

SPECIAL

EDITION

BLITZ

A TASTE OF TURE

RABID BOGSCUM vs VIRRAL
Issue 1



BL!TZ

Welcome fans of Blood Bowl to the match of the round. Today, two veterans of the Australian circuit face off in a struggle for individual bragging rights. In the green and verdant corner, with the frilly pink get up, is Rabid Bogscum while, in the black corner that reeks of the inevitability of death, and sporting a fetching black cloak and scythe, is Virral. The teams are set and the pitch is ready, so let's cross to the venue for more...

Hello to everyone, thanks for downloading. If you're a regular reader of BL!TZ magazine, Australia's community-based Blood Bowl magazine, you'll recognise the story that unfolds on the pages of this booklet as one of the match reports from that very publication.

Long story short, when Alex from Comixininos saw BL!TZ he immediately asked if he could host the magazine on his site, and also asked if we could compile just the match reports into an easy-to-read series of articles. *A Taste of Turf* is the result.

What's that? You have no idea what BL!TZ is? If you are in this category, BL!TZ is a quarterly, not-for-profit community-magazine put together by the AusBowl Committee, led by myself, SinisterDexter (Brett Whittaker). With each issue topping 100 pages and a range of Australian contributors, it has something for every Blood Bowl fan. Subscribe for free at:

http://ausbowl.com/mailman/listinfo/blitz_ausbowl.com

Meanwhile, however, I hope you enjoy *A Taste of Turf*.

SinisterDexter - BL!TZ Chief Editor

Selling the best Fantasy Football brands since 2010

WWW.COMIXININOS.COM

A TASTE OF TURF

Match Report 1 "Grudge of Gum Tree"

By James Russell-Wills (Rabid Bogscum) and Richard Andrew (Virral)

Touchstone walked alone. The great Wood Elf Catcher was nervous. Eucalyptus Bowl, the Tournament that marked the team's greatest ever triumph was mere weeks away. Teams had gathered from near and far, rooms in the taverns were hard to come by, but not for the Echoes of the Great Song. Rooms had been set aside in the Cock and Bull (or Club Burwood as its proprietors chose to call it) for these past champions of Sydney's premier tournament. Rumours put the numbers of this years tournament at over 70 teams; this truly was going to be an epic challenge for all. Touchstone had wandered aimlessly, eyes on the floor, deep in thought, when a glint of light caught his eye. He looked up and saw it. The Eucalyptus Bowl Trophy. He scanned the names of the past champions. Pride filled him as he saw that the Echoes of the Great Song were inscribed not once but twice on this mighty relic. Only one other team shared this honour, The Necromantic team the

Stumps of Doom ! But theirs was early success in the tournament, and a lean trot of late. Back in those days the Echoes coach had mistakenly brought Lizardmen to the tournament, and rule changes over the years had seen the Stumps struggle to replicate their early form. So these two great teams had never met before.

There was a low growl, "Until tomorrow", said a pair of shimmering yellow eyes. The Stumps of Doom ! Werewolf and Team Captain Hercules stepped out of the darkness. Touchstone remembered, the reason so many teams had gathered early for Eucalyptus Bowl this year. Coaches Virral and Rabid Bogscum had organised a charity match (no one dared call it a "friendly") between the two greatest Eucalyptus Bowl champions. This was the eve of that game. Perhaps it wasn't nervousness for the tournament, the Wood Elves had always performed strongly, perhaps it was the fear of failure that tomorrow may hold. The grudge match between coaches that absolutely hated each other. Rabid had been training them hard. After some brutal matches at AusBowl One, the team thought they were on holidays to rest and recuperate before Eucalyptus Bowl. Indeed when Rabid announced they were all going to Western Australia, the team were looking forward to some peaceful days on the beach patting quokka's. Little did they know they had been signed up for Sandgroper V, the West's pre-eminent tournament. Success followed but something told Touchstone there was something more important on the horizon. As soon as a reporter let slip that this pre-tournament match had been arranged, the proud elf knew it wasn't Eucalyptus Bowl that his coach had been training them for.

"Indeed", Touchstone nodded in the direction of the Lycan and set off for his room. He wasn't banking on sleeping, especially after seeing the malevolence creeping out of those yellow eyes.



A Taste Of Turf

Introduction

Boggy...

With the release of Australia's very own Blood Bowl devoted BLITZ Magazine and Australia's number one stand alone Blood Bowl Tournament, Eucalyptus Bowl, on the horizon, it occurred to me it was high time to tap into what is a big mostly underground community.

Most gamers I know have played and loved Blood Bowl at some point in their life, but with a lack of known opponents, or a fear of the tournament scene, they find themselves playing amongst friends or in online leagues.

One of the few articles that would get me to buy a White Dwarf magazine over the years is a good Battle Report, specifically a Blood Bowl match report (few and far between, and now nonexistent).

Playing in Blood Bowl tournaments is not as daunting as it first seems, I don't know too many people that have been to one and not enjoyed themselves. You can find a wide range of coaching abilities and with the Swiss matching (players with similar records play each other), new coaches can gauge their abilities against the best before settling into playing games against opponents of a similar standard.

It's a great environment to meet new like-minded people and for those with an involvement in the hobby online it's a really good opportunity to put some faces to names of people you have interacted with for years.

Eucalyptus Bowl is now in its seventh year, and this year looks like being the biggest and the best. There is a truly massive prize table and gifts galore, and it is a proven ruleset run by experienced commissioners. You can't go wrong.

Which brings me to the idea of this match report. I won Eucalyptus Bowl in 2008 and was

runner up the following year using Wood Elves. My opponent Richard Andrew (Virral) and I met and played at the very first EucBowl in 2005 (which he won), ran 2007 together, and is the organiser of this year's tournament. He is a unique individual but I would consider him a friend, and it is this friendship building that is one of the reasons I am such a huge proponent of attending Blood Bowl tournaments. Richard also has a 3rd place on the perpetual trophy, using Necromantic, so it seemed appropriate for us to play each other with our signature teams at our signature tournament.

Eucalyptus Bowl was the first Resurrection tournament in Australia, a ruleset that sees injuries a moot point and for the most part teams reset for each match. It is a style that has been adopted at just about every tournament in the country besides the Nationals at Cancon.

Tournament play can be very different to league style play, especially when you know injuries to your players will not be permanent. So team choice, and player skill choice take on increasing importance compared to a progression style tournament, as you can't change your team if you get the make up wrong.

So enough of the introduction, here's hoping for an exciting game, and a settling of a grudge match as Richard and I have never played against each other with these teams.

Virral...

When James first suggested to me that we create a White Dwarf style match report for the first issue of BLITZ, I was intrigued but slightly mystified. Unlike many gamers, I only discovered the hobby relatively recently. Until a few years ago, the closest I had come to Games Workshop was walking past one of their stores in a shopping centre, and my most challenging board game experience was playing Risk as a teenager. I had always had an interest in more advanced

games, but never had a group of friends who shared that urge.

Fast forward to 2005, and my lovely wife "suggested" that I could do with finding a hobby and getting out of the house now and then. I decided it was high time I sought out some like minded individuals and play some games at last! I jumped online to find a gaming club, and after a few false starts I met a couple of great guys (both called Geoff) who introduced me to the wonderful world of Blood Bowl.

Soon I had joined a league testing the pre-LRB5 "vault" rules, headed by Doubleskulls and Chunky, who later that year ran the first Eucalyptus Bowl. No one was more surprised than me when I somehow walked away with the trophy, a feat I have frustratingly failed to repeat in the years since then.

That tournament in particular opened up a new world of friendship and community to me that I never could have predicted... it's now seven years later and I've gone from someone with no gaming experience to someone who has built multiple custom stadiums and built and painted several of my own teams.

And if there is one thing I could point to which has come to define my Blood Bowl experience, it would be my "rivalry" with James, sparked after his very first defeat at my hands in Eucalyptus Bowl 2005. I am happy to say that I still maintain a winning tournament record against "Boggy" to this day, however we have never actually played head to head with our two favourite teams (his is Wood Elves, mine is Necromantic). So for your enjoyment, we will now put our two

Teams

pet teams to the test using Eucalyptus Bowl 2011 rule-set with bragging rights for the victor at stake!

Echoes of the Great Song: Rabid...

As stated earlier my first game against my opponent today was at my first ever tournament, Eucalyptus Bowl 1. I was playing Lizardmen and had had a strong early tournament and was thinking I was in with a chance to win the whole thing until I ran into Richard on game three of day one.

Through no skill of his own, lots of arse and a mountain of luck, Virral was to defeat me that day. His playing style hasn't changed a great deal over the years and I have enjoyed much more success against him. He likes to crowd surf, so that's something I need to be aware of.

The danger with Wood Elf teams is knowing when to back off and force your opponent to create the TD for themselves and when to take advantage of a slight mistake in their positional play and go for that leap blitz play. It is especially risky against teams with an inbuilt strength advantage (Flesh Golems) and Frenzy players (Werewolves) as they can form a very dangerous moving cage down a wide zone that puts your whole team at risk if you over commit.

It's been a long time since I've faced Virral's Necros so I am actually at a loss to predict what team I am likely to face. Two Wolves with Block is a fair bet, Guard and Tackle Wights, and Flesh Golems with Guard or Block (probably Block knowing he is facing me). Putting Block on the Ghouls is usually a safe tactic, but I think I may see a Sure Hands Ghoul knowing full well I will have a Strip Ball Wardancer.

As to my team selection there are a few routes you can go down with Wood Elves but the following team is tried and tested for me.

Eucalyptus Bowl has a starting Gold figure of 1,250,000gp which you spend on players and any skills you wish to add. Only normal skills and only one skill max per player. It's a very flexible tournament rule-set allowing coaches to take a

A Taste Of Turf

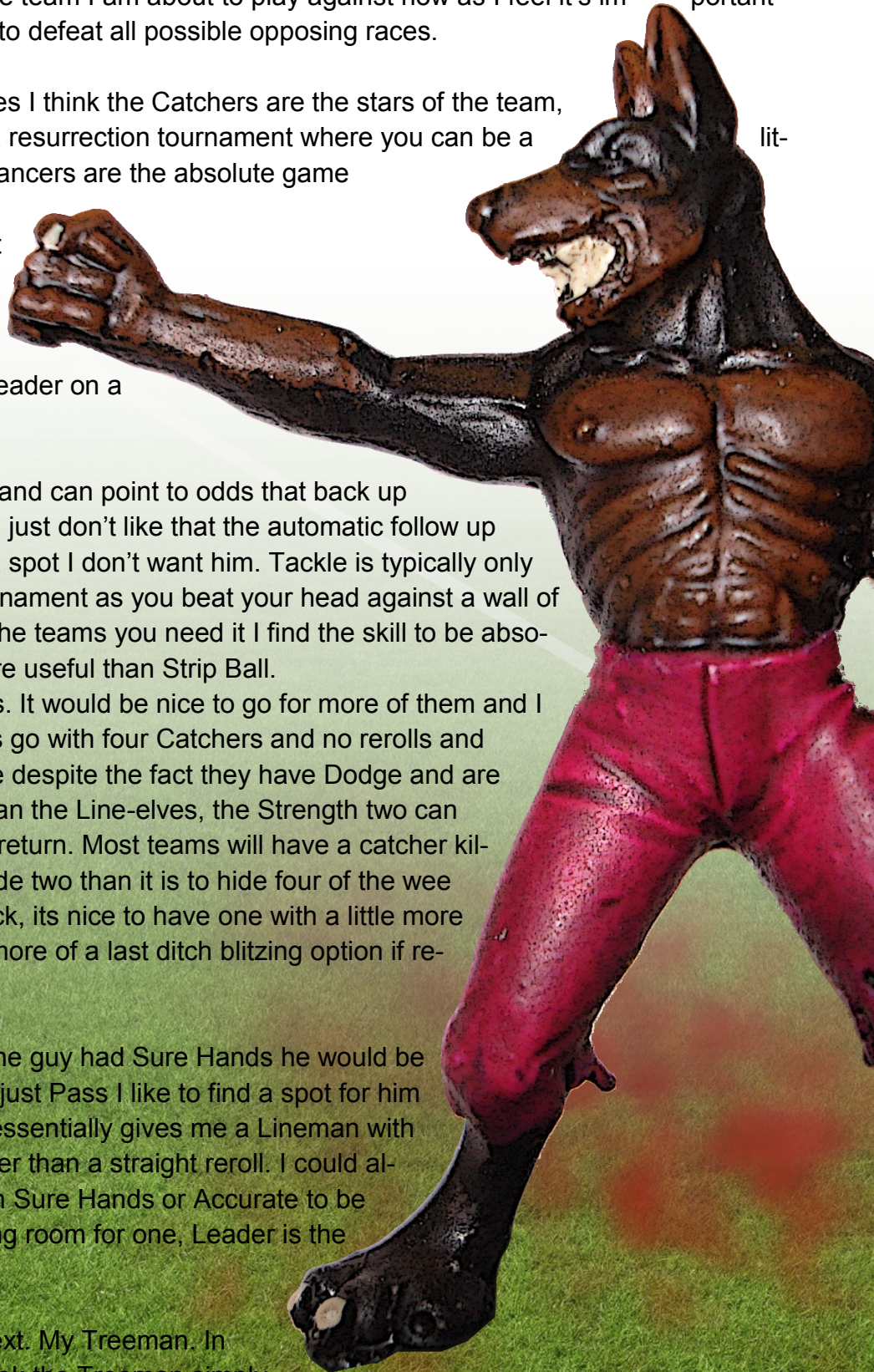
variety of different styles of team as suits them. I am selecting my team based on what I will take to Eucalyptus Bowl 2011, not on the team I am about to play against now as I feel it's important to pick a team with the flexibility to defeat all possible opposing races.

I take two Wardancers. In leagues I think the Catchers are the stars of the team, but in a tournament, especially a resurrection tournament where you can be a little reckless with them, the Wardancers are the absolute game breakers. I give one Strip Ball (absolute no brainer and the first skill that should be chosen in any progression style or skill each round style tournament. With the possible exception of Leader on a thrower), the other I give Tackle.

A lot of people swear by Frenzy and can point to odds that back up its usefulness. For me however I just don't like that the automatic follow up can put such a prized player in a spot I don't want him. Tackle is typically only useful in 50% of games in a tournament as you beat your head against a wall of Dwarves and Orcs, but against the teams you need it I find the skill to be absolutely essential and possibly more useful than Strip Ball. Next point of call is two Catchers. It would be nice to go for more of them and I have seen starting league teams go with four Catchers and no rerolls and have a lot of success. But for me despite the fact they have Dodge and are probably a little more resilient than the Line-elves, the Strength two can really limit the hitting I can do in return. Most teams will have a catcher killer, and it's a far site easier to hide two than it is to hide four of the wee blighters. I give one of them Block, its nice to have one with a little more protection and it gives me a bit more of a last ditch blitzing option if required.

I then slot in a Thrower. Now if the guy had Sure Hands he would be an absolute must, but even with just Pass I like to find a spot for him in the team. Giving him Leader essentially gives me a Lineman with Pass and a Reroll for 10k cheaper than a straight reroll. I could almost consider a second one with Sure Hands or Accurate to be the main thrower, but only making room for one, Leader is the skill of choice for me.

My hero and villain position is next. My Treeman. In 2007 when I made this team I took the Treeman simply



MATCH REPORT

Grudge of Gum Tree

because he's a cool second edition model that came with the team I bought from a guy in Italy. I played another Wood Elf team that year and despite winning 6-3, I was intrigued by his line-up with Dodge on all the Line-elves and no Treeman. I found it really hard to control his players and wondered if that was the way to go having watched my Treeman get rooted and stuff up over and over again.

I played some practice games prior to 2008 against tribalsinner running dwarves. My non-Treeman team were carted straight to the morgue.

Returning to my 2007 lineup I recorded a commendable draw and had plenty of chances to snatch the win. So my mind was made up.

I give my Treeman Grab. This has always simply been to increase his effectiveness by maximising his ability to throw a Block each turn, rooted or not.

I'll be honest I never actually considered its usefulness for one-turn scoring. I was having a difficult game against Hammer or, as I like to call him, "The Kingmaker" and got Both Down's on my Blitz which I thought had stuffed me completely. I suddenly noticed the tree and saw he could move that same player I was trying to Blitz towards me, by Blocking him with Grab.

You take the big guy with a grain of salt. I use him to set up my one turners now, and while he has stuffed plenty of them, or stuffed my whole game by inconveniently rooting. I wouldn't start a game without him. Against agility teams he helps you win

the bash, while against bash teams he becomes a target for some and just generally gives you a safer player to leave on the LOS instead of squishy elves. Just try and ignore that three die block to start your turn... be strong and only use him early in your turn if you absolutely have to. Guard is also a good skill choice but isn't my style.

I round out the team with five Linemen and an Apothecary. The team used to have six Linemen. I think 12 players really is a minimum for an agility team in the Eucalyptus Bowl rule-set as you are going to run into multi-skilled bash teams that can really ruin your day. We all know Elves can score with next to no one on the field, so its important to try and give yourself a buffer of players, even if it is just the one.

I say that and then run with 11 players; ha ha. Before the AusBowl I changed the line-up by dropping a Line-elf, taking an Apoth and then giving a Line-elf Kick. Kick is a great skill to have if you can fit it in your team as you can dictate some of the early moves of your opponent. You can isolate a slow moving team like Dwarves deep in their own half and cut them off from their team mates, or bring a slower passing team within range of a Blitz on your turn when they would probably much rather be hiding in their own backfield.

So far the choice of the Apoth has worked for me at AusBowl One and Sandgroper Cup V, there has only been two games in twelve that I have been unable to use him on the first casualty. While I was tempted to use him on a Seriously Injured Thrower in one game, the key here is not to get greedy and stay calm and save him for the first Badly Hurt player you get. I could foresee risking him for a Wardancer or the Tree, it really just depends how the game is going for you.

A Taste Of Turf



W	Wardancer	MA8	ST3	AG4	AV7	Block, Dodge, Leap	Strip Ball
W	Wardancer	MA8	ST3	AG4	AV7	Block, Dodge, Leap	Tackle
C	Catcher	MA8	ST2	AG4	AV7	Dodge, Catch, Sprint	Block
C	Catcher	MA8	ST2	AG4	AV7	Dodge, Catch, Sprint	
T	Thrower	MA7	ST3	AG4	AV7	Pass	Leader
TR	Treeman	MA2	ST6	AG1	AV10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team Mate	Grab
L	Boggie	MA7	ST3	AG4	AV7		
L	Lineman	MA7	ST3	AG4	AV7		Kick
L	Lineman	MA7	ST3	AG4	AV7		
L	Lineman	MA7	ST3	AG4	AV7		
L	Lineman	MA7	ST3	AG4	AV7		

2x Rerolls, Apothecary, 0 Fan Factor, Team Value 125

MATCH REPORT

Grudge of Gum Tree



WW	Werewolf	MA8	ST3	AG3	AV8	Claws, Frenzy, Regeneration	Block
WW	Werewolf	MA8	ST3	AG3	AV8	Claws, Frenzy, Regeneration	Block
W	Wight	MA6	ST3	AG3	AV8	Block, Regeneration	Guard
W	Wight	MA6	ST3	AG3	AV8	Block, Regeneration	Guard
G	Ghoul	MA7	ST3	AG3	AV7	Dodge	Wrestle
G	Ghoul	MA7	ST3	AG3	AV7	Dodge	Sure Hands
Z	Boggy	MA4	ST3	AG2	AV8	Regeneration	Block
Z	Zombie	MA4	ST3	AG2	AV8	Regeneration	Block
Z	Zombie	MA4	ST3	AG2	AV8	Regeneration	Block
Z	Zombie	MA4	ST3	AG2	AV8	Regeneration	Tackle
Z	Zombie	MA4	ST3	AG2	AV8	Regeneration	Tackle
Z	Zombie	MA4	ST3	AG2	AV8	Regeneration	Dirty Player

3x Rerolls, 0 Fan Factor, Team Value 125

I name the blond haired lineman "Boggy", for reasons Richard can explain, and the team is ready for their grudge match.

Stumps of Doom: Virral...

The first thing I'll say about my teams is that I've never been able to think up good names for them... I can barely remember why my Necromantic team is called the *Stumps of Doom*!, I think it had something to do with a nickname we used to call my dog (because... you know... Werewolves).

They're still a favourite team of mine, however sadly since LRB4 they have suffered a number of setbacks which according to NAF statistics have dropped them from the number two tournament team in the game in LRB4 to number nine in LRB6.



A Taste Of Turf

The main hits have been more expensive Zombies, the loss of Catch on the Wolves and a weakening of Claw, Stand Firm losing it's free Dodge mechanic and big drops in the effectiveness of Fouling (which combined with such cheap linemen used to give Necromantic a good chance at a numbers advantage).

It's not all bad of course, Wights have gained Strength access which is very welcome, and Wolves have gained Regeneration. In a league setting I'd still rank them very highly, however my feeling is that the team has suffered drastically particularly against low armour teams where their bashing potential has been limited.

In LRB6 using the Eucalyptus Bowl rule-set, you can afford a team with full positionals but only a few skills, or you can give up on a few of the positionals and take lots of skills. When you go from a 120k Flesh Golem to a 40k Zombie, that's a lot of extra skills on your team.

I've tried both methods, and I've found that I work best with a team that does not include Flesh Golems but instead goes for reliable play with plenty of Block across the board. So I have twelve players total, two Wolves (both with Block, although one with Dodge would also be a valid choice I think), two Wights (both with Guard), two Ghouls (one with Wrestle and one with Sure Hands), six Zombies (three with Block for the LOS, two with Tackle and one with Dirty Player) and three re-rolls.

The placement of Tackle on the zombies is somewhat controversial, I think many people would automatically assume it should be placed on the Wight(s), but my reasoning is simple enough. There is no doubt that Block/Tackle is the preferred option for knocking over those

pesky Dodgers, but the players I'm going to need Tackle against are either going to have Block (meaning while it would be safer if I had Block, it won't actually help me knock them over) or they won't (meaning at the very least they're going down with me if I roll Both Downs). Plus my Wights are the only players on my team with Strength access, and I really need a couple of Guard guys to give me the edge in a fight, and in a game against bash teams without Dodge my Wights remain useful while my Tackle Zombies still do their job as extra bodies on the field. It just means I have to be conscious of my placement of Tackle Zombies so that they can be used effectively, something that does take practice but which I'm pretty comfortable with.

I tried to set up my roster as I would for the actual tournament rather than letting my knowledge of James' preferred Wood Elf roster influence my choices. I have taken a reliable team which would have an edge when it came to the bash, the ability to put pressure on the sidelines via Frenzy and Guard combos and the Sure Hand Ghoul to handle the ball.

Against Blodgers I've got my Wrestle Ghoul and two Tackle Zombies to help me keep on top of them, and finally the Dirty Player Zombie is there to hit targets of opportunity without costing me too much if he's sent off thanks to having a reserve on the team. Both James' and I will be taking one lineman called "Boggy" to test run a mini game I have planned for Eucalyptus Bowl 2011 called "The Boggy Hunt", with prizes awarded to players based on how 'their Boggy' performs (both good and bad) in the event.

Obviously the name is intended as a tongue in cheek jab at "Rabid_Bogscum", who has affectionately become known as "Boggy" around the

First Half Kick Off

tournament scene thanks to my subtle promptings (mwahahahaha!) I look forward to seeing what happens to our respective Boggys as the game progresses, I plan on giving his Bogggy a good thrashing!

Bogggy Receives...

Fame: +2 to Virral
Kick Off: Cheering Fans (Reroll Each)
Weather: Fine

Virral:

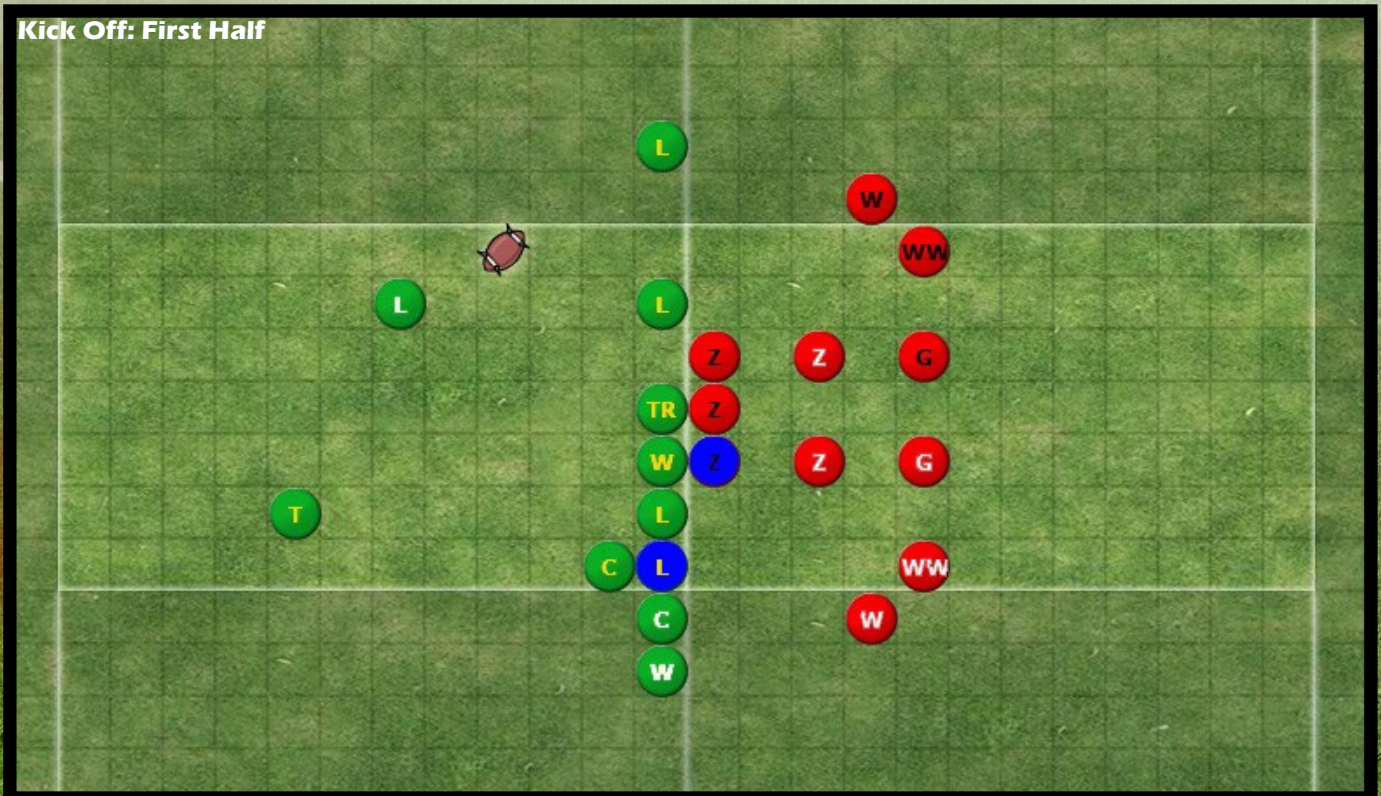
I went with a fairly straightforward setup, honestly with no real desire to stop James from scoring but wanting to pressure him to do it quickly. Of course, if the opportunity arose for me to turn him over then I'd take it, but I was reasonably confident that I could grind out the rest of the half to score just before half time. Hopefully by then his AV7 will have kicked on, and he'll be down players for when I receive in the second half.

Rabid:

I setup knowing I wanted to run a loose reciever cage with plenty of scattered bodies that are hard to mark and hard to crowd surf. I give



Kick Off: First Half



A Taste Of Turf

Turn One

myself a safe Wardancer Block to start and then I can do a safe Wardancer blitz before moving my players. I somewhat cover the other wing just in case of the dreaded BLITZ kickoff result. The plan is to get that ball and move out of blitzing range with it.

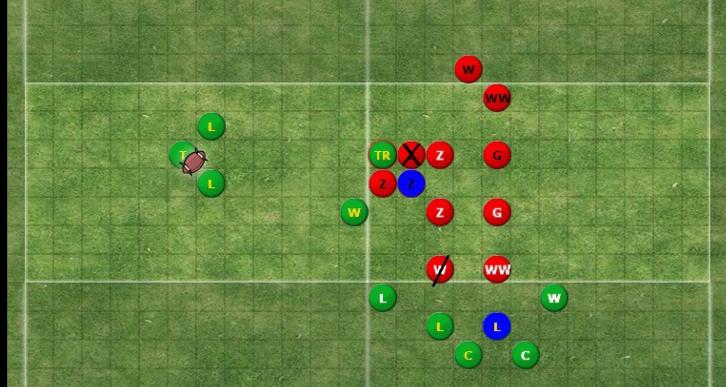
Rabid: My turn was dictated by Virral's setup. Choosing to give up the sidelines completely gives me plenty of options. While I recognise this kind of setup is a bit of a trap and is designed to hem me into one side and use his frenzy players to wipe my team out I decide to take the bait. I think this is where Virral's team choice limits him, Flesh Golems are the masters of holding the wide zones. With their extra ST and Stand Firm, they are a real pain to get past, and then they are the ideal player to put on the sidelines to give assists to the Wolves as they are, generally speaking, pretty safe from the crowd themselves.

Usually I punch a hole in one side and send a Catcher and a Wardancer through, I then try and win the LOS battle and send the other Catcher through the middle and to the other wide zone. That way my opponent needs to spread his defences to mark up numerous threats in his backfield. He usually doesn't gain control of the LOS in one turn which gives me plenty of options for a relay pass/

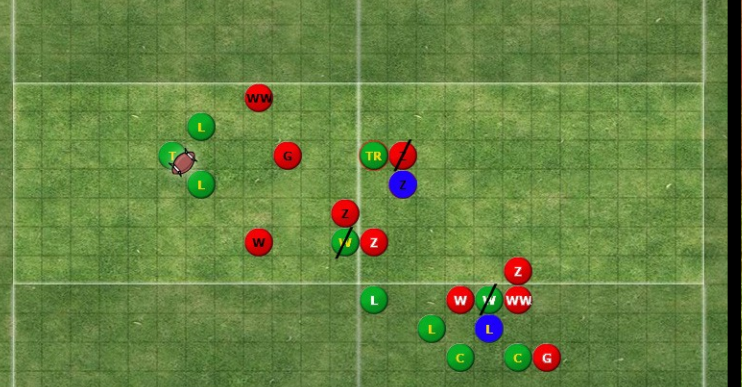
handoff action with those players. With no Blitz required to flood his backfield ordinarily I would do my usual and split my attacking options down each side. For this game I opt to take a side with strength, sending four players up the one side in a loose cage formation, protecting the Catchers and not allowing him a player he can Frenzy off the field in one turn. I then drop back and protect my Thrower with two corner point safeties as Necromantic teams are very adaptable and have plenty of speed and I don't want to be sacked by a reckless Blitz play from a Wolf. Ideally my Wardancer wouldn't be in a tackle zone, but I'm pretty happy with my start.

Virral: Boggy took the "bait", if you can call encouraging someone to score "bait". As expected, he is going for the fast score and I don't really feel the need to stop him. It's still important to put the pressure on of course or you risk your opponent being able to stall without penalty. It would really take him to fail something to make it happen, so I simply wanted to encourage that failure, and have players on both potential failure points. I threw as many safe blocks as I could, and moved my more agile players into position to cover the thrower and the receiver.

Turn One: Rabid



Turn One: Virral



MATCH REPORT

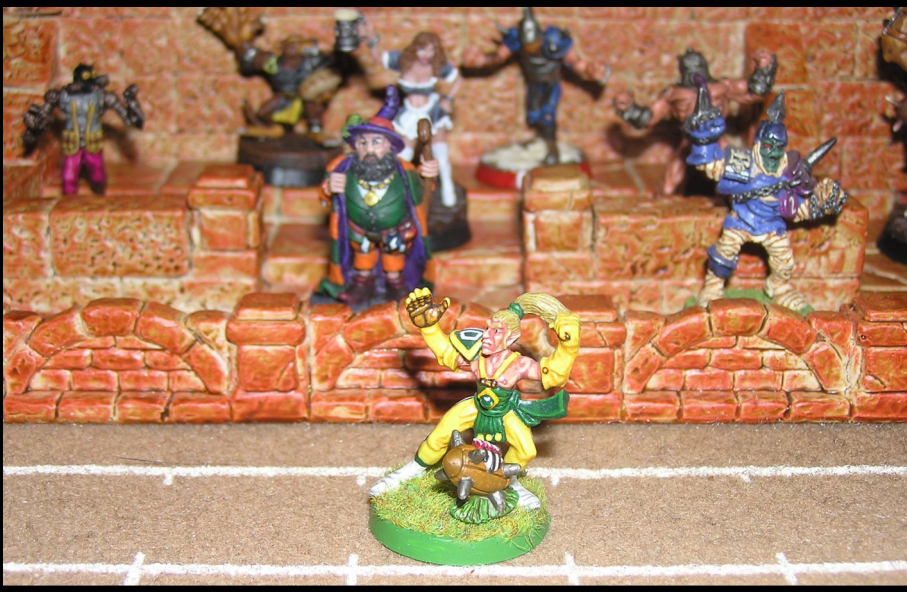
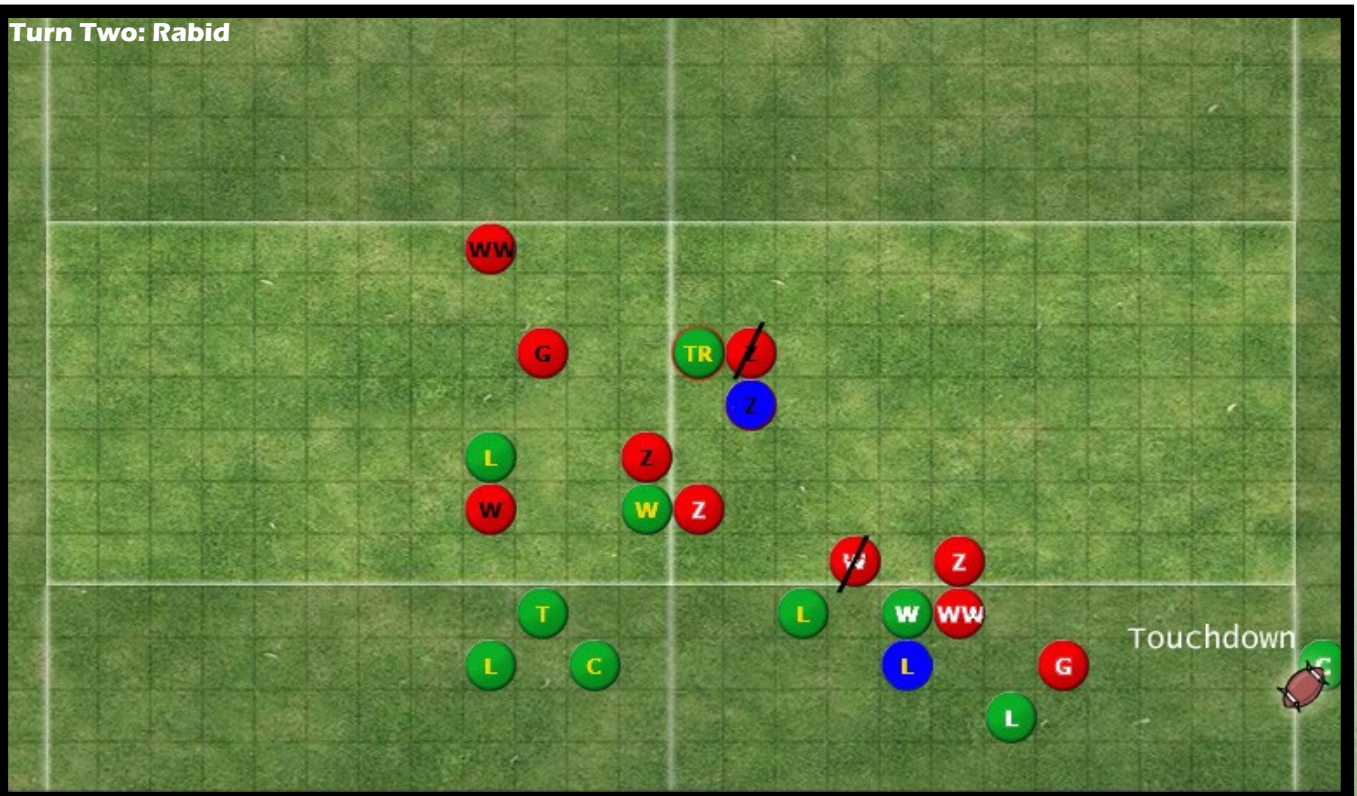
Grudge of Gum Tree

Turn Two

Nothing notable really happened this turn, I managed to knock over both Wardancers but sadly no armour breaks. It did require a bit of fancy footwork from the Wight (a dodge and two GFI) to get into position near the Thrower, however with a spare Reroll in the bank I was happy to take the risk.

Rabid: Virral has opted to hedge his bets a little, which I think is a mistake. He has loosely marked up my flying wedge on the wing, and attempted to pressure me a little. This just makes my options limited, but no less effective. My loose cage has allowed me numerous

Turn Two: Rabid



unmarked players, I Blitz the only Ghoul directly blocking my wide zone and utilize a free Lineman to accept a relay pass from my Thrower (I do burn a Reroll here) and then handoff to my Catcher who goes in for the early score. So far so good. But will Virral grind out that 2-1 win I seem so susceptible to???

Virral: No surprises here, I tried to tempt James into throwing some stupid blocks,

A Taste Of Turf

Drive Two Kick Off

Virral receives...

Kick Off: Cheering Fans (Reroll awarded to Virral).

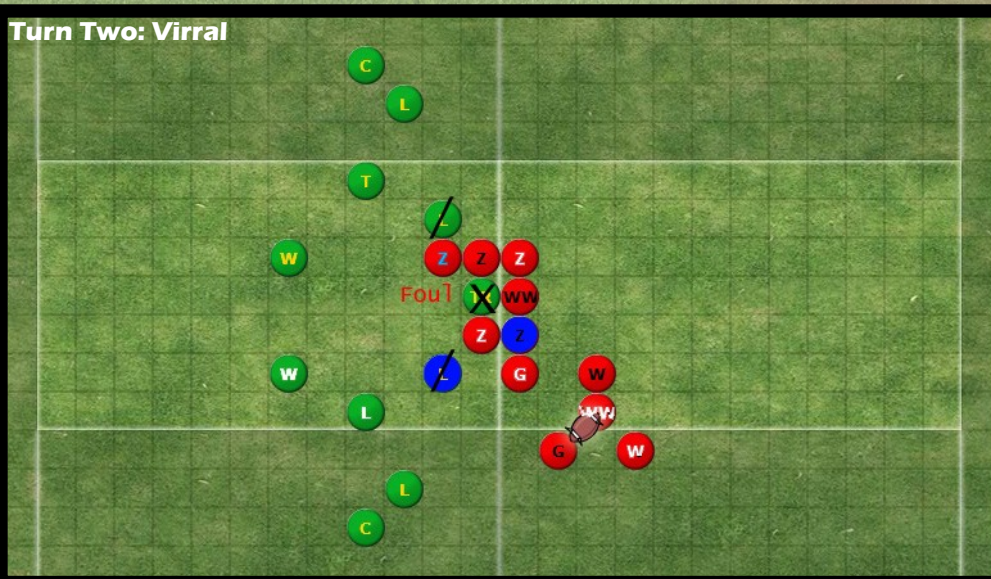
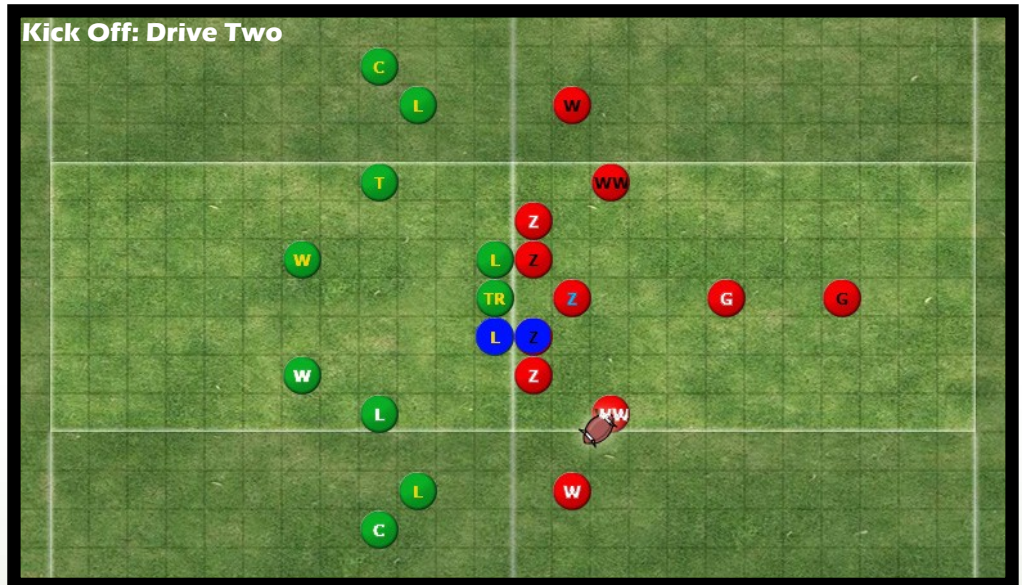
Ball scatters to Werewolf who catches it.

Virral: My setup here is pretty straight-forward, I plan on thrashing the LOS Elves, getting the ball with the Sure Hands Ghoul and caging

up, and then making a decision on whether I'm going to hit the Tree with a Werewolf and try to break his armour. I've also swapped out one of my Block zombies for the Dirty Player.

Rabid: My setup was pretty basic. Wide zones protected from the crowd surf by having a staggered wide zone, outside man back one square. Treeman and two brave Line-elves on the front line. I've used my Leader reroll so I leave the Thrower and Kick Lino within easy hitting range and drop the Wardancers back.

Turn Two Virral: My plan here is to take it slow and encourage James to join me for some violence. The fact that the Werewolf caught the ball is an excellent start, meaning I could cage him up nicely with Guard players. I started with some Zombie blocks, and then decided to hit the Tree with my other Werewolf. Claw gets me through and I end up with a stun thanks to his Thick Skull.



Now that I have all these players around him, with a very safe ball carrier, I can't help but take the opportunity to foul the Tree. I had a "six plus" on the roll and it still failed to break AV! Sigh... at least he was already stunned so won't be standing up and ruining my day.

Turn Three

Rabid: Not much to say here. I just free up as many players as I can and try and envelop Virral to slow his drive down, allow him as few hits on me as possible, while sending a Catcher into his half so I always have a scoring option if the opportunity presents itself.

Hope my Tree can hang on.

Virral: Sadly James refused my generous offer to join the fun, but instead chose the coward's route. He didn't even mark the ball carrier after Blitzing the Ghoul out of the way, which I did find surprising.

This turn started well, I moved my cage around to the other side of the field, but otherwise I was happy to take it easy. James made a sly comment about fouling the Tree, which I did intend to do anyway, but I took care of the important things first.

Set the cage up, with the intention of bolstering it after the foul as it was a little on the weak side. I moved one Wight over for an assist, and hit the Wardancer in range with a Tackle Zombie, knocking him over but sadly once again failing to break armour. That Zombie finished his move marking a Lineman.

Then came time for the Foul, with the plan to

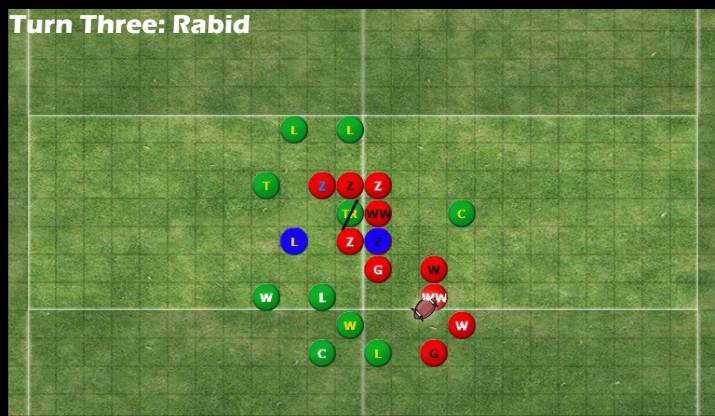


distribute the assisting players amongst James' team. Naturally of course I then roll a double six on the armour roll, and get a stun on the Tree. My Dirty Player was sent off, and some of my players were left off position.

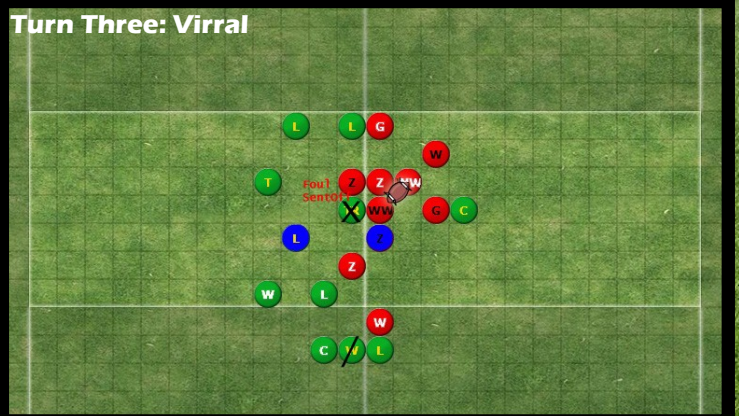
Now, while I regret being sent off, I don't actually regret the Foul... the Tree is a huge road block for me, and he was far too close to the cage. I just needed a stun and the Tree would have been irrelevant for the rest of the half, and with a plus five on the armour roll it felt like a good bet.

Such is life sometimes in the wonderful world of Blood Bowl.

Turn Three: Rabid



Turn Three: Virral



A Taste Of Turf

Turn Four

Rabid: At the beginning of Virrals turn I made a comment that he would want to Foul my Tree before he had to move all those assists away. In tournament play it is especially important to get inside your opponents head. Don't be afraid to offer advice, even if it's the most obvious thing in the world and exactly what they intended doing. You saying it may make them doubt the play, or even if they don't, they are going to seriously mull over any things you may point out, and later your table talk may lead them to do exactly what you want them to.

I have no idea if my comment affected Virral's game-plan in any way shape or form, he may well have intended the foul anyway, but I like to think it did. So here was the moment of truth, a dirty fouling send off has opened a chink in the defence of the *Stumps of Doom* !

These are the game changer's because they force you to decide whether to pull the trigger or not. Everything is going ok with me staying out of harms way and slowing Virral's drive (though its worth pointing out there is no hurry with a Necro team, and chances are I'm not in as strong a position as I think I am controlling my opponents drive), but against a

good coach sometimes you just have to roll the dice so to speak and take advantage of these little mistakes. The danger of course is that to get the Blitz on the ball carrier I need to mark up his other players to take out the tackle zones, which leave me very vulnerable should I fail in my attempts to get the ball. This isn't an over exaggeration, at turn four in the first half, this many hits on my players and a few lucky casualties could change the whole game.

I go for it. In Leaps my Wardancer who POWs and Knocks Out the Werewolf who promptly drops the ball into my Catcher's hands, who spills the pill but thankfully towards the end zone.

My Catcher dodges away, scoops up the ball and sets sail for the end zone. I had used my Reroll moving a Lineman up for an assist so despite the fact I can score in this turn I choose not to risk the dreaded GFI's. I try and cover his movements with my other Catcher, and basically I'm just hoping my ball carrier can hang on.

Turn Four: Rabid



MATCH REPORT

Grudge of Gum Tree

Virral: This is why I hate playing against Elves, particularly Wood Elves. Admittedly I left myself somewhat vulnerable thanks to the failed Foul, but no other team could capitalise on it like the Woodies as I suddenly find myself in disaster mode after previously feeling quite in control of the drive.

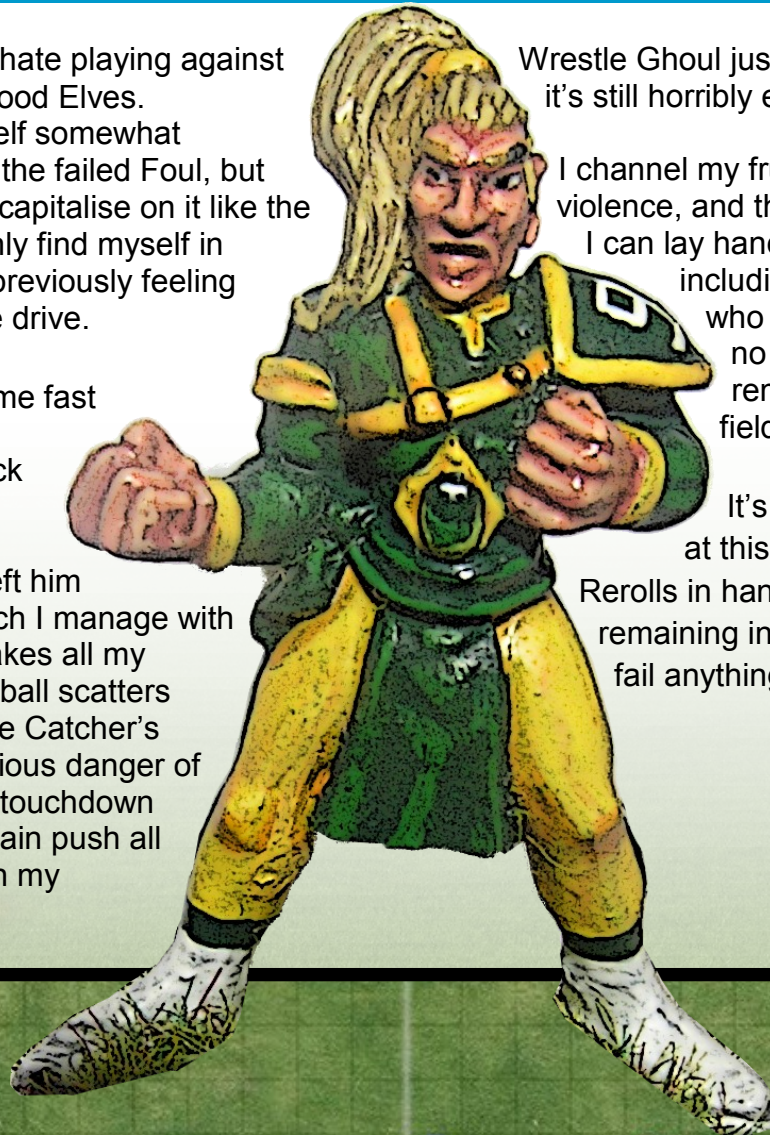
Thankfully I have some fast players in range so I scramble back to sack the ball carrier.

Fortunately James left him in range of a hit, which I manage with a Werewolf (which takes all my movement), and the ball scatters free. I fail to break the Catcher's armour, so I'm in serious danger of conceding a second touchdown and all I can do is again push all of my movement with my

Wrestle Ghoul just to mark the ball, but it's still horribly exposed.

I channel my frustration over that into violence, and thump as many Elves as I can lay hands on. I score two stuns including on the Wardancer who KO'ed my Wolf, but still no joy in terms of removing Elves from the field.

It's worth pointing out that at this stage I still have five Rerolls in hand and only four turns remaining in the half, having yet to fail anything that could be re-rolled.



Turn Four: Virral



Turn Five

Gotta Love it.

...not much I can do about that!



Virral receives...

Kick Off: Perfect Defence.

Knocked out Wolf returned.

Virral: Well, I originally planned my setup around needing to score quite quickly in order to keep pace. My wight was going to give assists to the two Block zombies on the front line, and chances were good I'd dodge him away from the tree because I had re-rolls to spare. However the Perfect D meant that was totally mucked up, but James did leave my Wight free which I think was a mistake.

Rabid: The key to Perfect D's for me is not to suddenly change the game plan and over commit. I change the block matchups on the front

line, and I have no problem leaving players on the LOS unmarked, but I always make sure I still have all my own holes covered.

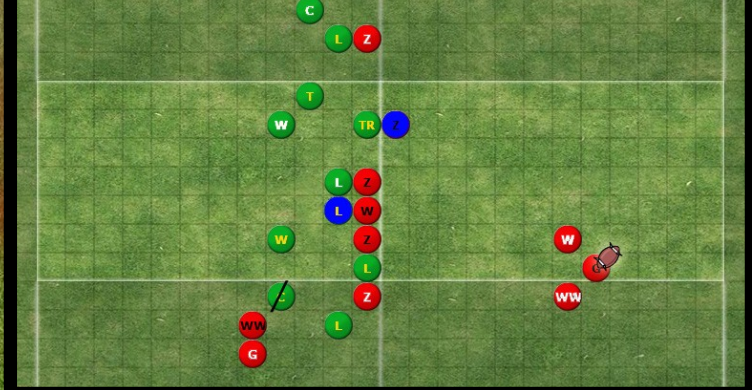
Turn Five Virral: While I did suffer a setback here due to the Perfect Defence, the plan ultimately remained the same. I needed to score this half or my game was effectively over. I decided to focus on a single side, so I moved my free Wight on the LOS into a position where Guard would become useful, and mark up players nearby with Zombies.

Grabbing the ball with the Sure Hands Ghoul, I kept him back with protection from a Wight and a Werewolf. My other Wolf Blitzed a Catcher out of the way, and I ran him and the Wrestle Ghoul up the field. This is a bit of a sneaky move on my part, what I want James to do is swarm those two fast players in scoring position and generally end up overcommitted on that side. If he does do that, then I can actually form up quite nicely on the other side, running the ball with the Ghoul, backed up by his Wight and Werewolf guards.

Kick Off



Turn Five: Virral



And the best part of the plan is that those players are a genuine threat, so if he doesn't take them seriously then he is in danger of them scoring.

My Boggy Zombie was feeling brave and went the two dice against, with just a push. A knock down would have been very nice, as it would have freed Boggy up to help with the bait and switch plan.

A Taste Of Turf

Turn Six

Rabid: With the speed of the Wood Elves I opt to take out the receivers.

I don't have much luck on the Blitz, so just settle in and see what happens. I try to throw as many Blocks as I can but not give him too many in return.

My brain doesn't work and I think I've got the sideline covered and my Wardancer is safe. I don't factor the Ghoul moving...

Virral: Result! James took both Wardancers down to threaten my Wolf and Ghoul team, leaving me free to run the ball forwards and establish a loose cage without fear of Leaping.

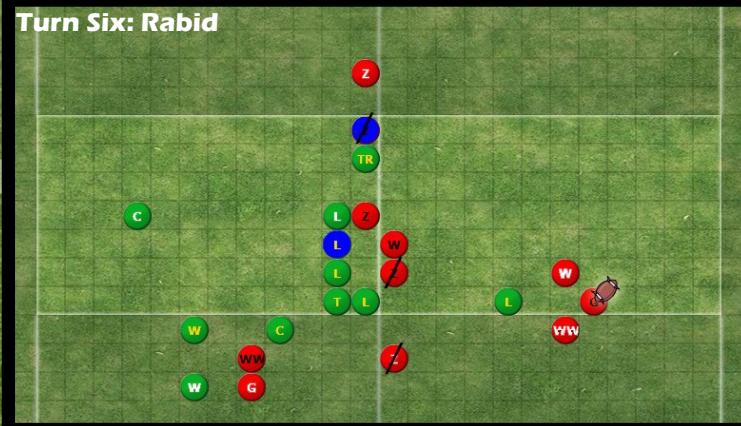
I was slightly concerned about the Tree, but my faithful Boggy Zombie is hold-

ing him at bay for now. I also wanted on take advantage of James' foolhardy setup of a Wardancer within two squares of the end zone and my own abundance of Rerolls. I

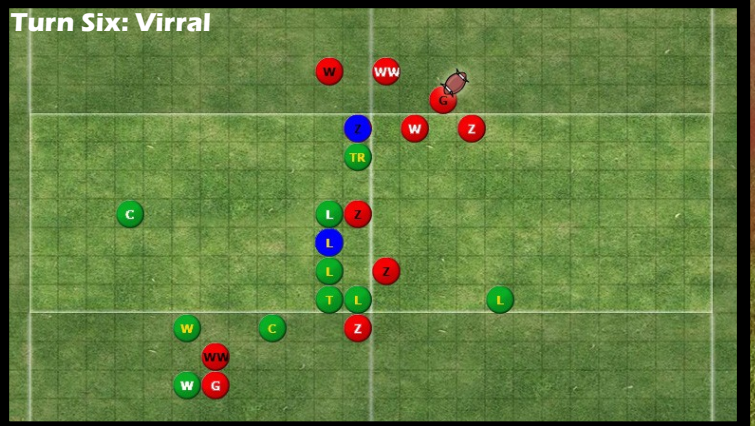
move the unmarked Ghoul forward, and Blitz with the Werewolf. The first hit would be one dice, but the follow up would be two my choice and hopefully see him depart the pitch.

The Wolf fluffed the dodge, meaning my first reroll of the game used, and then rolled a Both Down on the first hit meaning we bounced. A disappointing outcome, but I can't complain when both Wardancers are tied up nowhere near the ball.

Turn Six: Rabid



Turn Six: Virral

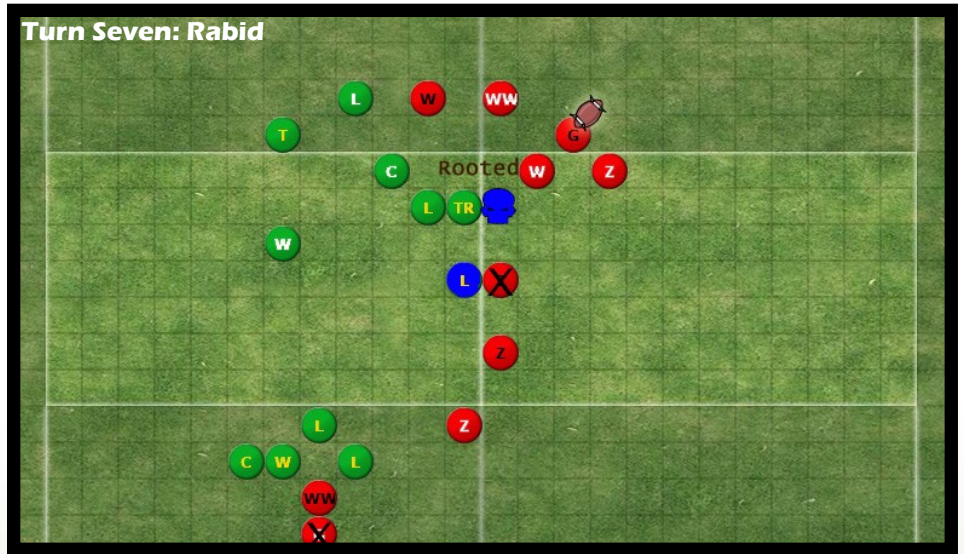


Turn Seven

Rabid: Virral actually surprises me with his switch to the other side. I didn't really see it coming as I didn't think he had enough turns to get too tricky. It looks like I am over committing down the bottom. I have an attempt at some crowd surfing, but at the same time I'm trying to position less valuable players down there so I feel more comfortable extracting my positionals.

With my high movement, I'm not discouraged by the placement of my players. Virral really has only four players that are going to influence his drive down the other side, the Zombies just don't have the movement to be useful. Treeman crushes his Boggy who regenerates... hmmm hope I get a lot of Undead teams so I can nail this Boggy Challenge.

Virral: Oh no, the first Boggy casualty of the game! My poor Boggy gets a thrashing by the Treeman here, but thankfully regenerates. On the plus side, the Tree is rooted meaning he is irrelevant for the rest of the half, which was Boggy's job anyway!

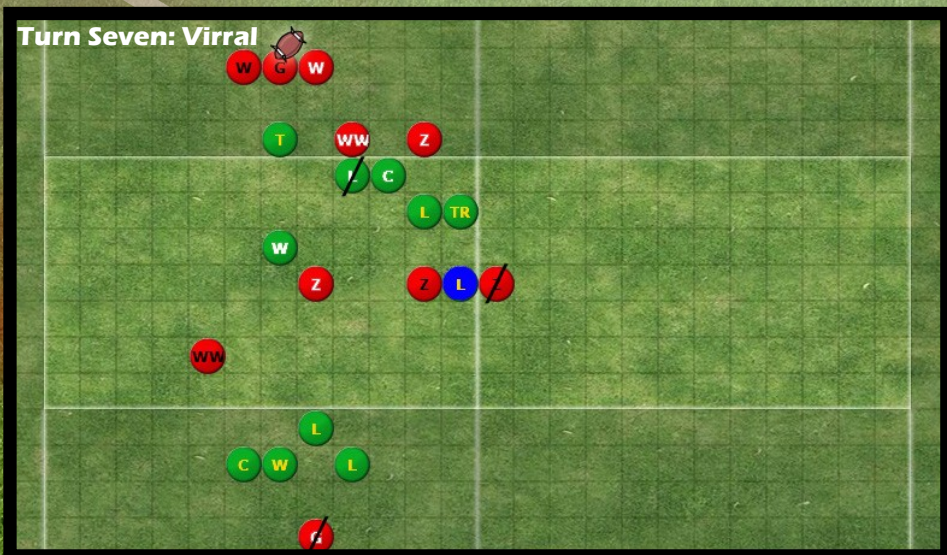


Because Wood Elves are so mobile, James is able to recover reasonably well, but still ends up with four of his players (including a Wardancer) badly out of position.

My plan is simple really, I use my Guard Wights to cover the Ghoul with the Ball, and do my best to hamper the movement of his team to reduce the number of players he can get into range to stop me scoring.

He has a few players in the clear, and a Wardancer nearby marked by a Tackle Zombie. If he goes for the Ghoul it'll be two dice my choice, which is preferable to the Ghoul being right up against the sideline in danger of being surfed by a leaping Wardancer.

His only other option is to try and block the Ghoul's movement, something that'll be tricky for him when I have two Guard players in use. Even if he does get lucky and knock over the Ghoul, I'd have to be pretty unlucky on the scatter to be put in severe jeopardy. I actually used my second reroll of the game during this turn, but I cannot for the life of me remember when (sorry!)



A Taste Of Turf

Turn Eight

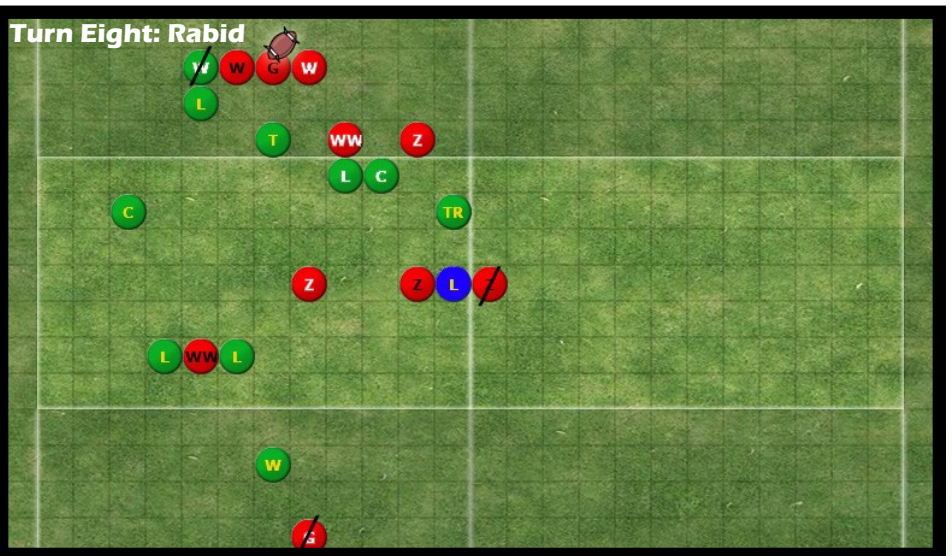
Rabid: Crap. That didn't work. So experience has taught me that in this situation it's not always prudent to go for the ball carrier.

Rather it is better to hit one of his supports and mark up on the ball carrier, while covering the routes towards the end zone forcing a key Blitz and probably Dodges along the way.

I mark the Werewolf just in case, but go for my play early in the turn. Ordinarily I would move my Dodge players that I plan on using to cover the backfield before the play but with Tackle sitting on my Catcher and the Wardancer I need to use, I consider it too risky.

It all goes awry. Tackle on my Wardancer takes my reroll, who promptly double-skulls the block. Unfortunately it's a clear run to the line now.

Virral: Phew! Thanks to the War Dancer choking on the Blitz, the path to a touchdown is wide open. Considering I'm down 2-nil right



now, I have a truly absurd three Rerolls remaining.

I could just walk it in, but I really need to cut his team down by a player or two if I want a chance of winning this thing, so I decide to throw the "safe" Blocks available to me, i.e. players on my team that have Block and can throw a two dice block.

Much to my delight, one of those Blocks scores a Casualty against James' Boggy! He suffers a Badly Hurt, and James uses the Apoth to bring him back into the game...

It made me chuckle that now both of our Boggy's had been hurt and yet both would return to the pitch for the second half.

Once the blocks were done I walked in the touchdown to make it 2-1 in James' favour.



First Half Wrap-Up

Virral: Well, I'd be lying if I said I was happy with the way the first half went, but at least it wasn't a 2-nil or 3-nil disaster. The second foul against the Treeman really cost me, but as I said in my match comments it is just being sent off that I regret, I think the decision itself was sound enough given my team placement and I'd probably have done it again if put in the same situation.

That was the defining moment that turned the game away from my favour though, there is no denying it. Going into the second half I'm going to be receiving, so I have to make a difficult choice, either try to grind out a draw or go for the win. I suspect in a tournament setting, against a player like James who still has a full team of Elves at his disposal, I'd be leaning towards the draw.

However, I will wait and see how our teams fare early in the second half... if I can get numbers on him and position myself to score relatively quickly, then I'll probably take the touchdown and try to win this thing!

Rabid: A good first half. Could have been great, but them's the breaks. Getting that second TD has really put me in the box seat. Because I have a one turn option (not that it's a sure thing) I've always got a chance at winning this game.

I suspect Virral will play for the draw, so my plan is to stay safe and try and keep as many players and Rerolls as I can for that key last play if required. I will take an opportunity to go after him if he makes another mistake but may not risk it early in the half, and I don't plan on throwing away Rerolls on ridiculously complex offensive defence plays. I've got a full team going into the second half so I am pretty confident. The Apoth has done his job (justifying his selection), so fingers crossed I can win this one for all the readers out there.

It is Virral afterall.

Current Score:
Rabid_Bogscum 2
Virral 1

Can Virral snatch a win or will Rabid run away with it? A Taste of Turf continues following the sub-magazines...

A TASTE OF TURF

Match Report 1 "Grudge of Gum Tree"

By James Russell-Wills (Rabid Bogscum) and Richard Andrew (Virral)

**We left off with Rabid 2-1 up over Virral.
Now the exciting second half of Grudge of Gum Tree...**

Virral Receives...

Kick Off: Perfect Defence

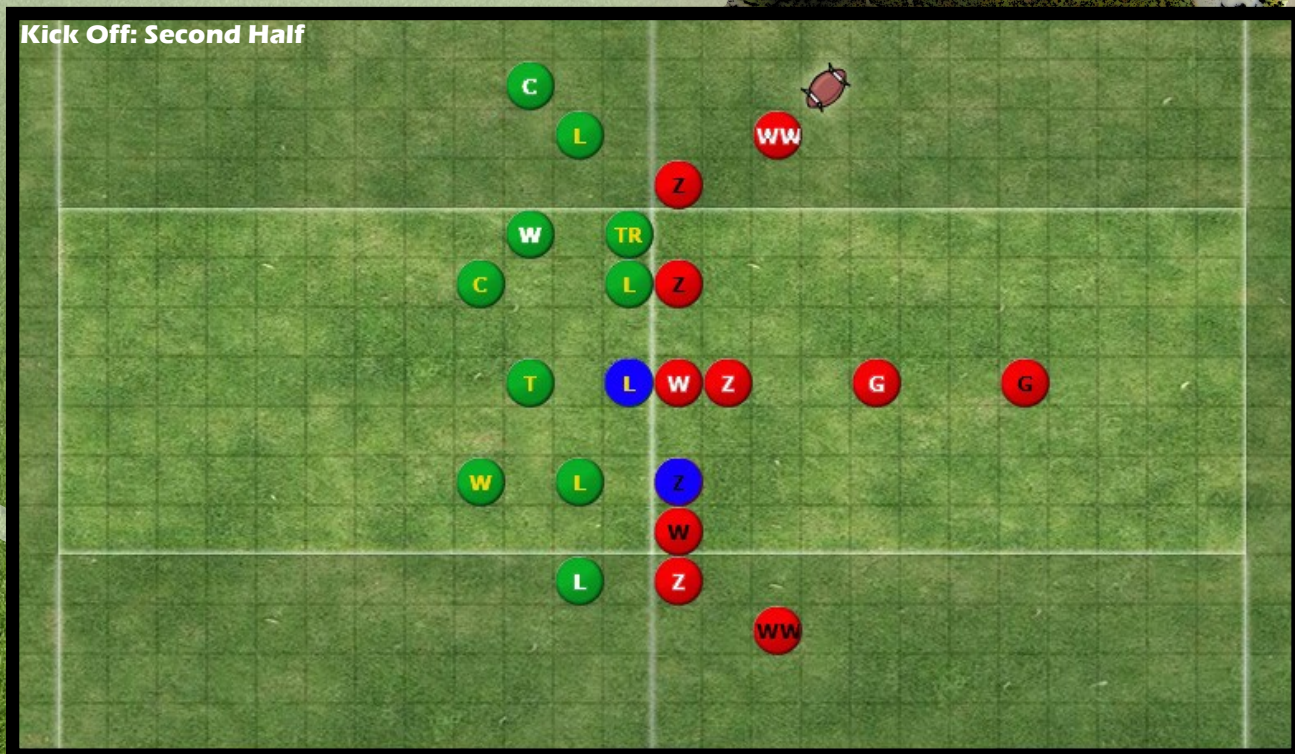
Virral: I go with pretty much the same setup, and pretty much the same plan. Naturally nothing goes to plan as I've come to expect from this game, and James rolls another Perfect D! He doesn't make the mistake of leaving my Centre Wight unmarked this time though!

Rabid: With the ball placed as it was I moved the Tree near the obvious side for the drive. Again I didn't necessarily worry about marking up the entire LOS. I've bolstered the side nearest the ball but still have players in position to cover the other side if need be.



Second Half Kick Off

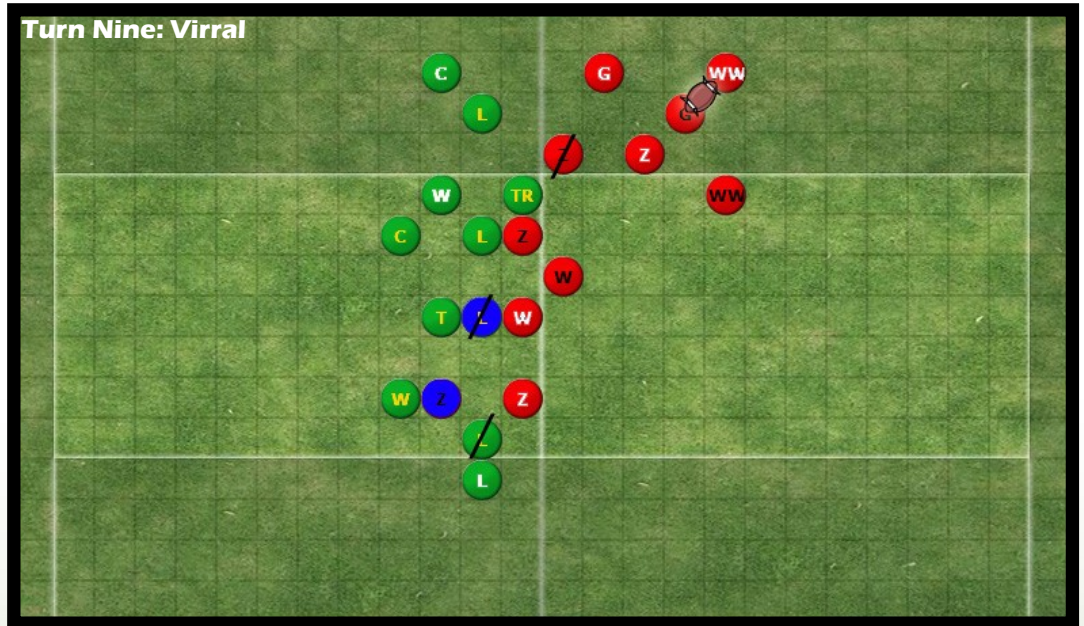
Kick Off: Second Half



Turn Nine

Virral: Nothing too exciting here, with James getting Perfect Defence he is able to form up quite strongly near the ball and limit my ability to hit him. I am pretty much playing for a draw at this stage, so I'm in no real rush to score. I go for the ball with Sure Hands, and cage up. I use Guard to take the hits I can, again with no real impact on his team.

Turn Nine: Virral

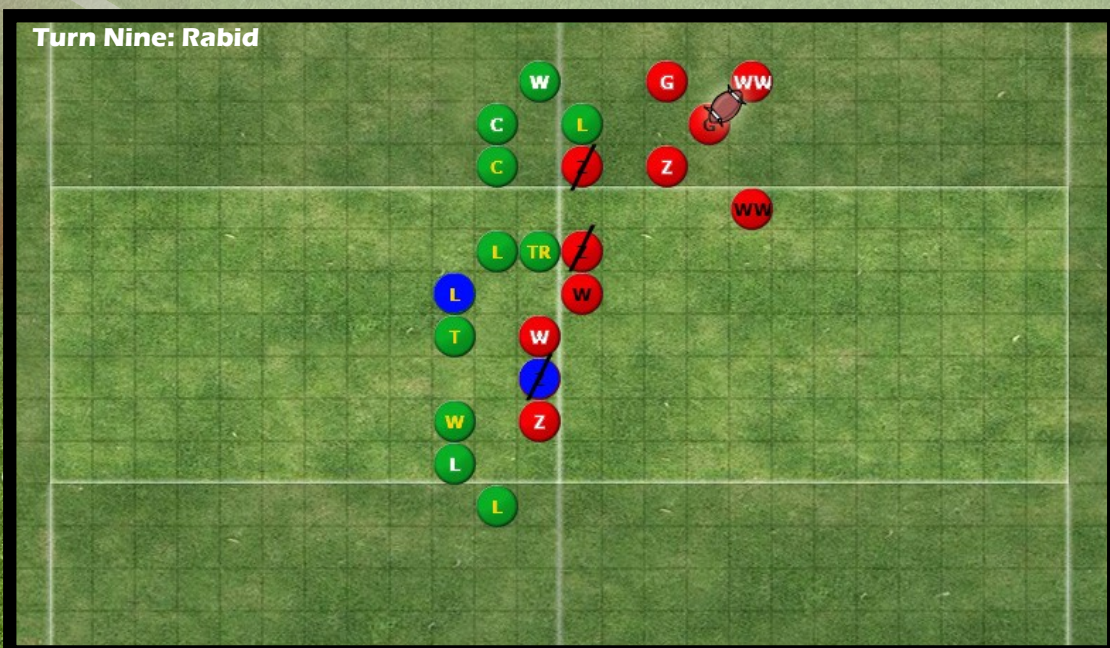


The last thing I do is throw a two dice against on the Tree using a Block Zombie, but it does not go well for me and he ends up on the floor. I decide it's not worth a reroll and hand over to James.

Rabid: I don't bother going for the ball. I just position my players out of tackle zones through blocks and dodges, and mark up relatively close to the Necro's.

Looking at the field now, I see a better option would have been to block the Zombie with my Lineman and move the Treeman up to pressure his wall. Curse you hindsight.

Turn Nine: Rabid



Virral: I was very very happy that James did not put the Treeman onto my cage, that would have been a gigantic pain for me to try and deal with. Glad I wasn't the only one making some dodgy choices this game!

Turn Ten

This particular casualty was a Blitz from my Wight, hitting one of his Linemen. As you can see from the state of the pitch, I was doing my best to strengthen my cage (backed up

By necessity the front of my cage was marked by a Wardancer, so I had to go for a heavier defence around the Ball Carrier than I would have chosen originally. The other thing I do is make sure my Tackle Zombies are next to his Wardancers...

Rabid: Ouch. Here come the casualties. That damn tackle comes into play again, as my Wardancer fails his dodge. I burn a team reroll, and he still fails. I moved the Wardancer quite early in my turn in case I failed something and left him vulnerable.



- 24 -

Turn Eleven

Virral: Alright, that was an excellent turn for me from Boggy there, not only did he burn a reroll but he has left it wide open for me to advance and consolidate my cage.

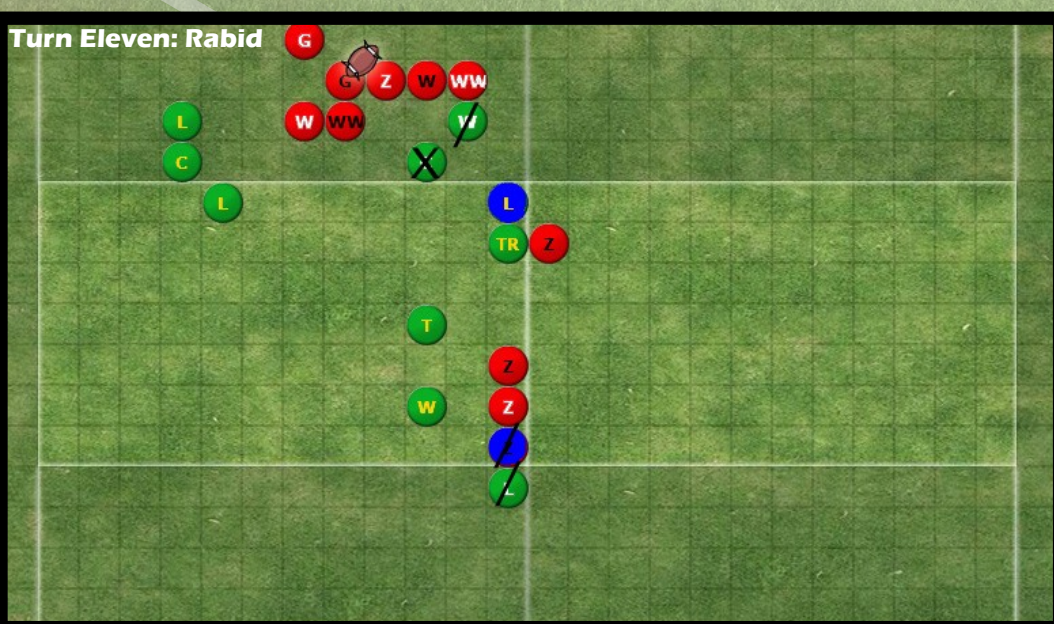
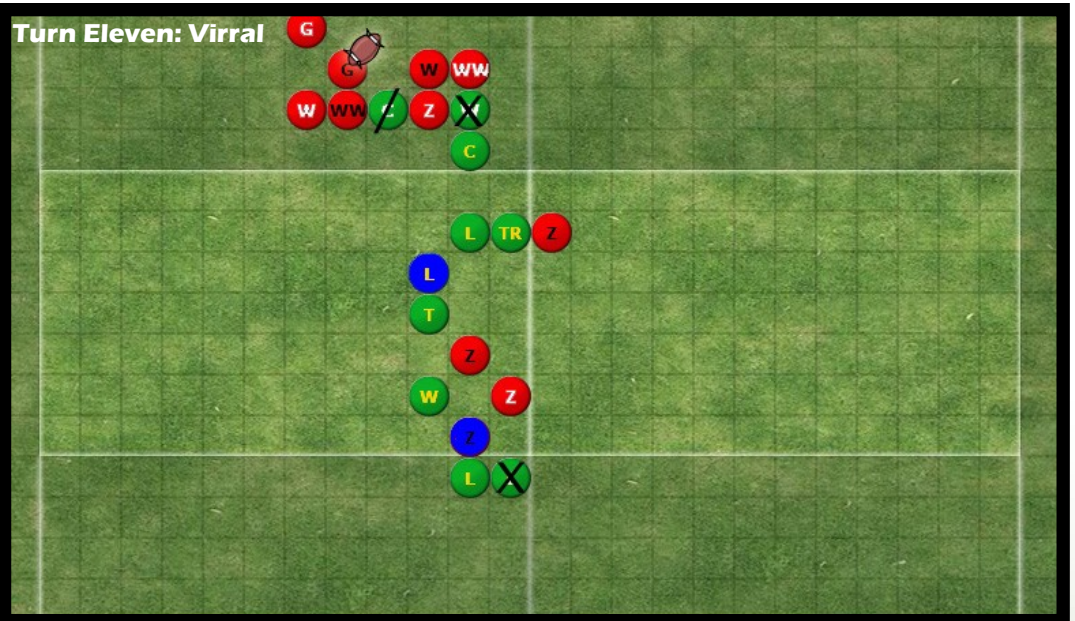
I blitz the one catcher in my path using a Werewolf, and then move the Tackle Zombie into a position where he would be covering three dodge players.

In theory the downed Catcher would have a hit on the ball carrier, but it would be two dice my choice at best and he's far more likely to take a safer hit.

Rabid: I am in protect team mode right now. I slowly try and extricate my team, while conserving rerolls.

I Blitz with Boggy and do nothing but a push, and this time its my Catcher that is brought undone by a damn tackle Zombie. He is stunned as well.

Thankfully I have moved the majority of my team as planned before attempting the dodge. But I'm not in a strong position.



A Taste Of Turf

Turn Twelve

Virral: Nuffle can be cruel, that's all I really have to say.

Ok, so I've cut James team down by a player and he's burnt a Reroll and just had two catastrophic turns which is helping my general sense of invincibility. My cage is in a great position and I can even move it up into a protective formation if I wanted to score. Basically I'm feeling pretty good, and despite having every intention of stalling it out, I decide to make a fight of the game and go for the win instead.

Long story short, I need one single GFI to score with the Ghoul, and of course I fail it with a Reroll.

Fortunately I'm not so delirious that I don't plan for failure, so I had moved my cage up to where I plan on putting the ball carrier, and then go for the TD. The Ghoul is badly hurt and out of the game, but fortunately the ball does at least land in the protection of my other Ghoul.

I wish I could share the audio file of James and I joking about me failing the GFI, then the rattle of dice, followed by total silence, more dice as I use my Reroll and then a massive roar from both of us as we both burst into laughter at my misfortune... I might make it my new ringtone, even in failure it's moments like this that I love about the game.



The GFI rolls for Virral's Ghoul.

The Armour roll...



The Injury roll...



And the outcome.



MATCH REPORT

Grudge of Gum Tree

Rabid: Ok you probably wont believe me here, but I thought the worst of Virral. It didn't even cross my mind that he would go for the TD. I don't think I even bothered counting out the squares in my last turn or trying to mark up. I literally thought with too much on the line he would stall out a draw and I would be relying on an attempted one turner, or in any case I was waiting for a more vulnerable moment to attempt a leaping Blitz on the ball carrier.

Credit where it is due here. Thankfully Nuffle decides to pay back Richard for... well for being Richard. People who don't play Blood Bowl or are statistically minded wouldn't believe us if we told them how many GFI's fail to score match changing Touchdowns.

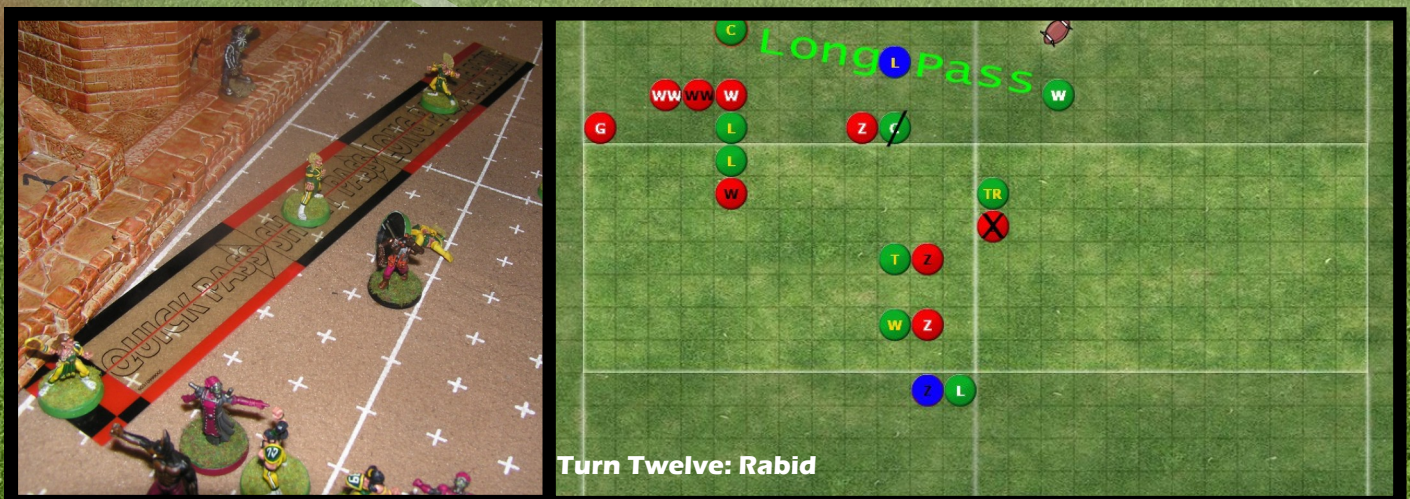
Poor bastard hurts himself too, do you see me complaining?

The most important play is with the Catcher. I could do a few things but I need those rerolls, again a Tackle Zombie sitting on my other Wardancer means I cant use him, while the placement of the other means I need to Blitz with my prone Wardancer to safely get away.

This forces me with great trepidation to throw an early turn Block with my Treeman. I don't condone this in any way shape or form, three dice is not nearly enough block dice with a Block-less Tree. It works, the Blitz does what it needs and I have my Wardancer in the clear. I cant move the other players as I need to make my play now.

My Catcher makes his play, weaving through the other team and picking up the ball. When I originally planned this I was expecting to GFI twice to get the catcher off the sideline. In the end, with no chance of reducing the pass length, and wanting the reroll for the pass rather than a GFI I chuck the ball while hugging the touchline. It's a 50% chance of just about shutting this game down. The pass is initially fumbled, before being Rerolled and inaccurately heading downfield.

Had the pass been successful there was a good chance with three other players left that I could have covered my Wardancer completely. It was not to be, but I am still in a great position, with most of his team out of position.



A Taste Of Turf

Turn Thirteen

Virral: Have I mentioned that I hate Wood Elves yet this half? At least I got lucky and he failed the pass, but at the start of James' turn I thought I was still reasonably secure for a draw and next thing I know WHOOSH the ball is back in my half of the field!! I've got to scramble back down the pitch and hope I can knock over the Wardancer, but the best I can do is mark the ball inadequately with a Werewolf.

At least James is out of rerolls now, making my Tackle zombies even more horrifying for him! I roll an awful lot of GFI this half, all thankfully successful, and I do manage to knock over his Wardancer with a tackle zombie (they are really paying off this half). Otherwise I just do my best to mark his players, knowing deep down that they can escape easily and I'm still in real trouble. I burn a reroll here on a one die block against his second Wardancer with my other tackle zombie, leaving me only one for the rest of the game.

Rabid: Wow, back and forth this one. He just made a heck of a lot of GFI's to pull that play off. Again a Tackle Zombie with the goods, getting two Defender Stumbles blitzing my Wardancer. Again his inability to stun my key player leaves me with options. Pretty perfect turn.

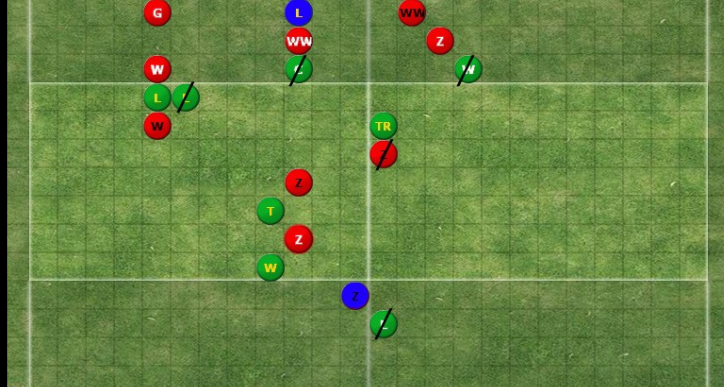
I consider a GFI with my tree to assist my blitz

but instead opt to bring a Catcher back, the blessing of having such a speedy team. I Blitz with Boggy again (I think just having him named is drawing me to use him, which is not a good thing), he blows my last reroll on a dodge but gets the result. My Wardancer skips back and grabs the ball and heads up field. I err on the side of caution and don't GFI with him. I think I've got him quite well covered, and by doing so, and not potentially failing that, I am able to bring the rest of my team into advantageous positions.

Its worth pointing out I call a pass action with my Wardancer and seriously consider chucking it downfield. Part of me looks at the field now and thinks I should have ignored Richards comments about being a dog and done it. I guess Virral's noble GFI swayed me into being equally noble. The lesson here. There is no place for nobility on a Blood Bowl field. Unless you're Pianodan I guess.

Virral: I sledged James pretty badly as he considered chucking the ball up the field with the Wardancer. I thought he was crazy not to do it as it would have really screwed me over, but it could have also backfired for him pretty badly... he thought he was better covered with his Wardancer than he actually was. For the record, passing down field to an empty square can be a solid tactic, but don't expect a decent Sports score from your opponent!

Turn Thirteen: Virral



Turn Thirteen: Rabid



Turn Fouteen

Virral: Desperate times call for desperate measures here. James has recovered the ball with one of the Wardancers, and if I don't take decisive action this game is over.

I move my Zombies into key positions, including cancelling the Treeman's assist on my Tackle Zombie. I then have to throw a one dice block with the Zombie against his Boggy, which succeeds. Next I have to Blitz with the Werewolf on the ground, dodge out and throw a one dice block on the Wardancer.

Obviously my plan was to surf him and hope the ball ends up somewhere that works for me, but I get "lucky" on my first hit and roll a POW. I say "lucky" because if I don't at least stun this Wardancer I'm in big trouble, I'd much rather have scored a push



and gone for the surf. I then got actually lucky and knocked him out, along with a lineman deep in his half.

I use my last Reroll of the game on this turn, meaning we're now both at the mercy of Nuffle for the rest of the game.

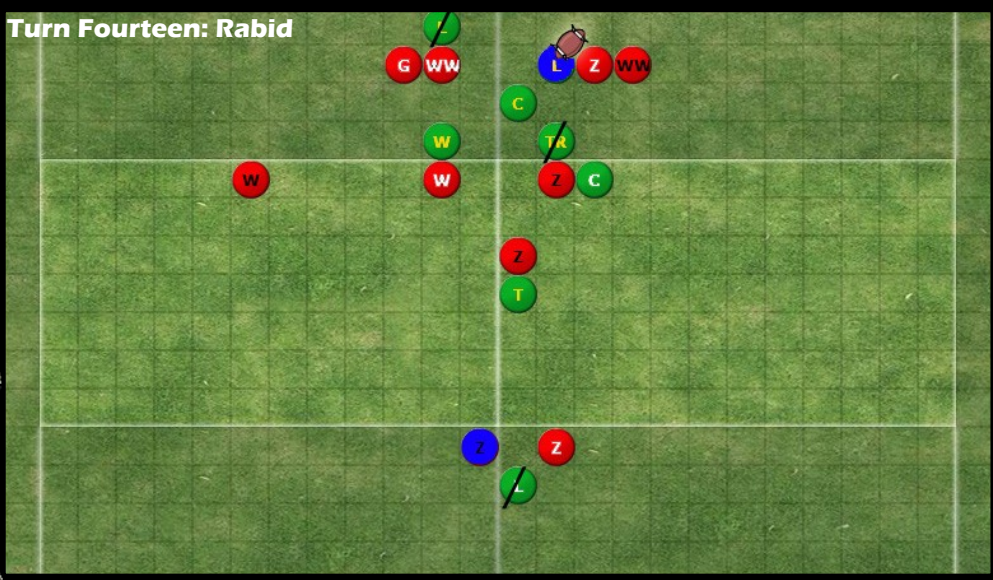
Turn Fourteen: Virral



A Taste Of Turf

Rabid: Sometimes a single die block can open up a whole turn if you have the guts to throw it.

Turn Fourteen: Rabid



Great play by Richard here, I am kind of happy when he knocks over my Wardancer rather than crowd surf him, alas the KO changes my opinion.

Oh Boggy, I don't know whether to kiss you or kill you. I blitz with the Bogster yet again, who pushes the Zombie onto the ball but then gratefully accepts the bouncing ball.

I know a few coaches are of the opinion picking up/catching a scattering ball should be optional. Would have been nice here, but I knew the risks when I followed up.

Aaarghh damn tree. I forget my rules about not using the tree (that have taken me a hell of a long time to learn), and get tempted by the possibilities a three dice block will open up for me.

Of course he fails and a cry of TIMBERRR is heard across the field. He would have made a great ball marker or protector for Boggy if I could have freed him up.

Instead, I am very foolish and go for him with the other Wolf (black Werewolf), and have to move the white Werewolf up as an assist...

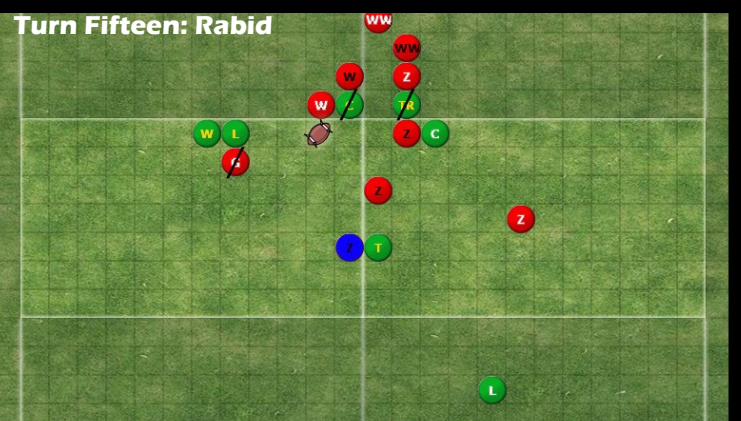
All I can do is mark him up including a Tackle Zombie, and wait to see the game slip out of my grasp along with the Elf carrying the ball. With the plan to get the ball scrapped, I bring the Ghoul I intended to score with into range of the endzone and hope I can shake the ball free in my last turn...

Rabid: Oh bless you Boggy. With his last dying (well Seriously Injured) breath, noble, masterful Boggy drops the ball to his Catcher who promptly secures it despite pressure from three defenders.

Actually that's a little harsh. Virral has given himself only one scoring option. The more fundamental error is when people with limited turns fail to give themselves a scoring option at all. I make a comment here that the absolute only play for me to secure the win is to hit that lone receiver.

I decide to try for a TD of my own, and dodge my Catcher through a heap of traffic and away from... you guessed it, a Tackle Zombie.

So what !!! enters my thoughts.



A Taste Of Turf

Turn Sixteen

Virral: Now, things are not looking good for the *Stumps* here, but it's not hopeless as James assumed.

He sacked my Ghoul and at first glance it's now impossible for me to score. However, if there is one thing I enjoy in this game it's chain pushing (in fact, access to Frenzy is one of the reasons I was first drawn to Necromantic). James has absolutely failed to take this possibility into account, and without him trying to prevent it I have no trouble setting it up.

I bring in two Zombies and a Wight to take the key positions, and then attack his Lineman with a Werewolf. Thanks to Frenzy I get the chain pushes I need to move the Ghoul into theoretical scoring range. A dodge and two GFI later (NOW I can GFI into the endzone!!), and I've got my receiver.

With nothing left to to be done, I go for a pass with the other Werewolf. It would have been a glorious moment in my personal Blood Bowl history if I'd pulled it off, but sadly the Werewolf muffed the pickup and so I lose the game. A little anticlimactic after getting so far into a fairly convoluted plan, but such is life sometimes!



Rabid: I watch in horror as this turn plays out. I have miscalculated and badly. The power of the wolves is about to change this game. With an inconceivable set of chain pushing, Virral has managed to get his Ghoul within range. Its so remarkable I almost want to see him pull it off.

Dodged a silver bullet there. This arrogant fool was almost humbled, but lives to brag another day. I muck around with some chain pushing blocks and blitzes to try and free up the ball, but it doesn't quite work. Leaving me a dodging play with my Thrower, who isn't up to the task.

Game over. What a doozy that ended up being.

Turn Sixteen: Virral



Turn Sixteen: Rabid



Aftermath

Rabid: There was the potential there for this game to turn out really boring. I'm pretty chuffed how it ended up playing out. There was solid play from both Virral and myself, as well as mistakes that are good for other coaches to see and consider when devising those match winning plays.

There was also some brilliant examples of what can be done when all seems lost. I expect Richard to say that in a tournament against a proven coach such as myself using Wood Elves he probably would have stalled out for the draw. I appreciate that he opted to make a game of it, and am a little critical of myself for my defensive laziness, as I genuinely didn't consider he would push for the early Touchdown.

I will be the first to admit I was lucky to not take more early casualties. Wood Elves and agility teams in general will usually find a way to win a game if they have enough players on the pitch.

Sometime safe defence is the best offence. What this game really showed is that dirty stinking foulers will never prosper. This was a win for the good guys.

As a Wood Elf coach, don't get discouraged if you don't seem able to break down a rolling cage. Bide your time and wait for a mistake, then pounce. Always give yourself a receiver option somewhere, it can change the game if you can maximise that turnover then and there.

I'll leave you all to decide whether I made the right decisions when I didn't GFI either for TDs or just to cut down the danger to my receivers. I was lucky that in most situations, despite getting sacked, my players were able to bounce straight back up and retrieve the lost ball. By not risking the play then and there, it gave me more options to bring other players into position.

Final Score:

Rabid_Bogscum 2
Virral 1

Obviously there are pros and cons to all approaches and sometimes it just comes down to the luck of the dice.

As to team selection. I am pretty happy with my team. It is a proven, successful team, and I cant see me tinkering with it too much.

As for Richard's team... I have already mentioned briefly I am a fan of Flesh Golems and without doing the maths on the team I would have liked to have them in my squad were the teams reversed. That said, I cannot believe how much of an influence those damn Tackle Zombies had on the game. Virral positioned them brilliantly, and if they weren't causing direct failures, just the fact they were marked up on my dodge players completely changed the order of my moves within each turn. I begrudge saying it, but they were a masterful selection choice.

But really at the end of the day... I won. Nya Nya Nya I'm better than Richard. And what's even better, I got to prove it in print in the very first BLITZ Magazine.

I couldn't be happier. Its been a massive task to put this match report together, but I think it was worth it. I hope you enjoyed what we were able to play and write up for you, and hope to see you at EucBowl in August. It really is going to be a spectacular Blood Bowl event.

A Taste Of Turf

Virral: I've never had so much fun losing a game as I did today. I loved the whole concept behind the game, and I hope people have enjoyed reading about it half as much as we enjoyed playing it.

I was pretty concerned going in that it'd be a very one-sided, we really had no strategy in place if it turned out that James was 4-nil up at half time, or if I got lucky and destroyed his team early only to dominate the field all game. Luckily for us, it was a pretty exciting game all around and while putting this report together has been a gruelling labour of love, I really think we've managed to put together something pretty special.

A special thank you is due to SinisterDexter for turning the shambolic mess of a word document we put together in to the beautiful and coherent article you see before you.

About the actual game, mistakes were made on both sides and I'm sure you'll all have an opinion on what those mistakes were.

In a tournament environment, against James and a full team of Wood Elves, I would have stalled... it's as simple as that. But buoyed by my success early in the second half, and also eager to make the game more

interesting than an entire half of stalling, I gambled it all and lost.

I was very happy with my team line-up,

although after what he cost me I think I'd switch the Dirty Player Zombie out for another skill... Kick comes to mind, or perhaps Wrestle or even Dauntless.

I really enjoyed having a "Boggy" player in each team, we both had fun cursing our Boggy's at points of the game...

I cannot wait to see how that mini-game plays out at Eucalyptus Bowl, that's a whole lot of concentrated Boggy energy in a small space.

James' line-up is tried and true, he has a winning formula in his Wood Elves and unless you get those crucial casualties on him early you're in for a tough game against him every time.

It's going to take a while for me to live down this very public loss to James, but at least I can still lay claim to a winning tournament record against him, the only NAF ranking I care about (Nya nya yourself James!)

It has been an absolute pleasure to take part in the very first issue of BLITZ Magazine, and as James said I hope to see many of you at Eucalyptus Bowl in August!



MATCH REPORT

Grudge of Gum Tree

SinisterDexter: Wow! What an awesome game!

I wanted to put in a special shout out to James and Richard for putting this match report together. You shouldn't under-estimate the amount of work that has gone in to the set-up, reporting, photography and turn-by-turn diagrams that you've just read.

Congratulations are due to Rabid for taking the win, albeit a very close one, and it has certainly given me some ideas for my next tournament (Southern Shrike Bowl 2011), where I will be fielding my Wood Elf team, the *Duskrunners*.

It's also good to see the guys express the same issues with GFIs that I always have!

Going forward, I would love to include more match reports like this one in BLITZ. Obviously, getting a report up to this standard is a lot of work, and I'd be more than happy if others want to go to the same lengths to put one together.

But a match report doesn't need to be quite so in-depth and, to some extent, I think we still have some scope to work out the best way to express a Blood Bowl match report in print.

If you have any ideas about how this match report could have been improved for future issues, I'd love to hear them.

Also, if you want to have a go at putting a match report together from your local league, tournament or even just a one-off game between bitter rivals, please contact me.

Due to the amount of space a match report takes up I think we will be limited to one each issue, so if you're interested I will be working on a first-in, best-dressed system.

But I think our first effort has been truly stunning. Thanks again to Rabid and Virral and, as they said, get along to EucBowl for more Boggy fun and mayhem.

SinisterDexter



AUSBOWL

**The premier online location for
Australian and New Zealand
Blood Bowl discussion.**

Join the fun at...

www.AusBowl.com



Clubs

Leagues

Tournaments

Hobby

Second-Hand Market

Rules and Strategy

Search...
Advanced search

LOGOUT

ACCOUNT

GALLERY

BUY/SELL

FORUMS

