT EASY BEING GREEN!

**W**hat's green, sticky, and stinks like a midden heap? If you answered Snotlings then give yourself a pat on the back! A breed of greenskins, Snotlings are diminutive, vicious little blighters possessed of the enthusiasm of a puppy and the intelligence of the mushrooms they love so much (*mmm... mushrooms! – Ed*). When not getting fed to squigs, bullied by Goblins or chased away by merchants who know about their wandering fingers, Snotlings have two hobbies: cultivating mushrooms and watching Blood Bowl, both of which are pastimes they have immense love for.





**W**hen one thinks of the ideal Blood Bowl player, no one, beside the creatures themselves, ever thinks of Snotlings. Smallest of all the greenskins, Snotlings possess neither the strength of an Orc nor the cunning of a Goblin, and generally lack the ability to do anything but fetch and carry for their larger cousins. To other greenskins, Snotlings are treated as wayward and mischievous pets, always getting themselves into trouble, lurking around latrines and chasing their own tails (*We no have tails! – Ed*).

This penchant for trouble, combined with the Snotling love of everything Blood Bowl, all but made it inevitable that the little blighters would end up on the pitch! Some Snotlings are content to play alongside Ogres, although such work leaves much to be desired, what with the constant fear of being eaten by their corpulent overseers or stabbed in a dark alley by a Gnoblar desiring their position. To avoid these issues, many Snotlings band together to take to the pitch themselves, looting laundries for Blood Bowl kit and giving little thought to tactics!

Given their reputation as, to put it mildly, poor Blood Bowl players, no successful coach would dream of overseeing a Snotling team unless they had a sudden urge to become a laughing stock. Of course, Snotlings, so used to being bossed around rather than giving orders, are unable to manage themselves and Snotling teams are always in dire need of a coach desperate enough to lead them. Inevitably, Snotling teams attract the dregs of the coaching profession: drunkards dreaming of past glories, newcomers who just can't get their big break, and the occasional retired player wishing to make the switch into management. Those with no reputation to lose see a great opportunity, for to lead a Snotling team to even the lowest rung of success is a significant accomplishment, and these coaches find themselves swiftly snapped up by another team better suited to their abilities.

Snotling teams are an eclectic lot, possessed of great enthusiasm and little else. At the core of every team are the Snotlings themselves, a tide of little green devils that scamper around the pitch in a somewhat vain attempt to avoid being squashed by anything bigger and stronger than them – which is practically everything on the gridiron. Snotling players swarm over the pitch, leaving in their wake dozens of broken rules, for the concept of 'rules' is not one many Snotlings understand. In such numbers lies a Snotling team's greatest strength, for even the strongest opponents can be brought down by a mass of green limbs and razor-sharp teeth.

Of course, were Snotling teams formed exclusively of tiny greenskins and nothing else, their appeal would quickly fade; one can only see so many Snotlings smashed flat before growing bored. Luckily, a Snotling team is not devoid of muscle, for Trolls are more than happy to be prodded onto the pitch in search of food, whether that be Snotlings or otherwise. On top of this, such squads are packed to the brim with examples of the unique brand of greenskin ingenuity possessed by Snotlings, bringing with them a carnival of crazed inventions to unleash upon their opponents.

The exact manner in which this ingenuity shows itself varies across Snotling teams, with each one bringing their own 'enhancements' to the game of Blood Bowl, filling each match with their own eccentricities. However, certain staples of Snotling creativity have found a permanent place in the hearts of the fans. These days, nearly every Snotling team finds a place for the bouncing Fun-hoppas, noxious Fungus Flingas, and 'towering' Stilty Runnas. United by their love of Blood Bowl, and inability to perceive terrible ideas, Snotling teams pile into their Pump Wagons and travel across the Old World, thundering onto the pitch in the somewhat vain hope that, one day, a Snotling team will actually prove competitive!

## SNOTLINGS

**G**reen and tiny, the sight of a Snotling standing next to you upon the Blood Bowl pitch is not one that inspires a great deal of confidence. Small, scrawny creatures, a Snotling's arms are barely strong enough to carry the ball and going head-to-head with an opposing player is an all-but impossible task. Despite these obvious drawbacks, a Snotling possesses two core traits that make them ideal Blood Bowl players: unshakeable enthusiasm and a severely-underdeveloped sense of self-preservation. In a Snotling's diminutive mind, it is perfectly capable of not only playing Blood Bowl but also of competing on an equal footing with any other race. Believing in their own innate superiority, Snotlings are more than eager to take their place on the line of scrimmage as they throw themselves at far bigger opponents.

The presence of a Snotling team is guaranteed to generate much mirth amongst fans and many headaches for match officials, for Snotlings hold only a loose understanding of the rules and a complete inability to count (*some of us can, it's just funnier not to! – Ed*). These quirks – combined with the fact that, to most non-greenskins, all Snotlings look the same – ensure that every pitch will be swarming with more Snotlings than regulations allow, additional players and excited fans clambering over one another to get in on the action. Whilst this flagrant violation of Nuffle's sacred rules leaves many sticklers incensed, the low threat posed by individual Snotlings means that few opposing teams object to the additional greenskins – after all, Snotling bludgeoning is one of the 'Top 5 Cardio Workouts' of 2497 according to *Spike! Magazine*.





## FUNGUS FLINGAS

If there is one thing Snotlings love more than Blood Bowl then it would be mushrooms, for the greenskins have countless, often questionable, uses for the varied types they farm. Such is their passion for fungi ('cos we're fun guys! – Ed) that Snotlings are constantly testing new ways to make them useful on the pitch; from hearty potions meant to increase strength, to poisoning the opposing team's water supply, all pale in comparison to the Fungus Flinga. Inspired by Goblins slinging bombs across the pitch, a Fungus Flinga sends deadly fungus sailing into the air to choke the enemy with suffocating spores that few can withstand.

The exact properties of the mushrooms carried by a Fungus Flinga are unknown to all but the Flinga himself, for each team farms its own unique variety. Even the fiercest critics of Snotling teams cannot deny the effectiveness of a Fungus Flinga, for few players remain standing when engulfed by a ball of fungus impacting nearby at high speed. Of all the Snotling players, it is Fungus Flingas who remain

the most infamous, their reputations heightened by countless locker room tales of players found dead by their team-mates, their corpses covered in freshly-sprouted mushrooms, and a cackling Snotling emerging from the sidelines to harvest their latest batch.

## FUN-HOPPAS

Though most Snotlings proclaim themselves to be ingenious inventors, most of their creations are crude designs, mimicking the achievements of other races (*Lies! They steal from us! – Ed*). Inevitably, these replicas involve some form of mushroom. The Fun-hoppa is evidence of that fact. Snotlings who wish to bounce around like a Squig Hopper but wish to avoid being eaten by their mount turn to growing a particularly spongy form of mushroom. When these crops are harvested, Fun-hoppas take to the pitch with wild abandon!

The sight of a screeching Snotling haphazardly launching itself over the opposing team's line is a memorable one! Benefiting from their tiny stature and general nimbleness, those Fun-hoppas who avoid the grasping hands

of their opponents quickly learn to pilot their fungoid mounts expertly. Prolonged exposure to the spores emitted by the mushrooms they ride sees Fun-hoppas lose what little lucidity they had in the first place, spending most of their time on the pitch performing elaborate tricks, forgetting the concept of a ball or touchdown in favour of being as flamboyant as possible.

## STILTY RUNNAS

Some Snotlings just want to be taller. Maybe they've suffered all of their short life being laughed at for their diminutive stature. Maybe they are fed up of being smaller than everything they come across upon the gridiron. Or maybe they just have big dreams! Regardless, these vertically-challenged Snotlings often do the most logical thing they can think of – strap two tall planks of wood to their shins and play Blood Bowl on stilts!

This crude elongation does much to boost the self-esteem of such Snotlings, many going as far as painting the wood green and trying to pretend that their 'legs' are natural. Though a happy Snotling is a healthy Snotling, the addition of the stilts makes them only marginally faster than their team-mates while making them a more obvious target to an opponent; it's a lot easier to figure out which Snotling has the ball if the one carrying it is a couple of feet taller than their team-mates! Nevertheless, these drawbacks are of no concern to Stilty Runnas, for they believe they are the fastest creatures on the pitch and revel in the sense of power they get from looking down upon their team-mates!

## PUMP WAGONS

Too a Snotling, a Pump Wagon is an incredible work of artifice, forged from the refuse of other races into a mighty machine capable of levelling nations and carrying the Snotling race to glory! In truth, each Pump Wagon is a unique creation brought into existence by the frantic minds of its creators and cobbled together from whatever was to hand at





the time of its construction. Over time, Pump Wagons are modified to meet the evolving needs of a Snotling team, carrying the players across the Old World whilst also serving as housing and storage, all the while bearing whatever 'trophies' the Snotling team has picked up along the way.

Pump Wagons are designed for purposes other than utility and, more often than not, a Snotling team will drive its wagons onto the pitch, the crew deciding they don't want to be left on the sidelines. Powered solely by the momentum of frantically pedalling Snotlings, a Pump Wagon lends a measure of power to a Snotling team, grinding its way through opposing players (and the odd Snotling) in the crew's excitement at getting to play. Though most Pump Wagons look flimsy, their haphazard creation ensures no one is quite sure which parts are important and which aren't, meaning it often takes numerous blows before a Pump Wagon stops moving. Such is the potential havoc a Pump Wagon can cause, that Snotling teams have begun to turn a lucrative trade from selling advertising space on the wagon itself, for sponsors love nothing more than being associated with gratuitous violence!

## TROLLS

**L**ike the rest of their greenskin cousins, Snotlings have the uncanny ability to attract Trolls to their side, luring them in with the possibility of a steady food supply. On the Blood Bowl pitch, Trolls lend some much-needed muscle to a Snotling team, capable of weathering tackles that would obliterate the average Snotling. Though they do need to be prodded in the right direction, and have the occasional habit of eating their team-mates, a pair of Trolls offers a Snotling team a semblance of a fighting chance. It is not an uncommon sight when a Snotling team is playing for their Trolls to be the only ones left standing at the end of the match, the beasts still happily chewing their way through the opposition (literally!).

# FAMOUS SNOTLING TEAMS



## THE 'DEVASTATING' DOOMSPIRE DEATH-DEALERS

A Snotling team topping the rankings in any league is virtually unheard of, especially when that ranking is 'Most Casualties Caused'. Yet, during the 2494 Stout Stoot Cup, this is exactly what happened! Though every game they played was a draw or loss, the Snotlings crushed many a Halfling and Goblin beneath the wheels of their heavily-modified Pump Wagons, carving their way to the top spot with the blood of 23 casualties over 14 games. For the first time in their existence, the Death-Dealers actually dealt death! Much to the delight of their fans, the Death-Dealers' decided their success meant they could compete in more conventional leagues against every type of team. This belief was proved wrong in a single game versus the Jagged-Tooth Smashers, a minor-league Orc team, who broke the Death-Dealers' casualty total in a single game, killing an impressive 26 Snotlings, including many fans who had snuck onto the pitch hoping to "...ave a little go!".

## THE 'FABULOUS' PHEIFHOLM FUNGUS FARMERS

The founders of the 'Fabulous' Pheifholm Fungus Farmers never had much of an urge to form a Blood Bowl team, so caught up were they with their expansive network of fungus farms beneath Pheifholm. Sadly, their dreams of being left alone came crashing down, quite literally, when a Skaven team burrowed too deep, collapsing Pheifholm stadium and burying the fungus farms below it. Incensed at the loss of nearly all of their crops, the surviving Snotling farmers pledged vengeance, vowing to choke every stadium with a veritable forest of mushrooms! Finding that the easiest way into a stadium was to actually play the game, the 'Fabulous' Pheifholm Fungus Farmers were formed, each new game a cover to lay more of their spores within the dark recesses of the Blood Bowl world.

## THE 'STUPENDOUS' SUNDERTOWN SLIME SLINGERS

The Slime Slingers are credited with developing the 'Fungus Sticka', a wad of poisonous fungus coated in an adhesive slime donated by the Snotlings themselves. This invention saw the Slime Slingers win several games over the course of two seasons, a prospect all but unheard of for the average Snotling team, until their star Flinga was crushed by an angered Blitzter. With none of the remaining Snotlings possessing anything approaching basic aiming skills, the Slingers switched to sticking the fungus to agreeable Fun-hoppas, the capering lunatics bounding into the opposing line before tackling an opponent and exploding in a cloud of spores.

## THE 'BRUTAL' BEINHOFEN BONEBREAKER BRAWLERS

The Bonebreaker Brawlers have gone through many names during their relatively short playing career, most of which coincide with some minor event the Snotlings can boast about. Their latest name came after a savage 6-0 defeat against the Nuln Ironflanks, when the two teams ran across each other in the local tavern after the game. When the Human team refused an offer of 'homemade Fungus Brew' saying they "...would never touch such swill!", the resulting brawl left eight Snotlings dead and two Humans with minor injuries, including one broken finger. The next day, the Snotling team changed their name to the 'Brutal' Beinhofen Bonebreaker Brawlers in honour of their 'victory'.

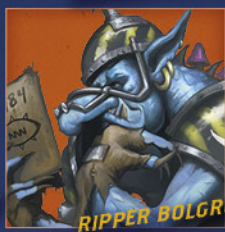
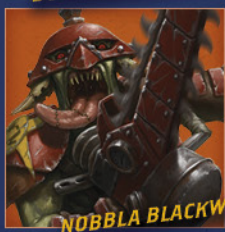




## TEAM ROSTER

QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS	NORMAL	DOUBLE
0-16	Snotlings	20,000	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy	A	GSP
0-2	Fungus Flings	30,000	5	1	3	5	Bombardier, Dodge, Right Stuff, Secret Weapon, Side Step, Stunty	AP	GS
0-2	Fun-hoppas	20,000	6	1	3	5	Dodge, Pogo Stick (grants Leap and Very Long Legs), Right Stuff, Side Step, Stunty	A	GSP
0-2	Stilty Runnas	20,000	6	1	3	5	Dodge, Right Stuff, Side Step, Sprint, Stunty	A	GSP
0-2	Pump Wagons	110,000	4	5	1	9	Dirty Player, Juggernaut, Mighty Blow, Really Stupid, Secret Weapon, Stand Firm	S	AGP
0-2	Trolls	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	AGP
0-8	Re-roll counters: 60,000 gold pieces each								

## STAR PLAYERS



NAME	PLAYS FOR	SKILLS	COST (GP)	MA	ST	AG	AV
<b>Bomber Dribblesnot</b>	Chaos Renegade, Goblin, Ogre, Orc, Snotling, Underworld Denizens	Accurate, Bombardier, Dodge, Loner, Right Stuff, Secret Weapon, Stunty	60,000	6	2	3	7
<b>Fungus the Loon</b>	Goblin, Snotling	Ball & Chain, Loner, Mighty Blow, No Hands, Secret Weapon, Stunty	80,000	4	7	3	7
<b>Helmut Wulf</b>	Amazon, Chaos Renegade, Human, Lizardmen, Norse, Old World Alliance, Snotling, Vampire	Chainsaw, Loner, Secret Weapon, Stand Firm	110,000	6	3	3	8
<b>Madcap Miggz</b>	Goblin, Snotling, Underworld Denizens	Break Tackle, Claws, Leap, Loner, No Hands, Very Long Legs, Wild Animal	170,000	6	4	3	8
<b>Morg 'N' Thorg</b>	Any except Necromantic Horror, Shambling Undead and Tomb Kings	Block, Loner, Mighty Blow, Thick Skull, Throw Team-mate	430,000	6	6	3	10
<b>Nobbla Blackwart</b>	Chaos Dwarf, Goblin, Ogre, Snotling, Underworld Denizens	Block, Chainsaw, Dodge, Loner, Secret Weapon, Stunty	130,000	6	2	3	7
<b>Ripper Bolgrot</b>	Goblin, Orc, Snotling	Grab, Loner, Mighty Blow, Regeneration, Throw Team-mate	270,000	4	6	1	9
<b>Scrappa Sorehead</b>	Goblin, Ogre, Orc, Snotling	Dirty Player, Dodge, Loner, Pogo Stick (grants Leap and Very Long Legs), Right Stuff, Sprint, Stunty, Sure Feet	150,000	7	2	3	7
<b>Ugroth Bolgrot</b>	Chaos Renegade, Orc, Snotling	Chainsaw, Loner, Secret Weapon	100,000	5	3	3	9
<b>GOLDEN ERA STAR PLAYER</b>							
<b>Bob Bifford</b>	Any Team	Block, Break Tackle, Juggernaut, Loner, Mighty Blow, Multiple Block, Thick Skull, Throw Team-mate	380,000	5	6	2	10





# THE 'MIGHTY' CRUD CREEK NOSEPICKERS

**I**t was inevitable that the Snotlings' love for Blood Bowl would see them take to the gridiron for an up-close, visceral look at the game. Unsurprisingly, the fact that a Snotling barely reaches a human's shins meant opportunities to play were initially in short supply, for only the most cash-strapped teams desperate for players would consider hiring a Snotling. However, some Snotlings did find a place on Ogre teams, fighting with Gnoblar (the Ogres' other diminutive servants) for a spot on the roster.



**O**ther, 'smarter' (What 'dem funny little squiggles mean? – Ed) Snotlings conceived an entirely different plan. Piling as many odds and ends as they could fit into a couple of Pump Wagons, these entrepreneurial Snotlings set off across the Old World looking for a coach to take them to the big leagues. Unsurprisingly, this plucky band was laughed out of many an office and agency, none wishing to destroy their career by hiring a group of players lacking in both skill and stature. It wasn't until a chance encounter in a fungus brew tavern with an aged Dwarf, who ranted about past glories and regrets, that the Snotlings found their leader. Taking note of the 'Bloodweiser Best Newcomer' medal tangled in his beard, the Snotlings plied their new friend with many libations until he finally agreed to take on the down-on-their-luck Snotlings and help them in their quest. And, like that, the 'Mighty' Crud Creek Nosepickers were born.

Filled with enthusiasm and hope after finally finding a coach, the Nosepickers began an extended training regime interspersed with motivational speeches about the true meaning of Blood Bowl, delivered by the mysterious Dwarf who had agreed to lead them. Of course, no one said training Snotlings to be good at a

physical sport would be easy (Oi! – Ed) and, despite all their work, the Nosepickers failed to make a mark upon the world of Blood Bowl, seeing nothing but mounting casualties for three years. Despite the many, many setbacks, their coach never quit, claiming to see something in the Nosepickers that no one else could. Never one to give up, even on an asinine idea, the Snotling team were never short of recruits to pick from, and kept working towards their crowning achievement. That moment came during the 2492 Jolly Green Stunty Cup.

No one expected anything from the Mighty Crud Creek Nosepickers beside the usual childish antics, bad players and cartloads of Snotlings (and subsequent cartloads of casualties). Yet, as the Nosepickers lined up against the Bad Moon Brotherhood, the watching crowd noticed a marked change in the Snotling team. Within moments of the game beginning, years of planning finally sunk into the Snotlings' heads, with bold Pump Wagon charges breaking open the Goblin line. Thanks to a series of clever plays, by the time the whistle was blown, the long-suffering fans of the Snotling team were on their feet cheering; the Nosepickers had finally gone and achieved a draw! Though they went

on to lose every subsequent game in the league, and 27 Snotlings to boot, the Nosepickers were ecstatic and so were prospective sponsors. Merchandise deals came in thick and fast, for while no one wished to support a team with no chance whatsoever, a story about plucky underdogs could be the foundation for some serious cash. As for their coach, it took the Mighty Crud Creek Nosepickers two days before they realised their coach was gone, the mysterious Dwarf disappearing in the night while the Snotlings celebrated not losing for the first time. Before his departure, the Dwarf left his 'Bloodweiser Best Newcomer' medal in the changing rooms of the Snotling team, a lasting reminder to the team of all they could achieve (I 'erd they flogged it for two copper coins! – Ed).







# TEAM PROFILE: MIGHTY CRUD CREEK NOSEPICKERS

**TEAM COLOURS:** Blue (clothes stolen from washing lines)

**OWNER:** Bing 'Shroomgatherer'

**HEAD COACH:** Luther the Inglorious

**PLAYERS:** Snotlings

**TEAM HONOURS:** Jolly Green Wooden Spoon Award 2492, Best Snotling Team of All Time (self-awarded)

**HALL OF FAME:** Pye 'Facesquasha', Fik 'Smartinose', Mash 'da Masha'

**SPIKE! TEAM RATING:** 14

## CAREER HIGHLIGHTS

**2488** A group of Snotlings, tired of lending their services to Ogre teams or the few low-level greenskin teams willing to hire them, decide to make their own way in the world. Placing themselves under the management of Snotling coach, Bong the Mighty, many of the Snotlings soon begin to lose hope of ever making it big on the gridiron. Seeking inspiration, the Snotlings decide to hit the nearby taverns in a wide-ranging brainstorming session which results in a new coach and the creation of the Mighty Crud Creek Nosepickers.

**2489** The now 'trained' Snotling team take its place in the 2489 Jolly Green Stunty League, filled with dreams of victory and conquest. Several matches later, following the death of 50 sideline staff when the Nosepickers tried to abduct the Spore Boyz' Fanatic before a game and an embarrassing loss against the Baker's Dozen, eventually the Nosepickers fall to the bottom of the league, and even lose against the Spider Stalkers, a Goblin team currently only capable of fielding six players! The crew of a Nosepicker Pump Wagon, distracted by mushrooms being passed around amongst the crowd, lose control of their vehicle, obliterating 13 Snotlings, and themselves, in a brutal explosion of wood and viscera!

**2489-92** The years are not kind to the Mighty Crud Creek Nosepickers, despite them sticking exclusively to Stunty leagues. Any other team would be heavily demoralised after months of defeat by vertically-challenged teams, but the Snotlings possess an unkillable enthusiasm – no matter how many of them are killed! Several interns of various analytical firms note that the team appears to be slowly increasing its skills, although such claims are met with predictable derision and leaves anyone who says such thoughts out loud with nothing but a tarnished reputation.

**PRESENT** Following the departure of their mysterious coach, the Mighty Crud Creek Nosepickers go through a brief period of instability as they try to find a new representative. Recognised as true underdogs, numerous minor sponsors secure deals with the Snotling team, hoping the agreements will open up a new revenue stream based on blind optimism. In the following years, a steady flow of coaches and players come through the Nosepickers, all looking to achieve 'success'. With 13 draws under their belt and a new coach in the form of Luther the Inglorious, the infamous 'Ball Butcher of Talabheim', many believe the Snotling team are on the cusp of actually winning. Against a Stunty team, anyway!



# HALL OF FAME: THE MIGHTY CRUD CREEK NOSEPICKERS 2492-2493 SQUAD

NAME	POSITION	MA	ST	AG	AV	SKILLS
<b>Pye 'Facesquasha'</b>	Snotling	5	2	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy
<b>Odz</b>	Snotling	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy
<b>Wyne</b>	Snotling	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy
<b>Pip 'Nimbletoes'</b>	Snotling	5	1	4	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy
<b>'Dropper' Pop</b>	Snotling	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy
<b>Pik the Terrible</b>	Snotling	5	1	3	5	Dauntless, Disposable, Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy
<b>Fik 'Smartinose'</b>	Stilty Runna	7	1	3	5	Dodge, Right Stuff, Side Step, Sprint, Stunty, Sure Feet
<b>Sodz</b>	Stilty Runna	6	1	4	5	Dodge, Right Stuff, Side Step, Sprint, Stunty
<b>Fun 'Da Fungi'</b>	Fun-hoppa	6	1	4	5	Dodge, Pogo Stick ( <i>grants Leap and Very Long Legs</i> ), Right Stuff, Side Step, Stunty
<b>Cheez</b>	Fun-hoppa	6	1	3	5	Dodge, Pogo Stick ( <i>grants Leap and Very Long Legs</i> ), Right Stuff, Side Step, Stunty
<b>'Madnose' Mix</b>	Fungus Flinga	5	1	3	5	Bombardier, Dodge, Pass, Right Stuff, Secret Weapon, Side Step, Stunty
<b>'Shortarm' Nilli</b>	Fungus Flinga	5	1	3	5	Bombardier, Dodge, Nerves of Steel, Right Stuff, Secret Weapon, Side Step, Stunty
<b>Da Royul Wagun</b>	Pump Wagon	4	5	1	9	Dirty Player, Guard, Juggernaut, Mighty Blow, Really Stupid, Secret Weapon, Stand Firm, Tackle
<b>Da Mighty Crusha</b>	Pump Wagon	4	5	1	9	Break Tackle, Dirty Player, Juggernaut, Mighty Blow, Really Stupid, Secret Weapon, Stand Firm
<b>The 'Mighty' Crud Creek Nosepickers</b>		2 Assistant Coaches		4 Re-rolls		
<b>Snotling Team</b>		5 Cheerleaders		4 Fan Factor		
<b>Head Coach: Mysterious Dwarf</b>		1 Apothecary		Total Cost of Team: 1,120,000 gold pieces (1,240,000 gold pieces including base cost of Disposable players)		

**PUT ME IN, COACH:** The 'Mighty' Crud Creek Nosepickers place a lot of faith in the mysterious Dwarf coach they picked up in a fungus brew tavern. So long as the coach is on the sidelines berating them, they believe there is always a chance of victory. This childlike belief even inspires their fans, who love nothing more than surging onto the pitch in great numbers to aid their mates.

The 'Mighty' Crud Creek Nosepickers can purchase the Riotous Rookies inducement for half price, paying 50,000 gold pieces rather than the usual 100,000 gold pieces. The 'Mighty' Crud Creek Nosepickers gain an additional 3D3+4 Journeymen from the Riotous Rookies inducement rather than the usual 2D3+1. In addition, so long as the coach has not been ejected from the game (e.g., after arguing a call and rolling a 1), the 'Mighty' Crud Creek Nosepickers can choose to remove D3+1 players with the Swarming Extraordinary skill from their Reserves box and set them up on the pitch, instead of the usual D3.



# STAR PLAYER SPOTLIGHT

## RIPPER BOLGROT



"I, for one, am glad this whole debacle is over and am further pleased in the move to ban Ugroth for his debased actions; it goes to show that thuggish behaviour is no replacement for proper legal discourse and any who believe otherwise risk losing the one arena where their specialised skill set is appreciated."

*Ripper Bolgrot, in reaction to the news about Ugroth Bolgrot's lifetime ban from Blood Bowl*



**A**mongst Trolls, Ripper Bolgrot is an anomaly, possessing a keen mind to go with his strong arm. For a Troll, the ability to count higher than three is a sign of great intelligence, so the fact that Ripper Bolgrot has helped devise robust team tactics, built an established solo career and mounted a successful legal campaign is, to some, a sure sign the world is about to end. For those not among the doomsayers, Ripper is a fount of entertainment, known for his unique blend of on-field cunning and post-match panache.

**B**eing capable of devising robust tactics on the fly, communicating in actual sentences, and focusing on a particular task for more than ten seconds, all set Ripper apart from most Blood Bowl players, let alone other Trolls. Bestowed with unnatural intelligence thanks to 'sports therapy' undertaken during his time with the Deaths Heads, Ripper has gone from strength to strength ever since, using his deadly combination of brain and brawn to cement his name amongst the greatest Blood Bowl players of all time. Though his legend precedes him, all manner of players presume the rumours of an intelligent Troll are over-exaggerated, much to their regret.

Though his combo plays are a sight to behold, it isn't just on the pitch that Ripper excels. In the years following his sudden increase in intelligence, Ripper began building an investment portfolio with the help of the legendary Dwarf businessman – and alleged insider trader – Nurgrim Goldgatherer. This small fortune has been turned to all manner of ventures that have made Ripper a tidy profit, including a seasonal partnership with McMurty's selling the 'Rippa Burger', and his best-selling self-help book, *How to Escape a Caustic Relationship*. After amassing a small fortune, Ripper bought out his contract and went freelance, increasing his wealth as both a player on the pitch and a team consultant off it.

Able to negotiate his own contract, Rippa charges large sums for his services, hiring himself out to any greenskin team able to pay. Recently, Rippa has found himself taking to the field alongside numerous Snotling teams, their head coaches able to afford the Troll's skills thanks to not needing to pay the Snotlings any wages. With increasing funds came an increasingly lavish lifestyle, and Ripper is as well-known for his extravagant parties as he is for his brutal right hook. Many teams pay for Ripper's extensive knowledge and experience with the game, for the Orc, Goblin, and Snotling teams that regularly hire him are not known for their tactical prowess beyond hitting and/or stabbing someone till they stop squirming. Luckily, the shouted commands of an angry Troll tend to light a fire under all but the most stubborn of players.





# CAREER HIGHLIGHTS

**2457** Ripper Bolgrot is recruited by the Deaths Heads' talent scouts after he is spotted in the swamps near his lair, hurling large rocks at distant fishermen with impressive accuracy. He refuses their offer at first, dissolving several Goblins (and their proffered contracts) with corrosive vomit, but changes his mind after they change tack and offer him a boatload of fish heads.

**2461** Ripper's career gets off to a slow start. Even for a Troll he is particularly dense, often forgetting what he's been told and even wandering off into the stands for a snack mid-game. Head coach Grakk Spleenstompa, in a fit of despair, threatens to feed his scouts to the dim-witted Troll they 'discovered' if they can't get him to stick to the plan. Fearing for their lives, they enlist the services of an unknown back-alley alchemist, whose identity has remained a closely-guarded secret ever since.

**2461** Ripper returns from a week of 'sports therapy' and is almost unrecognisable. His stooped posture is no different, and neither are his giant fists or massive, stumpy teeth, but his eyes now glimmer with intelligence. Spleenstompa is speechless when he first meets his new star Blocker, mainly because he can't get a word in edgeways – Ripper has miraculously become a fountain of civilised conversation and immediately offers several long-winded suggestions for the advancement of the team.

**2461-78** Ripper continues to play for the Deaths Heads, swiftly being promoted to team captain due to his unique combination of tactical play and extreme violence. He becomes renowned for his combo plays, sending Orcs to clear the opposition's downfield before skilfully pitching Goblins straight to the End Zone.

**2478** Clearly growing bored of being told what to do, Bolgrot quits the team (buying out his own contract, having made a small fortune through a number of sound investments) and sets himself up as a Troll-for-hire. The life of a freelance player proves lucrative and enjoyable, with Ripper particularly grateful that he can easily negotiate himself out of his contract with Goblin and Snotling teams when their comparative lack of intelligence frays his nerves.

## 2478-PRESENT

Ripper continues to play for any team that can afford him, using his earnings to finance an increasingly-lavish lifestyle. He makes several enemies, not least Ugroth Bolgrot, an Orc player who happened to share his name until Ripper won a landmark legal battle. Ugroth goes so far as to assault Ripper after a match, decapitating him with a chainsaw in an act of cold-blooded revenge. Fortunately, thanks to the regenerative powers inherent to Trolls, this is a mild inconvenience at best and Ugroth is rewarded with a lifetime ban for Wasting Violent Behaviour Outside of Play.





# DIRT FROM THE DUGOUT

**M**indy Piewhistle is our Halfling on the spot when it comes to digging up the dishy dirt and salacious scandals that our readers have come to know and love. This issue, Mindy immerses herself in the controversial hiring of Snotling stadia attendants.



**SPIKE!:** We're here again, Mindy, so tell us, what have you found out this time?

**MINDY:** Well, I've been looking into public opinion on the recent hiring of Snotlings within Blood Bowl stadia.

**SPIKE!:** Oh, do tell!

**MINDY:** Well, we all know that Snotlings are viewed as less... civilised than most folk, so it wasn't strange when the Murkbowl Stadium replaced half its staff with the little devils; considering the state of that place, finding a Snotling lurking by the toilet is the least of your worries!

**SPIKE!:** Indeed, I don't think a raging fire would properly cleanse the filth!

**MINDY:** Exactly. But then, to everyone's surprise, the idea caught on, and everywhere from Goadmalice Park to the Altdorf Oldbowl itself have gone about replacing workers with scores of Snotlings.

**SPIKE!:** I take it some of the more refined folk aren't happy about that?

**MINDY:** Well, it went pretty much unnoticed at the start as the new 'workers' stayed around the rubbish heaps or behind the latrines, and no one of note would go diving into those places! But then the situation started exploding.

**SPIKE!:** What?! You mean the Snotlings begun exploding?

**MINDY:** In a manner of speaking. First there were reports of sinister chuckles heard in the latrines, because we all know toilet humour is beloved of every Snotling. This especially unnerved patrons when 'workers' would jump out of the toilet bowl when they went to sit down!

**SPIKE!:** I say!

**MINDY:** It didn't stop there. The Snotlings soon found themselves replacing kitchen staff. This alone was a bit frightening considering their average level of hygiene but people don't expect much quality from stadia food...

**SPIKE!:** If you can even call it food!

**MINDY:** The problem there is Snotlings like mushrooms and put them in everything. After a wave of delirium caused havoc at the final of the Longbeard League, inspectors have been drafted in to figure out what is going on!

**SPIKE!:** And what have they found?

**MINDY:** Even my sources are tight-lipped on that one. Whatever it is, it has forced inspectors to open a book of employment laws and actually enforce worker rights for the first time in six decades!

**SPIKE!:** The horror!

**MINDY:** Needless to say, the number of Snotling workers has been vastly diminished – after all, the only advantage of employing Snotlings was that twenty of them could be given the same wage as one regular worker.

**SPIKE!:** What is the world coming to when an honest businessman can't undercut their employees? Well, let's hope fans can now go to the latrine without fear of what they'll see in the toilet bowl!





# STAR PLAYER SPOTLIGHT

## OL' BALL AND CHAIN: FUNGUS THE LOON



HAHAHA...HAHAH....  
HAHAHAHA...  
HA...HA...HAAAAAAA!

- Post-match 'interview' with Fungus the Loon,  
shortly before the 'Great Reporter  
Massacre of 249J'



**I**t takes a special effort for a Goblin Fanatic to earn the dubious distinction of being titled 'the Loon', especially considering every single one of them is a scholastic example of 'not right in the head'! Yet, beyond all expectations, one Goblin has proved himself crazier than all the others, never lucid and forever seeking his ball and chain, or some other makeshift weapon, to forge a path of destruction. That Goblin is Fungus the Loon.

**S**ome claim they knew Fungus from before he began his 'career' as a Fanatic. Those that do say Fungus was a quiet lad, abandoned at birth and taken in by a family of Snotlings. One of 732 siblings, Fungus spent much of his youth working the fungus caves, tending the crops and testing new combinations of mushroom stews. This passion for cooking was to change Fungus' life, for while following a recipe from the 99 *Fabulous Fungus*

*Superfoods* he didn't notice several pages were stuck together and combined ingredients from different dishes. One taste test later and Fungus descended into madness, sprinting off into the distance to pastures new.

It's hard to imagine such stories hold much truth, considering that these days Fungus the Loon is an insane lunatic known more for shattering bones and obliterating the strongest of defences than his culinary skills. Like all Fanatics, Fungus' signature weapon is an oversized ball and chain that lends the greenskin a measure of strength far beyond his scrawny frame. Fungus is capable of feats of strength and speed beyond most of his ilk, for the fateful brew he once imbibed is of greater potency than any made before or since. Such potency came with a price, for Fungus is doomed to never have a moment of lucidity, constantly twitching and muttering to himself whenever his weapon is taken from him, hands clutching an imaginary chain. The moment his prize

possession is returned, Fungus starts swinging, levelling everything in his path until even his considerable stamina is finally exhausted.

Off the pitch, Fungus spends most of his time desperately searching for another weapon, his ball and chain often locked up by his agent to decrease the chances of random destruction. As an outlet for Fungus' talents, the Fanatic is often hired out to demolition companies, happily swinging his way through entire city districts with wild abandon. Before taking on these jobs, his agency requires the hirer to sign a binding contract stating any damage outside contractual obligations is entirely the responsibility of the hirer, for Fungus is not known for his restraint.

Readers are advised... if they ever see net-wielding Goblins running through the streets, to make a swift exit – whether it's escaped squigs or a wild Fungus the Loon, it's best to make oneself scarce!

## FUNGUS THE LOON

### BALL & CHAIN FANATIC

80,000 GOLD PIECES



MA	ST	AG	AV
4	7	3	7

**SKILLS:**  
BALL & CHAIN, LONER, MIGHTY BLOW, NO HANDS,  
SECRET WEAPON, STUNTY

**TEAMS:**  
GOBLIN, SNOTLING

## SPIKE!

THE FANTASY FOOTBALL JOURNAL

FUNGUS THE LOON


**AGE:** UNKNOWN  
**HEIGHT:** 3 FT 5 INCHES  
**WEIGHT:** 79 LBS (174 LBS WITH BALL AND CHAIN).  
**ORIGINATING TEAM:** THE GREENBOYZ  
**POSITION:** FANATIC

---

**CAREER TOTALS:** 111 KILLS, 292 SERIOUS INJURIES, 37 CITY BLOCKS LEVELLED

---

**AWARDS:** FANATIC MAGAZINE'S FANTASTIC SWINGER AWARD 2482-2484, 2489, 2495.





# CAREER HIGHLIGHTS

**2482** Recruiters for the Greenboyz hear of a tireless Fanatic twirling his way across the countryside of the Empire, destroying anything, and anyone, who gets in his way. With their team having a love of secret weapons, the recruiters are quick to try to acquire this new find, following the potential recruit and carefully directing him towards the next Greenboyz game. In his debut match, Fungus ends the career of two players and one referee, the latter of which gets too close while trying to send him off.

**2485** In the three years since his debut game, Fungus has yet to gain any notion of lucidity, despite having never been seen to partake in the mushroom brews used by other Fanatics. This perplexing development is made all the stranger by the fact that Fungus appears to calm down in the presence of Snotlings, the tiny creatures seemingly the only thing that can tame the Fanatic and stop him from constantly gibbering to himself. His apparent love of Snotlings, combined with his on-pitch antics being reckless and crazed even by Goblin standards, soon earn him the name 'Fungus the Loon'.

**2491** Fungus the Loon carves a path of destruction through the city of Magritta after someone foolishly forgets to lock up his ball and chain. Escaping into the wilds, the Fanatic is eventually found by the aspiring Snotling talent scout, Yib, who manages to form a bond with Fungus. Though several small villages are destroyed during the journey, the pair soon find their way to civilisation and Yib starts looking for Fungus' next gig.

**PRESENT** With Yib as his agent, Fungus the Loon gains notoriety amongst greenskins for causing an utter ruckus. As his casualty tally grows, he becomes a firm favourite amongst down-on-their luck teams who are more than happy to empty their coffers if it means brutalising a team they hold a grudge against. On the side, Yib starts a demolition business to rake in extra coin, taking the lion's share owing to the fact that Fungus cares not about material wealth. Rumours say that Yib is in frequent contact with all manner of alchemists and warlocks, searching for a means to return at least some measure of sanity to Fungus the Loon.





# CHAT WITH THE RAT

**H**ackspit 'the Scribbler' Quillchewer is our ace Skaven reporter on the pitch, scratching about in all manner of places to bring us engrossing news from the sidelines. This issue, our spirited rat met with Zibbit, owner of Zibbit's Pump Wagons and leader of the 'Pump My Wagon' initiative, which sees the entrepreneuring Snotling trying to 'improve' the transportation of every race.



**QUILLCHEWER:** Thanks for taking some time out of your busy schedule to talk to me, Zibbit. For those readers who don't know you, tell us a bit about yourself.

**ZIBBIT:** No problem Rat-thing. I is a Snotling inventor, one of da greatest there is, which is saying sumfing dat's for sure. Now I live in the 'umie city of Altdorf, helping improve the Pump Wagons of Snotling teams.

**QUILLCHEWER:** Thanks, Zibbit. However, it's not-not just Snotlings you want to help out, is it?

**ZIBBIT:** No. I've become fed up with all those other races moving around in their dodgy-looking transports, dat's good for nuffin' but sittin' in and often pulled by four-legged thingz. What's up with dat?

**QUILLCHEWER:** You say-mean a horse and carriage?

**ZIBBIT:** Dat's wut I said!

**QUILLCHEWER:** Yes-yes, of course. I'm presuming that's why you... 'appropriated' Baron Jeremiah Duprine's carriage?

**ZIBBIT:** I borrowed it, yeah. Thought it would be a nice 'fing to do, cause he would think it was missing for like a week then it would turn out it was just stolen to make better. So dat's what we did.

**QUILLCHEWER:** You made-built it better?

**ZIBBIT:** Course I did, otherwise I wouldn't have nicked it. Spent da whole week working and tweaking to make it as good as, if not better dan, a Pump Wagon.

**QUILLCHEWER:** And what about the Baron's complaints that his new carriage is far worse? And the absence of horses?

**ZIBBIT:** Well dat's just his simple mind not understandin' Snotling engineering. Three wheelz go faster than four when you're pumping it with your legs, and now it's two-tiered with open sides to enjoy da lovely smells that drifts across the city. Plus, you don't need to feed da horses – in fact we left a horse in his Wagon to feed him!

**QUILLCHEWER:** How good-nice of you. That's not the only outreach you've done to 'improve' various modes of transportation, is it?

**ZIBBIT:** 'Course not. After da success of da Baron's work I realised that all of dem need fixin'. So I borrowed dat giant steamy tank-thing down by the ol' fort and fixed it up proper and good; after all, there was no need for so much metal when wood is twice as good, and too many of those metal balls kept it slow. Plus, crew steam is better than actual steam!

**QUILLCHEWER:** Interesting. Now, am I right in knowing-thinking that Cabalvison has approached you about creating a series out of your work?

**ZIBBIT:** Yeah, seems they know good work when they see it. Warms my heart to see all the shocked, happy faces up in dem crystal balls. Never see them complaining, so must be doing good work.

**QUILLCHEWER:** Could it not be because they are being filmed and the reel has been edited?

**ZIBBIT:** Dat's silly talk. Never had anyone complain to my face and I would tell 'em why they're wrong if they did.

**QUILLCHEWER:** Is that-that what you'll say to the Altdorf guards outside the door?

*(The interview ends here, as Zibbit makes a rapid escape out the window to his awaiting Pump Wagon, before furiously peddling off towards the horizon).*





**T**o take on a Snotling team, a coach must be willing to enjoy a challenge, have an affinity for the weird and the wonderful, not be too concerned with winning many games and, most importantly, bring their own shovel to help clear the field of the dead and dying at the end of every fixture! We here at *Spike! Journal* thought long and hard about who to approach for this issue's tactics guide. Surely no one would want to talk at length about Snotlings, would they? Then we remembered Cabalvision sensation, Stephan Crass. He'll do anything for exposure, including coach a Snotling team. Perfect!

**N**either as fast, strong nor as well armoured as their Goblin cousins, Snotlings still bravely (some say foolishly) aspire to emulate the on-pitch successes of the larger greenskins. Clearly lacking none of the ingenuity of the average Goblin and further inspired by their own wild imagination, Snotling teams strive to bring ever-more wacky innovations to Nuffle's sacred turf. Obviously, no referee in their right mind could ignore such goings-on for long, so it's lucky that a fascination with devious devices isn't the only Goblin-like trait Snotling teams demonstrate, as they are not averse to greasing the palms of an official to make them look the other way!

At first glance, a coach could be excused for dismissing Snotlings as uncompetitive, but with the right management – and a bit of luck – a Snotling team can be every bit as competitive as any other Stunt team! Most importantly, Snotlings are tremendous fun to coach, and the crowds of onlookers their games inevitably attract love seeing them take to the field – everybody loves an underdog (especially if they happen to be juggling deadly fungus bombs or parading around on stilts!). Be it the sight of many bizarre innovations or the spectacle of a seemingly-endless herd of excitable Snotlings swarming the length of the field, there's just nothing quite like a Snotling team!





# THE PLAYERS



## SNOTLINGS

QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS	NORMAL	DOUBLE
0-16	Snotlings	20,000	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Swarming, Titchy	A	GSP

**T**he humble Snotling makes up the bulk of the team and might not seem that great a player. As slow as an Ogre, they're unlikely to chase down a Gutter Runner and, even if they caught one, it would require two or three to have a chance of beating it up! What's more, a single punch from a Halfling is enough to send a Snotling off the pitch on a stretcher.

So what makes a Snotling useful? Firstly – they're cheap! In fact, they're the cheapest player in the game. Better still, because they're so expendable, their hiring cost isn't included in the calculations to determine Team Value, which makes the team more likely to receive Petty Cash for Inducements before the game (and it is the Inducements that really make the team shine!). The next redeeming feature of the average Snotling is a big one: the Swarming rule. This wonderful skill enables the coach of a Snotling team to sneak on additional players before each drive. This gives Snotlings a numerical advantage like no other team. True, it may not last for long, but all those extra bodies really confuse the opposition!

What's more, Snotlings are immensely manoeuvrable. Titchy adds an additional +1 modifier to all of their Dodge rolls which, combined with Stunty, allows them to move through Tackle Zones on a 2+, with Dodge giving a re-roll if needed. This lets them get exactly where the opposition doesn't want them to be, and Side Step keeps them there!

## FUNGUS FLINGAS

QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS	NORMAL	DOUBLE
0-2	Fungus Flingas	30,000	5	1	3	5	Bombardier, Dodge, Right Stuff, Secret Weapon, Side Step, Stunty	AP	GS

**F**ungus Flingas add a surprising-ranged threat to the Snotlings' gameplay – and their ready access to Passing skills means that a coach can (all being well) make great use of the Hail Mary Pass skill to launch bombs from the backfield to anywhere on the pitch, totally bypassing the drawbacks that Stunty players usually suffer while passing. Whilst a very cheap option at only 30,000 gold pieces, a Snotling coach will need to use them carefully as the Ref is likely to turf them off the field at the end of the drive. Yet the chaos these budget-bombardiers can cause more than makes up for any of the potential drawbacks.

## FUN-HOPPAS

QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS	NORMAL	DOUBLE
0-2	Fun-hoppas	20,000	6	1	3	5	Dodge, Pogo Stick ( <i>grants Leap and Very Long Legs</i> ), Right Stuff, Side Step, Stunty	A	GSP

**G**enerally the ball carriers of the team, the smaller size of a Snotling Fun-hoppa compared to other Pogo Stick players allows them to make the most of the Pogo Stick skill, as they can tuck the ball safely under their arm while a Troll launches them down field. This makes them really useful for one-turn touchdown attempts and gives them great utility in conjunction with any player that has the Throw Team-mate skill. Finally, the Pogo Stick grants Fun-hoppas the Leap skill and, whilst this may not be as useful for positioning as the combination of Stunty and Dodge, when dodging is not an option, being able to Leap to freedom is a huge boon!





## STILTY RUNNAS

QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS	NORMAL	DOUBLE
0-2	Stilty Runnas	20,000	6	1	3	5	Dodge, Right Stuff, Side Step, Sprint, Stunty	A	GSP

**S**ometimes an extra yard is vitally needed. For a team that contains some of the shortest legs, and therefore slowest moving players in the game, this is especially true! This is where the Stilty Runnas come to the fore; a bit faster than a standard Snotling, and with the ability to push their luck and their lives a little bit more by Going For It! three times per turn (thanks to the Sprint skill), they have an effective movement of nine squares. That can really make the difference when diving for the line to score that all-important touchdown or to put an unexpected degree of pressure on the opposition. They can't dodge as well as most of their Snotling team-mates but they're still better at it than most other players on the pitch!

## PUMP WAGONS

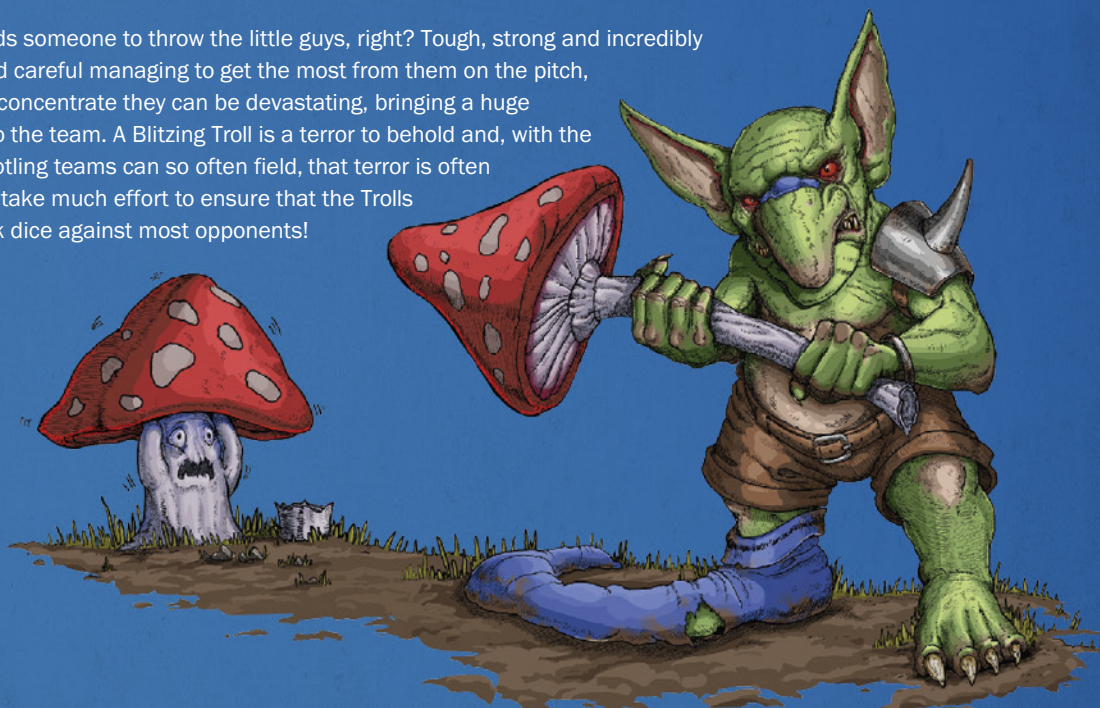
QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS	NORMAL	DOUBLE
0-2	Pump Wagons	110,000	4	5	1	9	Dirty Player, Juggernaut, Mighty Blow, Really Stupid, Secret Weapon, Stand Firm	S	AGP

**E**veryone loves to see a Pump Wagon rampaging around the pitch (except maybe the players maimed and mauled by it!). Due to the Really Stupid skill, it takes a little bit of looking after as, unless the Snotlings manning the pump are given clear direction, they're just as likely to squabble amongst themselves as they are to drive the contraption forward. That said, once moving, a Pump Wagon is an incredibly difficult thing to stop, ploughing over prone and standing opponents alike! Sadly, the officials take a dim view of these ramshackle carts taking to the gridiron, so a wise Snotling coach needs to ensure they have gold spare to invest in timely bribes!

## TROLLS

QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS	NORMAL	DOUBLE
0-2	Trolls	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	AGP

**E**very team needs someone to throw the little guys, right? Tough, strong and incredibly dim, Trolls need careful managing to get the most from them on the pitch, but when they concentrate they can be devastating, bringing a huge amount of strength to the team. A Blitzing Troll is a terror to behold and, with the extra players that Snotling teams can so often field, that terror is often justified as it doesn't take much effort to ensure that the Trolls are rolling three block dice against most opponents!





# STARTING ROSTER

**S**notlings are a team that thrive when their Team Value is kept nice and low. The lower the Team Value, the more devious devices they can induce to give them a fighting chance on the field.

A team consisting of two Trolls, one Pump Wagon, two Fungus Flingas, two Fun-hoppas, two Stilty Runnas and five Snotlings, complete with two team re-rolls, comes in at a mere 690,000 gold pieces – a very low Team Value indeed! Even better, once the Disposable Extraordinary skill is taken into account and the gold pieces spent to purchase ordinary Snotlings is discounted, the Team Value is a mere 590,000 gold pieces!

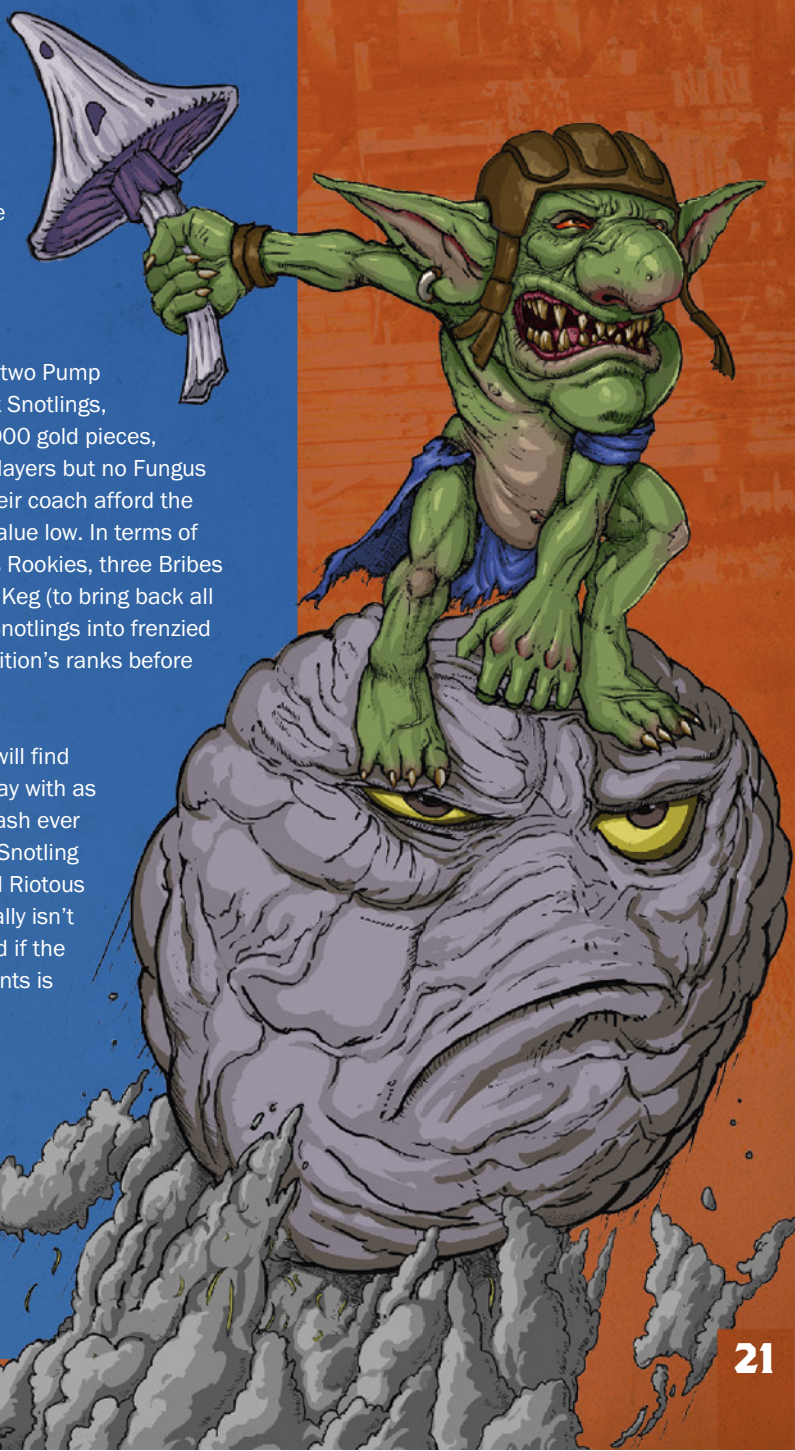
This gives you 14 players and most of the toys! What's more, against any team with a standard starting Team Value of 1,000,000 gold pieces, this team will have 410,000 gold pieces in Petty Cash to spend on Inducements. This lets the coach bring a Star Player like Ripper to the party, as well as a bunch of Riotous Rookies to bolster the ranks. Any of the Stars available add something to the team – but be careful not to go crazy with the Secret Weapons without Bribes to back them up!

Alternatively, a team that contains two Trolls, two Pump Wagons, two Fun-hoppas, two Stilty Runnas and six Snotlings, with three team re-rolls, has a Team Value of 820,000 gold pieces, reduced to 700,000 by Disposable. There are 14 players but no Fungus Flingas in this line-up, as leaving them out helps their coach afford the additional Pump Wagon whilst still keeping Team Value low. In terms of Inducements, this team would benefit from Riotous Rookies, three Bribes to keep the Wagons on the field and a Bloodweiser Keg (to bring back all the KO'd players) or some Heady Brew to turn the Snotlings into frenzied lunatics. The big guys will, hopefully, thin the opposition's ranks before you lose the Pump Wagons from the field.

Once a league progresses, a Snotling coach will find they have an increasing amount of Petty Cash to play with as opposing teams increase in value – should Petty Cash ever be as high as 520,000 gold pieces, for example, a Snotling coach could afford Ripper Bolgrot, three Bribes and Riotous Rookies. This figure may seem unrealistic, but it really isn't if the temptation to buy more players is avoided and if the number of new skills and characteristic improvements is carefully managed.

## DID YOU KNOW...

*Snotlings are loathe to wear team colours or indeed clothes of any sort! To meet kit regulations, coaches will often grab them by the ankle one by one as they run onto the pitch, dipping each into a barrel of paint and covering everything in a single colour barring a small patch on their ankles – fulfilling the minimum two-colours rule.*






# DEVELOPMENT

**S**peaking of skills, how should the players on a Snotling team be developed? It's a difficult question, but there are some words of advice most coaches can agree upon. The following table gives a good overview of the best skills and characteristic increases to take. It is worth noting that, thanks to the Disposable skill, the common Snotling can, should it live long enough, gain a new skill or other development without costing the team too much in terms of Team Value. Whilst the traditional wisdom is to quickly fire such players should they not gain a particularly noteworthy advance, with Snotlings, a coach can afford to see how the team develops in the future, and to experiment with skills they might not normally use.

Other advancements should be considered carefully. Characteristic increases can be incredibly useful but, for a team that really wants to manage its Team Value, they may sometimes be worth overlooking. Coaches should consider the other teams in their league as well as the way their own team has developed before deciding. As a word of advice, though, Snotlings are a Stunty team and a coach who makes bold choices and takes crazy advancements is likely to benefit from Nuffle's favour!



POSITION	NORMAL	DOUBLE	CHARACTERISTIC INCREASE
<b>Snotling</b>	Diving Tackle, Catch, Sure Feet, Sprint, Diving Catch	Block, Dirty Player, Guard	MV – Yes AV – No AG – Yes ST – Maybe
<b>Fungus Flings</b>	Hail Mary Pass, Leader, Pass, Accurate, Nerves of Steel	Strong Arm, Kick-off Return, Kick	MV – Maybe AV – No AG – Maybe ST – No
<b>Fun-hoppas</b>	Catch, Sprint, Sure Feet, Diving Tackle, Diving Catch	Block, Tackle, Guard	MV – Yes AV – No AG – Yes ST – Yes
<b>Stilty Runnas</b>	Sure Feet, Catch, Diving Catch	Block, Guard	MV – Yes AV – No AG – Yes ST – Yes
<b>Pump Wagon</b>	Guard, Grab, Break Tackle, Thick Skull	Block, Frenzy, Dodge	MV – No AV – No AG – No ST – Yes *
<b>Troll</b>	Guard, Grab, Stand Firm, Break Tackle	Block, Pro, Dodge	MV – No AV – No AG – No ST – Yes *

*\*If Block has already been taken*

# DEFENSIVE SET-UP

**I**n the case of both the examples given here, let us assume that the Snotling coach has made use of the Riotous Rookies Inducement and has rolled well for Swarming.

The set-up shown in this diagram places the more expendable players on the front line, having to trust to Dodge to save their skins from Blocks! What this does, however, is allow the Snotling coach to hold the big hitters in reserve to counter the opposition's plans as the drive unfolds. The Fungus Flings are there to cause disruption – if they've managed to gain Hail Mary Pass, they can set up next to the End Zone and hurl their bombs anywhere on the pitch! Players with Side Step in the Wide Zones means they won't be easily surfed into the crowd and a Push result on the opposition's block dice stymies their advance.

# OFFENSIVE SET-UP

**S**notling offence (hah!) is centred around maximising three-dice Blocks with the Trolls and the Pump Wagons. With that in mind, a set-up such as the one shown allows a Snotling coach to achieve that without needing to move players and to keep a Pump Wagon off the Line of Scrimmage, ready to Blitz any opposing player that proves troublesome. The Fun-hoppas are held back to recover the ball and get it to the Stilty Runnas. It's tempting to attempt a one-turn touchdown, making use of Throw Team-mate, at every opportunity but, when receiving, the Snotling coach can control the tempo and that tactic is a last ditch effort when things get difficult!





## DEFENSIVE SET-UP



## OFFENSIVE SET-UP



### Key

-  Snotling
-  Troll
-  Fun-hoppas
-  Pump Wagon
-  Fungus Flinga

## IN CONCLUSION

**S**notlings are a team for those coaches that love a challenge and an extremely fun one at that. The coach of a Snotling team is unlikely to ever lift a championship trophy, and it's really not worth getting attached to the little guys as most of them end up smeared across the turf or buried outside the stadium. That's OK because there are literally millions of them waiting for their big break! More than anything else, coaching Snotlings is about challenging oneself, disrupting the best laid plans of the best teams in the league and holding them to a draw with the outrageous use of Inducements, many tiny green bodies and truly gigantic doses ofchutzpah and moxie!

And then there is always that chance, that moment when everything works just right, when all of the Snotlings turn up full of vim and vigour and they accomplish the impossible and win over seemingly-unbeatable odds! All the pain and suffering will disappear at that point and the only thing that will be remembered is the glory of the victory!





# STAR PLAYER SPOTLIGHT

ARMED WITH TEEF:

## NOBBLA BLACKWART



**A**ll Goblins are sneaky creatures that delight in cheating. In Blood Bowl, this love of underhanded behaviour manifests in their habit of bringing prohibited weapons onto the pitch, supposedly in pursuit of evening the odds against more athletically-adept opponents. When newfangled technology appears, Goblins are quick to embrace it for their own devious endeavours, making it unsurprising that the chainsaw was quickly seized upon by Goblin teams. Of all the chainsaw-wielding Goblins, known as Loonies to others, Nobbla Blackwart has earned a ferocious reputation both for his petty cruelty and surprising toughness – for a Goblin that is!

“I hope that all the little Gobbos wiv big dreams look at me and realise that you don’t have to work ‘ard to achieve somefing, so long as you’re willing to chainsaw the ‘ard workers in their soft areas when they’re not lookin’.”

*Nobbla Blackwart, upon being told he’d broken the all-time record for most red cards*



**H**istory has shown that when a Goblin is given even the slightest hint of power, it tends to go to its head. Nobbla Blackwart is the quintessential example of this. The first couple of years of his career were devoid of anything noteworthy, beyond the fact that his career lasted for a couple of years! Only amongst his own Goblin team was he infamous, known for lurking on the edge of the game until the moment was right to run in and steal a casualty with a well-timed kick. Attempts to curtail his activities were unsuccessful, as Nobbla proved surprisingly resistant to whatever plan was concocted to take him out of the picture. In the end, his team-mates offered Nobbla a new weapon which was taking the Blood Bowl world by storm – the chainsaw. If they hoped it would be the end of Nobbla, they were to be sorely disappointed!

Enamoured by the throaty roar of his new-found weapon, Nobbla took to his new career as a Loony like a Snotling to a midden heap. Where other Loonies soon found themselves impaled upon their own weapon or were torn apart by not-so-helpless victims, Nobbla quickly learnt that the best time to eviscerate people was the same as the best time to kick them – when they're already bleeding out on the floor! As time went on, the spiteful Goblin, spurred on by the growing number of citations and sending-offs he had received, began caring less about

actually playing Blood Bowl and more about claiming records for 'Greatest Number of Fouls'.

For nearly two decades, Nobbla Blackwart has brought spiteful plays onto the pitch, some so delectably disgusting that even the Skaven have expressed their admiration; his act of shredding a team-mate to blind a group of charging Beastmen saw Nobbla awarded a lifetime ban from playing at Griswell Memorial Stadium and an honorary doctorate from the Skavenblight University of Sublime Treachery. Nowadays, the conniving Goblin is getting on in years but many a team eagerly seek him out, delighting at the mayhem he brings onto the field and the fear in their opponents' eyes when they realise that, to Nobbla, even the commandments of Nuffle are not sacred.

### DID YOU KNOW...

*According to the White Tower of Hoeth, the correct name for a group of Snotlings is 'a swarm of Snotlings'. However, most people prefer 'an Irritant of Snotlings' or 'sod off you little gits!'*

## NOBBLA BLACKWART

### CHAINSAW-WIELDING LOONY

130,000 GOLD PIECES




MA	ST	AG	AV
6	2	3	7

**SKILLS:**  
BLOCK, CHAINSAW, DODGE, LONER,  
SECRET WEAPON, STUNTY

**TEAMS:**  
CHAOS DWARF, GOBLIN, OGRE, SNOTLING,  
UNDERWORLD ALLIANCE

## NOBBLA BLACKWART




**AGE:** 37  
**HEIGHT:** 3 FT 7 INCHES  
**WEIGHT:** 87 LBS  
**ORIGINATING TEAM:** THE GREENBOYZ  
**POSITION:** CHAINSAW WIELDING LOONY

---

**CAREER TOTALS:** 52 SERIOUS INJURIES;  
 29 PLAYER FATALITIES; 437 RED CARDS  
 (ALL TIME RECORD)

---

**AWARDS:** ARTFUL ASSAILMENT AWARD  
 2489, 2491, 2496; MESMERIZING  
 MUTILATION AWARD 2484, 2490, 2494;  
 DIRTY DAN'S FOUL PLAY AWARD 2491, 2497





# CAREER HIGHLIGHTS



**2479** Nobbla Blackwart begins his career with the Greenboyz, a Goblin team known for having elevated the use of secret weapons to something close to an art form. It quickly becomes apparent that Nobbla is rather unlikeable, even for a Goblin. His spiteful habits soon draw the ire of his own team, as Nobbla takes a cruel delight in unleashing harm on both opposing players and team-mates who he believes have slighted him. Multiple attempts are made to end Nobbla's career, all of which are dodged by the Goblin and repaid in kind. Of course, fans and rumour mongers love the gossip filtering from the Greenboyz locker room and the team's owner refuses to fire Nobbla.

**2481** With the chainsaw craze starting to take the world of Blood Bowl by storm, the Greenboyz decide to give the new weapon to Nobbla, believing they can trial the weapon and let the problem solve itself. Nobbla takes to the plan with eager glee and runs riot during his first game, causing two casualties from the opposing team. During the second half, Nobbla hears rumours that his team gave him the weapon hoping he would have an 'accident'. Despite being sent off, Nobbla bursts back onto the pitch, eviscerating half of his own team before running off giggling with glee.

**2482-91** After his hasty departure from the Greenboyz, Nobbla lays low for a few months before announcing he has gone freelance. After a few games, Nobbla soon shows he hasn't changed his ways, unleashing increasingly sneaky tactics that often involve elaborate ways to chainsaw vulnerable players. This culminates in Nobbla receiving a two-year ban after a game where the Goblin, having already been sent off, disguises himself as an apothecary and manages to eliminate five wounded players before anyone figures out that his chainsaw isn't just a "...fancy medical thingamabob".

## 2493-PRESENT

After returning from his ban, Nobbla announces his new mission – to officially be crowned the filthiest Blood Bowl player of all time. What follows is a campaign of fouls, spiteful outbursts and the application of chainsaws to many unmentionable places. Hiring teams are well aware that to hire Nobbla requires a healthy sum retained for bribing the referee to ignore his flagrant breaking of nearly every rule of the game. Despite this, Nobbla finds himself in steady employment, for he is one of the few Loonies to last multiple seasons, owing largely to his skill with the chainsaw and years of experience surviving assassination attempts organised by bitter ex-team-mates.



### DID YOU KNOW...

*The issue of Snotlings fielding more players than regulations allow has become so serious that official rankings only record the first 16 casualties caused against Snotling teams, leading to a massive decrease in some players' statistics.*



# GREEN MACHINE

## LESSER-KNOWN SNOTLING STAR PLAYERS

The very nature of Snotlings means that few of their kind survive long enough to become experienced, let alone make a name for themselves – not that they would remember it anyway! This fact means that when Snotling teams need a little bit of extra help, which is nearly every time they play a game of Blood Bowl, they turn to other races who possess the necessary experience. Between Trolls, Goblins and Orcs, Snotling teams can fill the many, many gaps in their skillset, making them a little more dangerous to face.

Of course, Snotlings are prone to conduct their business in a chaotic fashion and their team composition is no less eclectic. When hiring players for individual games, Snotling teams tend to favour those mercenaries who bring an extra something to the table, often hiring an arsenal of secret weapons and underhanded players to cheat their way to victory. Though this rarely helps the Snotlings to achieve success, it does much to drive the fans wild and the match officials further towards insanity!

“Eh, ‘umie, catch! Wait, you weren’t meant to catch ‘dat. Run!”  
- Bomber Dribblesnot, 2496

“Shouldn’t have been sitting there if you’re afraid of being eaten!”  
- Madcap Miggz, during the debut match with his squig as it rampaged through the crowd

“Ow! Why would I... Ow! Want to... Ow! Get off this?... Ow!”  
- Scrappa Sorehead, during an indoor interview where he refused to dismount from his pago stick

“That’s right, I’m back. Hope no one loses their head over the news...”  
- Ugroth Bolgrot, being interviewed after his lifetime ban was overturned





## BOMBER DRIBBLESNOT

**B**omber Dribblesnot started life in a travelling circus, having been found as a young runt abandoned by the roadside. Given his size, Dribblesnot was regularly fired out of a cannon, performing aerial stunts and dropping prizes upon the audience. During one fateful performance, too much gunpowder was packed into the cannon, sending Dribblesnot far further than was intended. Sailing through the air, Dribblesnot crashed onto a Blood Bowl pitch, the spectators roaring with joy, for the Goblin had squashed flat a player during his landing. Thrilled by the reception, Dribblesnot eagerly accepted a contract to play Blood Bowl. Along the way he 'acquired' a steady supply of bombs and developed a unique technique of being thrown across the pitch and raining bombs down upon his opponents as he sailed through the air. Having since gone solo, Bomber Dribblesnot has found numerous teams, including the 'Stupendous' Sundertown Slime Slingers, willing to hire him, for who doesn't love a flying Goblin hurling bombs down upon the gridiron?

### SPIKE! EXCLUSIVE STAR PLAYER PROFILE

**AGE:** Unknown **HEIGHT:** 3 ft 3 inches **WEIGHT:** 76 lbs

**ORIGINATING TEAM:** Mayhem Gnashers

**POSITION:** Bomber **CAREER TOTALS:** 14 kills/serious injuries, 67 shrapnel-related injuries, 4 bomb interceptions

**AWARDS:** Most Bomb-tastic 2494

**SPIKE! MAGAZINE STAR PLAYER RATING:** 44

## SCRAPPA SOREHEAD

**G**oblins have a well-deserved reputation for their inventive cruelty and their legendary ability to come up with diabolical (and often self-destructive) sneaky plays. One of their more ingenious inventions was the pogo stick, dreamed up by the late Goblin inventor Pogo Doomspider. His apprentice, the vicious (and quite insane) Goblin, Scrappa Sorehead, eagerly took over Doomspider's work and has rarely been seen dismounted from his pogo stick since. In over a decade-long career, Scrappa has gained a reputation for causing trouble, having been banned from several league venues and outrunning numerous angry mobs baying for his blood. Luckily for Snotlings, the mad antics of Scrappa never annoy them, for they find his eccentricities oddly charming. Many say the Goblin will be riding his pogo stick until his death, and many more say that such an end can't come soon enough!

### SPIKE! EXCLUSIVE STAR PLAYER PROFILE

**AGE:** Unknown **HEIGHT:** 3 ft 8 inches **WEIGHT:** 84 lbs

**ORIGINATING TEAM:** Lowdown Rats **POSITION:** Pogoer

**CAREER TOTALS:** Rushing touchdowns 32, thrown touchdowns 14, kills/serious injuries 215

**AWARDS:** Spike! Magazine's Most Infuriating Player Award 2480

**SPIKE! MAGAZINE STAR PLAYER RATING:** 216





## MADCAP MIGGZ

**I**t takes a special kind of mind to believe that kidnapping a young squig to raise and train as a mount for Blood Bowl is a good idea, yet that is exactly the idea Madcap Miggz had. Fed up of being pushed around by big 'uns, Madcap quit the Greenhorns and left to 'find himself'. When he returned a year later, he was missing several fingers but had acquired for himself a new friend. After some initial minor issues involving the rampaging squig and a packed crowd, the Goblin-squig duo quickly became a useful asset to any team that hired them, bouncing around the pitch and devouring dozens of unfortunate players. Unsurprisingly, the idea of a bouncing Goblin that could devour anyone who stood against him was a fantastic one to Snotlings and many teams were eager to hire him.

### SPIKE! EXCLUSIVE STAR PLAYER PROFILE

**AGE:** Unknown **HEIGHT (COMBINED):** 6 ft 7 inches

**WEIGHT (COMBINED):** 284 lbs

**ORIGINATING TEAM:** Greenhorns

**POSITION:** Blitzer...?

**CAREER TOTALS:** 32 kills, 68 maimings, 3 sideline regurgitations

**AWARDS:** Bloodweiser Best Newcomer's Medal 2494

**SPIKE! MAGAZINE STAR PLAYER RATING:** 268



## UGROTH BOLGROT

**N**ot every player believes in working hard for their career, even if they might possess the talent to do so. One such player was Ugroth Bolgrot, who decided that he'd be better off riding the coat-tails of more successful stars. To achieve this, the Orc picked up a chainsaw and started calling himself 'Ripper' in an attempt to cash in on the real Ripper's notoriety. Following a lengthy legal battle between the two Bolgrots, and an attempt by Ugroth to settle out of court – by decapitating the Troll with a chainsaw – Ugroth was given a lifetime ban for his public display of idiocy; after all, such violence is wasted if not on the pitch! This might have been the last fans would have heard of Ugroth, but, as if often the case in Blood Bowl, the lifetime ban did not last a lifetime and was overturned in 2498. Now, Ugroth revs his chainsaw once more, and fans and reporters are waiting with baited breath to see what hare-brained scheme he comes up with next!

### SPIKE! EXCLUSIVE STAR PLAYER PROFILE

**AGE:** 39 **HEIGHT:** 5 ft 11 inches **WEIGHT:** 241 lbs

**ORIGINATING TEAM:** The Ironcrag Decimators

**POSITION:** Chainsaw-wielding Loony

**CAREER TOTALS:** 47 serious injuries; 38 player fatalities

**AWARDS:** Dirty Dan's Foul Play Award 2482;

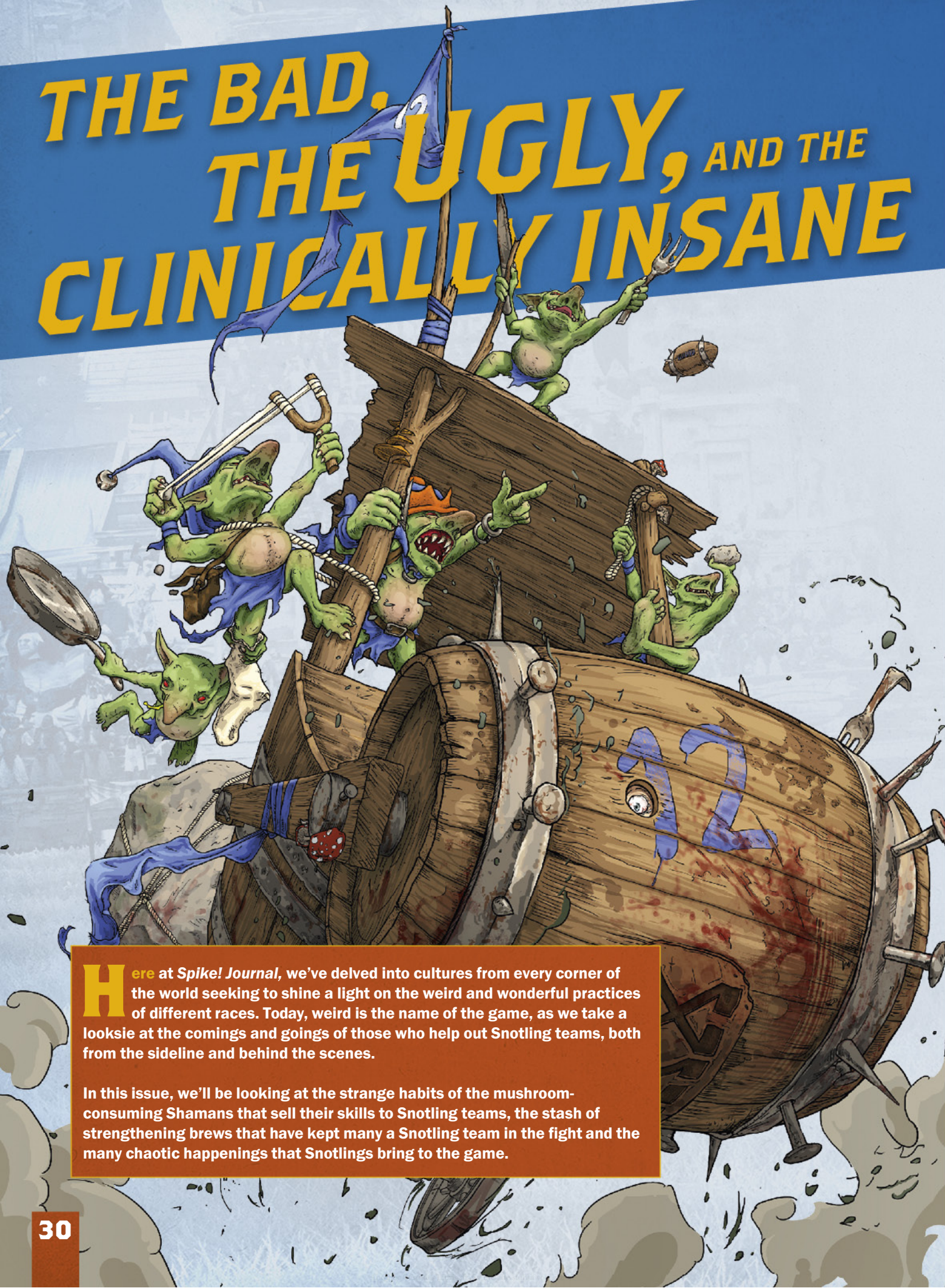
Most Limbs Severed 2482

**SPIKE! MAGAZINE STAR PLAYER RATING:** 143





# THE BAD, THE UGLY, AND THE CLINICALLY INSANE



**H**ere at *Spike! Journal*, we've delved into cultures from every corner of the world seeking to shine a light on the weird and wonderful practices of different races. Today, weird is the name of the game, as we take a looksie at the comings and goings of those who help out Snotling teams, both from the sideline and behind the scenes.

In this issue, we'll be looking at the strange habits of the mushroom-consuming Shamans that sell their skills to Snotling teams, the stash of strengthening brews that have kept many a Snotling team in the fight and the many chaotic happenings that Snotlings bring to the game.



**T**o accept the position of head coach for a Snotling team is to accept that your career is all but over. Managing a team of Snotlings and claiming to be in charge of a Blood Bowl team is like building a sandcastle and saying you're a Dwarf Engineer. Even the greatest Hall of Fame coaches would struggle to whip the diminutive greenskins into place and most Snotling coaches are far from the greatest. Preferring to stray away from being led by other greenskins, Snotling teams serve as the last refuge for disgraced coaches, drunkards, morbidly-obsessive armchair pundits and/or any lad or lass 'looking for a laugh'. Coaching a Snotling team requires only the most rudimentary understanding of the game and, so long as a Snotling coach doesn't place much hope in actually achieving success, they'll get exactly what they wanted out of their new role – the ability to lord it over a bunch of greenskins with the mental age, and temperament, of a rowdy toddler.

To go along with their less than outstanding players, the avenues for purchasing quick improvements for a Snotling team are also less than reliable. Few civilised folk wish to spend time in the company of Snotlings and so coaches turn to more questionable elements of society (or lack thereof) to lend a bit of umph to their side. From the madcap mushroom-consuming Night Goblin shamans to kegs full of questionable brews that go a good way to turning Snotlings into almost-average players, a purse full of coins can offer a Snotling team the faintest chance of victory.

# NEW INDUCEMENTS

**R**iotous Rookies, Bottles of Heady Brew and Night Goblin Sports Shamans may be Induced by any of the teams listed in their entries below. The Night Goblin Sports Shaman is a type of Wizard.

It is important to note that the use of Inducements varies between leagues and in tournaments, and coaches should read the rules pack or ask the League Commissioner/tournament organisers if they are unsure. In exhibition games, players should decide between themselves which Inducements will be included and which will not.

## 0-1 RIOTOUS ROOKIES

100,000 GOLD PIECES

AVAILABLE TO OGRE AND SNOTLING TEAMS

**A**head of the game, the head coach ventures outside the stadium armed with handfuls of small change and dried beans, which they fling to the adoring crowd, telling them they have been hired and this game is their big break in Blood Bowl. Regardless of how many players are available for this game, and in addition to any Journeymen the team gains for free to make up for any lack of players, your team gains an additional 2D3+1 Journeymen for this game. These fresh-faced young hopefuls may take the number of players on your team's roster temporarily above 16. They are normal Journeyman players in every other respect and, unless hired in the post-game sequence, they will be sent on their merry way once the game has ended.

## 0-3 BOTTLES OF HEADY BREW

40,000 GOLD PIECES

AVAILABLE TO HALFLING, OGRE AND SNOTLING TEAMS

**A**t the start of a drive, after setting up but before the Kick-off, the coach of the team with this Inducement may randomly select D3 players with the Stunty skill currently on the pitch. For the remainder of the drive those players gain the Dauntless, Frenzy and Really Stupid skills.





# NIGHT GOBLIN SPORTS SHAMAN

150,000 GOLD PIECES

AVAILABLE TO SNOTLING AND GOBLIN TEAMS

**T**o many races of the world, the difference between a Goblin and a Night Goblin comes down solely to their fashion choices. However, there are distinct differences between the two, with Night Goblins being more prone to consuming large quantities of fungi as part of their strange rituals. Unsurprisingly, the mutual devotion towards mushrooms held by both Snotlings and Night Goblins means the two often rub shoulders. This affiliation sees many Snotling coaches turning to the distant cousins of their players when searching for a measure of arcane aid in their upcoming games. On the sidelines, a Night Goblin Shaman spends their time brewing fungus beer, consuming their concoctions until they find the right mix. At that moment they unleash their full power, enhanced by their beverage, upon unwitting players; most of the time this happens to be the opposition!

A Night Goblin Shaman is a Wizard Inducement, available for purchase during the pre-match sequence of league play and Exhibition Matches. No team may hire more than one Wizard per match. Note here that Horatio X. Schottenheim is a Wizard. All Wizards are (In)Famous Coaching Staff, and hiring a Wizard will take up one of the 0-2 (In)Famous Coaching Staff permitted. Wizards other than Horatio however are not named characters, and there is no restriction on both teams fielding the same type.

Wizards should be represented in games with a suitable miniature on the sidelines, both for the look of the thing and to act as a reminder that a Wizard stands ready and waiting to help out! All Wizards can be used once per game to cast one spell from their repertoire in either the first or the second half, but not both. Once the Wizard has been used, remove the miniature.

## DID YOU KNOW...

*The vast majority of Snotlings live in the dung pits of other races' settlements, collectively known as the Drops. This unusual choice of real estate is down to the dung pits being the most fertile growing space for Snotling mushrooms. Most Snotling stadia are located in the Drops, meaning Snotling teams occasionally win by default when their opponent refuses to play!*

**FOOT OF GORK (OR MORK):** Cast this spell immediately after your turn has ended, even if it ended with a turnover. Choose a target square anywhere on the pitch that is not occupied by a player. The Foot of Gork (or Mork) moves in a straight line from the target square for three squares towards your opponent's End Zone. Roll one dice to hit each standing player (from either team) that occupies a square in the path of the Foot of Gork (or Mork). If the 'to hit' roll is a 3 or more then the player is Knocked Down. If it is a 2 or less, the player manages to duck and avoid the Foot of Gork (or Mork). Make an Armour roll (and possible Injury as well) for any player that is Knocked Down as if they had been Knocked Down by a player with the Mighty Blow skill. If a player on the moving team is Knocked Down by the Foot of Gork (or Mork) then the moving team does not suffer a turnover unless the player was carrying the ball at the time.

**SPORE CLOUD:** Cast this spell at the start of any of your opponent's turns, before any player performs an action. Target any opposition player; on a 2+ that player gains both the Loner and Really Stupid skills. This lasts until the end of the drive.





# NEW EXTRAORDINARY SKILLS

**S**notling teams are quite unique, even by the standards of Blood Bowl. To represent this, the following two new Extraordinary skills should be added to the list of skills contained in the Inaugural Blood Bowl Almanac.

## DISPOSABLE (EXTRAORDINARY)

**S**ome teams field players of great skill and ability. Other teams, however, do not. Whilst most teams will hire capable players and pay them a fair wage, some teams will happily take on the most useless of players to fill out their ranks. Readily available, easily replaceable and usually willing to work for pennies, such players fill gaps in the rosters, but rarely do much more! When calculating Team Value, the amount of gold pieces spent to purchase a player with this skill is not included in the total.

## SWARMING (EXTRAORDINARY)

**S**notlings are incredibly small, plentiful, and very hard to tell apart, even their own mothers would no doubt give up and give them all a single name! Match officials frequently struggle to keep an exact count of how many are pouring onto the pitch between drives and find themselves forever ejecting Snotlings who have no right to be on the pitch at all.

At the start of each drive, after setting up but before the Kick-off, you may choose to remove an extra D3 players with this Extraordinary skill from your Reserves box and set them up on the pitch, even if this takes the number of players on the pitch above 11. These players may not be placed on the Line of Scrimmage or in a Wide Zone.

# SPECIAL RULES

## SNEAKY GITS

**L**ike their larger Goblin kin, the sneakiness of Snotlings is legendary, their dirty little fingers getting into everything that their larger cousins busy themselves with. They tend to believe they improve the running of any unscrupulous scheme they come into contact with, but in truth cause nothing so much as bother!

Like Goblins, Snotling teams can purchase Bribe Inducements for half price, paying 50,000 gold pieces rather than the usual 100,000 gold pieces.





## COFFIN CORNER

**I**n Coffin Corner, we remember those players that are no longer with us – because they were trampled into the pitch, torn apart and possibly set on fire!

### TRIPPING OVER TROPHIES

We remember the entirety of the ‘Dazzling’ Drinkwater Death Defiers team. After finishing their 30<sup>th</sup> consecutive game losing only five Snotlings or less (fewer!!! – Ed), the team celebrated by cracking open their latest experimental batch of halucifungus. Sixty-two hours and 13 goats later, the Death Defiers were hanged for breaching the peace.

### ROUND, RED AND DEADLY

We remember Bingpot, Pump Wagon driver for the ‘Towering’ Tiny Bay Terrors. Seeking to improve *Da Mighty Roller*, the Pump Wagon he captained, Bingpot replaced most of his crew with stolen squigs. Numerous investors have now commissioned their own ‘Squig Wagon’ after seeing the destruction it caused, though the now-eviscerated Bingpot will never see a coin.

### BIG DREAMS, SMALL LAD

We remember Weeze, Lineman for the ‘Lethal’ Litzleheim Legends. Ever since the Snotling was a little snot, his parents told him he could do anything and be anyone. Though this originated from a place of love, Weeze could not actually be the Snotling version of his great hero Varag Ghoul-Chewer and was torn apart while trying to eat a Ghoul.

Have you witnessed any memorable deaths on the pitch – because *Spike! Magazine* wants to know! Send in your outrageous obituaries, funny fouls and mirthful murders to ‘Coffin Corner, *Spike!* Tower, 30 Neustrasse, Altdorf’.

### DID YOU KNOW...

When Skaven teams first came to light and scholars could no longer deny the existence of the ratmen, they instead turned to claiming that Snotlings were nothing but baby Goblins, and that people should stop pretending they were a separate entity. No one has dared to conduct research into just where Goblins come from to prove this theory wrong, though.

## MIGHTY BLOW!

## ‘LIKE HERDING SNOT!’

### MORE TALL TALES OF SPORTING GLORY FROM THE CAREER OF ALL-TIME STAR PLAYER, BOB BIFFORD

**W**ell readers, that almost wraps up this mischievous issue of *Spike! Journal*, so feel free to pick up your complimentary Snotling on the way out – though be warned, they do tend to multiply!

But wait! They say a picture is worth a thousand words, and we all know most Snotlings can’t read, so we’ve managed to cram in a brand new *Mighty Blow!* about the little green blighters!

Brought to us by Christian ‘Rear Scratcher’ Schwager and Nick ‘Nose Picker’ Kyme, in this issue, Bob learns about the dangers of Snotling teams – for both players and referees...





BOB "YOU SEE THE THING ABOUT SNOTLINGS. THEY'RE LIKE A HALFLING'S PIE-CRUMBS. THEY'RE IRRI-TATING AND THEY GET EVERYWHERE!"



"I SAID ELEVEN PLAYERS ON THE PITCH... ELEVEN!!!"



"ELEVEN... ELEVEN... ELEVENTY-ONE... ELEVENTY-ONE... ELEVENTY... ELEVEN!"





"I HEARD OLD GRISHNAG USED TO BE IN THE BIG LEAGUES. THEN HE INSULTED THE WRONG S UKGAND NOW LOOK AT HIM. ME...? OH, I LOST A BET. BOB BIFFORD PLAYING TAVERN BOWL. NOT MY FINEST MOMENT."

"WHEEE!"

"GAAARGGHI!"

"E-LEV-EN!"

"POOOOO!"

"CHAAARGE!"

"FLATULAMOUS!"

"ELEV- URKI!"

"ELEV-URK!"





"COULD'VE SWORN THEY ONLY HAD  
SIXTEEN PLAYERS TO BEGIN WITH...  
LOOKS LIKE THIS GAME'S REALLY GONE  
TO... WELL, YOU KNOW."







**'DROPPER' POP,  
SNOTLING,  
THE CRUD CREEK NOSEPICKERS**



**MASH 'DA MASHA',  
SNOTLING,  
THE CRUD CREEK NOSEPICKERS**



**ODZ,  
SNOTLING,  
THE CRUD CREEK NOSEPICKERS**



**WYNE,  
SNOTLING,  
THE CRUD CREEK NOSEPICKERS**



**PIP 'NIMBLETOES',  
SNOTLING,  
THE CRUD CREEK NOSEPICKERS**



**'SHORTARM' NILLI,  
FUNGUS FLINGA,  
THE CRUD CREEK NOSEPICKERS**



**PIK THE TERRIBLE,  
SNOTLING,  
THE CRUD CREEK NOSEPICKERS**



**PYE 'FACESQUASHA',  
SNOTLING,  
THE CRUD CREEK NOSEPICKERS**



**CHEEZ,  
FUN-HOPPA,  
THE CRUD CREEK NOSEPICKERS**



**FIK 'SMARTINOSE',  
STILTY RUNNA,  
THE CRUD CREEK NOSEPICKERS**



**DA ROYUL WAGON,  
PUMP WAGON,  
THE CRUD CREEK NOSEPICKERS**

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