

Issue 10

BLOOD BOWL

MAGAZINE



**GAMES
WORKSHOP**



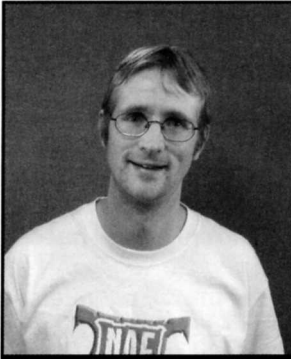
Some of the players from the Vampire team



Halfings against Vampires, if I was a betting man...

BLOOD BOWL

MAGAZINE



Andy perfects that 'vacant' look

At the time of writing it's mid August and the Blood Bowl Rules Review is once more approaching faster than a speeding comet. So, what's going to happen this year? Well, other than taking a look at the Experimental teams, not too much. In order to keep the game system nice and stable they'll be no major changes again this year. There are a couple of reasons for this, firstly, Blood Bowl has grown immensely over the last couple of years bringing in lots of first time coaches, a drastic change to the rules system at this stage would confuse a lot of people. Secondly, I've read a lot of messages and have been sent numerous emails saying that the current rules set is possibly the best incarnation of Blood Bowl yet. So it's a case of if it isn't broke...

Keeping the above points in mind and after chatting extensively with the BBRC we still feel that the rules aren't quite there. Jervis, in particular, has an axe to grind about team progression. At the moment a team with a rating more than 50 than his opponent has roughly an 80% plus chance of winning (if the coaches are around the same ability) we want to bring that down to about a 66% chance. To that end, Jervis has come up with a new team progression system that we are currently playtesting in the Bugman's Blood Bowl league at Head Office. You can see the league and have a look at the rules we are currently using by visiting www.BloodBowl.com. Don't expect to see any of the playtest rules we are using in this year's Rules Review, these are for way in the future, if ever!

Do you agree with slowing down TR and increasing the chances of the underdogs? Is team progression fine as it is? I look forward to your responses in Coach's Corner. Andy

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Most Valuable Player

James 'Deathwing' Wood
for his thankless efforts
moderating the Blood
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A Fanatic Studio
Publication

VAMPIRES

A Team Update

By Andy Hall

The figures for the Vampire team are finally here and are looking great, thanks to the sculpting efforts of Steve Buddle!

The Vampires look suitably sinister in their blood vein armour whilst the thralls have a very peasant feel in their early 20's style football kits.

And so to the rules. Of all the teams in Blood Bowl, Vampires are the ones that seem to be in constant development. We can never get them quite right. The goal with the Vampires has always been to place them below balanced teams like Orcs, Humans and Elves etc, but above Halfling and Goblin teams. The trouble is Vampires have such great stats, being both strong and agile, to balance this there has always been the Off For a Bite Trait. Off For a Bite has been through many incarnations right up to the current one we are testing which was written by Bud Beumel and subsequently bought to the attention of the BBRC. It's the most fun version of the trait we've had although the wording in the description needs tidying up, for example, what happens to the ball if your Vampire becomes thirsty? (I play that he drops the ball in the square he started at and so it becomes a turnover).

In playtesting at the Head Office league we have found that the Vampires have been less than successful in their games. I believe this is due to the fact that Off For a Bite is too effective as it stands. Two solutions come to mind to combat this. Firstly, the Thralls could make Armour rolls first rather than having to make a straight Injury roll. This does go against the background slightly as you could imagine the Thrall being only too willing to provide sustenance for it's master. Secondly, the method we are playtesting is to reduce the cost of the re-rolls. With the re-rolls at 70K re-rolls are few and far between, meaning that a Vampire coach can't re-roll Off For a Bite as often as he should. A lower priced re-roll will mean that the Vampire Coach might buy a few more and so may even have the odd one left over for that all-important pass!

Whether these options will actually provide the balancing factor it's too early to say but it's a great excuse to play more Blood Bowl!

SPECIAL RULES (from the 2003 Annual)

Only the most powerful Vampires are able to lead large numbers of their brethren, and these Vampire Lords are the coaches of their Blood Bowl teams. Ancient rules handed down by Roze-El prohibit head coaches from actively taking part in the match, but referees have made a habit of ignoring such restrictions when a large amount of gold or threats of eternal damnation as a Thrall are involved! To represent this, you may put your coach on the field just as you would a normal freebooter. The freebooter fee represents the amount of gold paid to the referee to allow the coach to take the pitch.

A freebooted Vampire Lord will never gain skills, of course. You may argue the call if your Vampire Lord is on the field, but he will be ejected from the game on a roll of 1 as usual. The Vampire Lord will regenerate normally during the match. After the game, he will always return (from the grave if necessary!) to lead his minions in battle once again.

Off For a Bite

A player with this characteristic must occasionally feed on the blood of the living. At the start of any action, roll a D6. On a 2+, the player may carry out the action as normal. On a 1, however, the player is overcome with a desire for blood. The player's team loses the declared action for that turn and the player must instead make a Move action. If the player ends his action standing adjacent to a Thrall from his own team, immediately roll for unmodified injury on that Thrall (an injury to the Thrall is not a turnover). If the player does not end his action next to a Thrall from his own team, then he runs into Reserves to find a pretty maiden groupie to quench his thirst. Place him in the Reserves box, this is a turnover.

Vampire teams can use any star players that would play for an Undead team. Vampire Undead teams may also hire wizards. They can also employ an apothecary, but his special abilities can only be used to help the Human Thralls on the team.

VAMPIRE UNDEAD TEAM LIST (Current version from the 2003 Annual)

Although Vampire teams include a number of extremely capable players, they are let down by the unreliability of their Vampire linemen. While they should be concentrating on the game, their attention often wanders to the crowd and before you know it they are off for a quick bite! However, if the Vampire Lord in charge of the team can get his players onto the field, they are easily a match for any opponent.



Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-12	Thralls	40k	6	3	3	7	None
0-6	Vampires	110k	6	4	4	8	Hypnotic Gaze, Regenerate, Off for a Bite
0-1	Vampire Lord	180k	6	5	4	9	Block, Dodge, Hypnotic Gaze, Regenerate

Re-roll counter: 70,000 gold pieces

VAMPIRE UNDEAD SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Vampire	Y	Y	Y	N	N
Thrall	Y	N	N	N	N
Vampire Lord	N	N	N	N	N



PLAYTEST MATCH REPORT

By Andy Hall and Pete Haines

Human team, the Bright Crusaders Vs Vampire team, the Mydnyte Velvets

Having just explained the current status of the Vampires and with the models released, it felt like a good idea to try them out in a match report.

As Zara was only recently released, it seemed appropriate to also use her, so she would be accompanied by the ever-reliable humans. The next decision was who to play against, Jervis claimed to be busy with Epic (Bah! – I'd just beat him anyway!) so I asked Warhammer 40,000 guru and recent Blood Bowl convert, Pete Haines. Pete was only too happy to participate and after offering him the choice, he decided to plump for the Vamps, we would be using the rules out of the Annual, with the cheaper re-rolls at 50,000 as explained on page 2.

Before we begin, it's worth explaining a few things to put the game in context. It's important to note that this was a playtest

game. In playtest games, rules can often change and evolve throughout the game as they are tried out, so the functionality of the rules is more important than the actual game result. We thought that it'd be cool to show readers this process in the magazine.

Secondly, as luck would have it, the Vampire team had gone AWOL on a trip to Germany for Games Day. So on match day we had to use a few stand-in figures. When the team finally reappeared, we retook the shots. Finally, the narrative text below does not describe everything that happened in the game as there's only finite amount of pages and it wouldn't always make for great reading if I described every single block or move, so I've focused on the action of each turn, primarily where the ball ends up. With these points in mind, we sat down for what promised to be a great game of Blood Bowl!

The Bright Crusaders

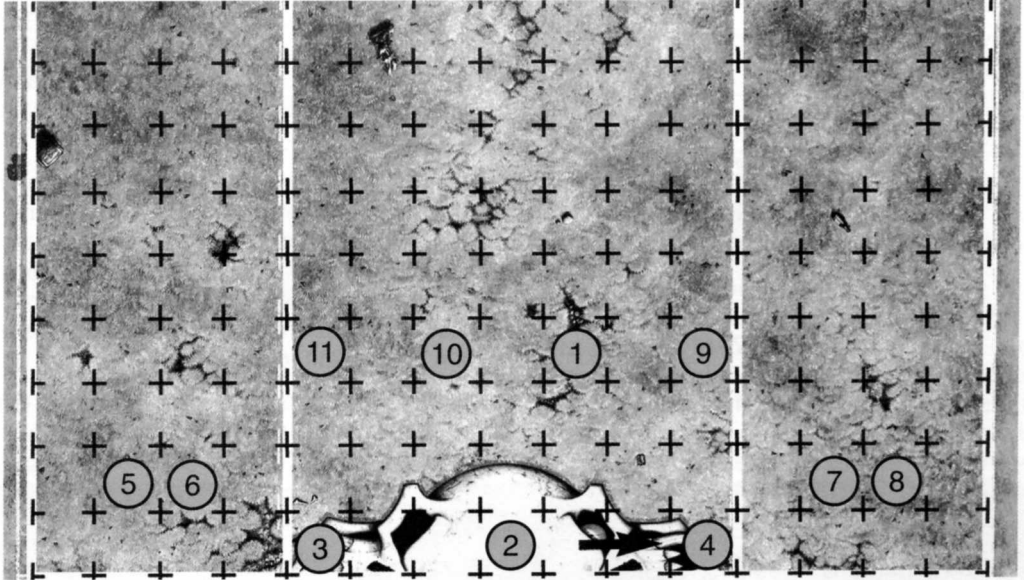
Player No	Position	Cost	Player No	Position	Cost
1	Zara the Slayer	140,000gp	7	Thrower	70,000gp
2	Blitzer	90,000gp	8	Lineman	50,000gp
3	Blitzer	90,000gp	9	Lineman	50,000gp
4	Blitzer	90,000gp	10	Lineman	50,000gp
5	Catcher	70,000gp	11	Lineman	50,000gp
6	Catcher	70,000gp	12	Lineman	50,000gp

Re-rolls: 2
Fan Factor 3

The Nydnyte Delvets

Re-rolls: 3
Fan Factor 2

Player No	Position	Cost	Player No	Position	Cost
1	Vampire Lord	180,000gp	7	Thrall	40,000gp
2	Vampire	110,000gp	8	Thrall	40,000gp
3	Vampire	110,000gp	9	Thrall	40,000gp
4	Vampire	110,000gp	10	Thrall	40,000gp
5	Thrall	40,000gp	11	Thrall	40,000gp
6	Thrall	40,000gp	12	Thrall	40,000gp



The game kicks off with a Crusaders Quick Snap (photo took on match day)

KICK OFF AND FIRST QUARTER

As the whistle blew to signal the start of the first half, the Bright Crusaders caught the Vampires off-guard with a Crusaders Blitzler (2) going in for an early punch-up, slamming a Thrall to the ground. Another Blitzler (3) completely failed to pick up the ball. The Velvets hastily re-organise their front rank after the Crusaders' quick snap. Vampire Lord, Mr Mydnyte, wasted no time and blitzed the Crusaders' line, knocking down a lineman and, gathering up the loose ball, only to then fail a dodge roll twice in a row by rolling two 1s. The Armour roll is equally unlucky, which is then followed by a death on the Casualty table! After losing his Vampire Lord on the first turn of the game, Pete did not look too happy!

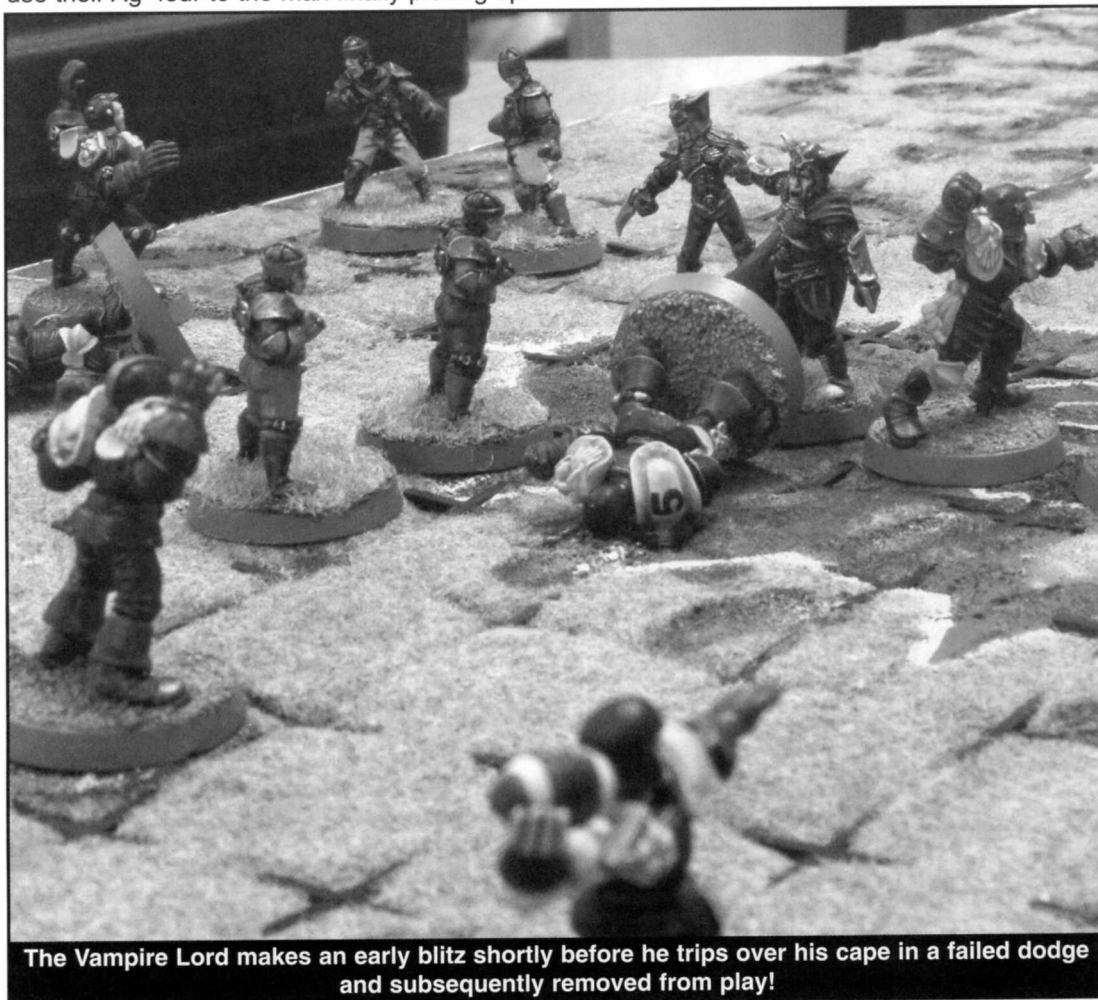
The Crusaders spent their second turn throwing as many tackle zones over the still loose ball as possible. Zara blitzed and knocked down a Vampire (4) but the thrower (7) failed to grab the ball! The Vampires fly in behind the line and, despite the Tackle Zones use their Ag four to the max finally picking up

the ball, but cannot get much further at this stage.

Being only a few yards into the Crusaders' half and unsupported meant that the Human players soon surrounded the Vampire (3) ball-carrier, a blitz by the Crusaders Blitzler sent ball and Vamp flying. There was great scrabble for the ball that is collected by Crusaders Blitzler (2) in the front line. Seeing an open field in front of him, he sped away nimbly, dodging a thirsty Vampire (2) only to fail his Sprint roll and come crashing down onto the pitch.

Vampire (4), floored by Zara in Turn two, pulls the stake out of his armour, got up with the ball at his feet. He grabbed the ball and sprinted back to the line of scrimmage. The Vampire (3) in the Crusaders' half decided that he needed sustenance and so goes off in search of a team-mate, grabbing a Thrall (7).

It's the Crusaders turn once more and Blitzler (2) gets up and, with support from Catcher (6), blitzed Vampire (4) but only managed to push



The Vampire Lord makes an early blitz shortly before he trips over his cape in a failed dodge and subsequently removed from play!

him back. In the backfield, the Crusaders line continued to hold. In the Velvets fourth turn, Vampire (4) dropped the ball in an inopportune moment of blood lust, seeking out a Thrall (9) to sate his thirst.

SECOND QUARTER

The Bright Crusaders can't believe their luck, Catcher (6) picked up the loose ball and headed off to the End Zone. The Crusaders play turns from holding the line to enveloping the Velvets' line, blocking and throwing tackle zones on as many Velvet players as possible. Vampire (4) tried to rectify his error. Unfortunately, he's 1 MA point from throwing the block and has to make do with forcing the Catcher (6) to dodge.

Catcher (6) evades the clutches of the Vampire and scores in Turn six. The Crusaders fans go wild - even if it was more to do with a Vampire's lust than a well-conceived play!

The Velvets receive but there's not too much that can be done. The Vampires seemed to give in to their most carnal desires and start to take apart their own team in front of the Crusaders' very eyes! The final turns of the half close with little more than a rapidly disappearing Vampire team and a very unhappy head coach!



HALFTIME

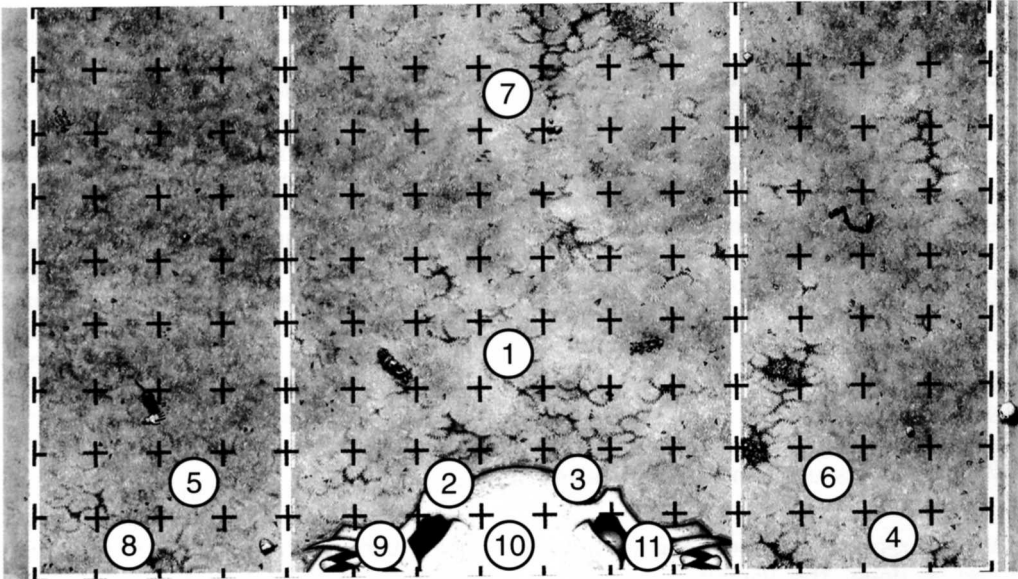
After the first half of the game, it was clear that the Vampire team was not working quite the way we intended. The aim of the Vampires has always been to be a challenging but fun team. However, even with the lower priced re-rolls, being a Vampire coach was proving to be far too frustrating. Admittedly, Pete had lost his Vampire Lord in the first turn and then failed a probability-busting amount of Off For a Bite tests during the latter stages of the half which had coloured his judgement but the problem was that as it stands Off For a Bite is too much of a self-destruct to make the Vampires a viable team (even one with a 'lacking' characteristic) at this time. This has been further enforced by the Vampire team in the current Head Office league (the Triple B league) which had also lost all of its games for the same reasons.

During lunch, we talked this through and came up with a number of different solutions, from going back to the original Off For a Bite, to keeping the 2003 Annual addition but make players take an additional D6 roll, working on 4+ to rolling the D8 and the result representing the turn your Vampire has a blood lust (I still like this one). We even thought about dropping Off for a Bite altogether, and then just pricing them out of the market with expensive re-rolls. This idea was dropped as we wanted to keep some form of trait because we thought without that the Strength 4/Agility 4 stat line of Vampires was too much of a no-brainer. Far from being a 'lacking' team, Vamps would become top of the pile.

Jervis joined us for lunch and came up with the best idea. He suggested that instead of the Vampires eating their own Thralls, that on a roll of 1 they become subject to a kind of blood frenzy and so must start making blocks like a Wild Animal (I've included the full rules for the new trait at the end of the article). That way, although the effect of the trait may not be desirable to the Vampire Coach, it doesn't mean that one of his players will end up in the dugout every time one of his Vampire players gets peckish - the thirsty Vampire might actually end up doing some good! We decided to play the second half with this new trait, Off For a Bite didn't seem quite the right name for it, so I've temporarily christened it Blood Lust. When we got back to the pitch, Pete was already in better spirits and then his Vampire Lord regenerated which brightened his mood no end! And so it was that we started to play the second half.

Crusaders Second Half Set Up

1	Zara the Slayer	5	Catcher	9	Lineman
2	Blitzer	6	Catcher	10	Lineman
3	Blitzer	7	Thrower	11	Lineman
4	Blitzer	8	Lineman	12	Lineman



KICK-OFF AND THIRD QUARTER

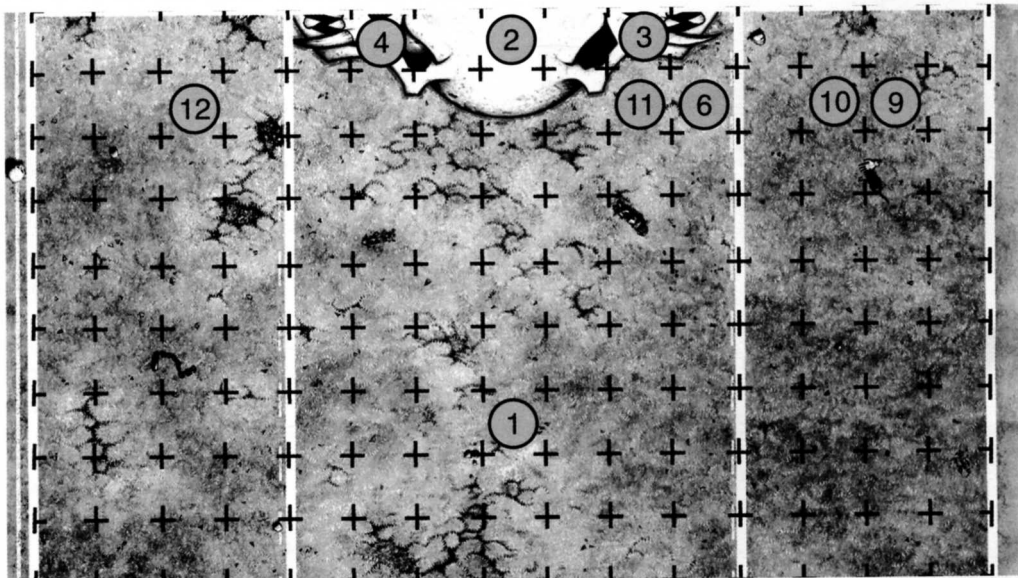
The Kick Off started with a Pitch Invasion, which was won by the Crusaders' Fans leaving a big hole in the Velvets line down the right flank. The reincarnated Vampire Lord was covering deep and so scooped up the ball

and ran towards the line. For once the Thralls did as they were told and created a hole in the Crusaders line.

The Humans' first turn of the half was spent trying close the gap and threw some pressure on the Vampire Lord. Zara was deep and so

Velvets Second Half Set Up

1	Vampire Lord	5	Thrall	9	Thrall
2	Vampire	6	Thrall	10	Thrall
3	Vampire	7	Thrall	11	Thrall
4	Vampire	8	Thrall	12	Thrall



was able to come in and blitz one of the Vampires (4). The Catcher (5) on the empty right flank was unmarked and so went deep into the Vampires half incase possession came back to the Crusaders. All other available players headed over to the right flank to stop Mr Mydnyte incase he broke through.

The Vampires Turn two and the Undead's offensive began in earnest. Vampire (2) became Blood Frenzied so instead of dodging away went for the throat of the nearest lineman. The Vampire Lord broke through the line and headed up field.

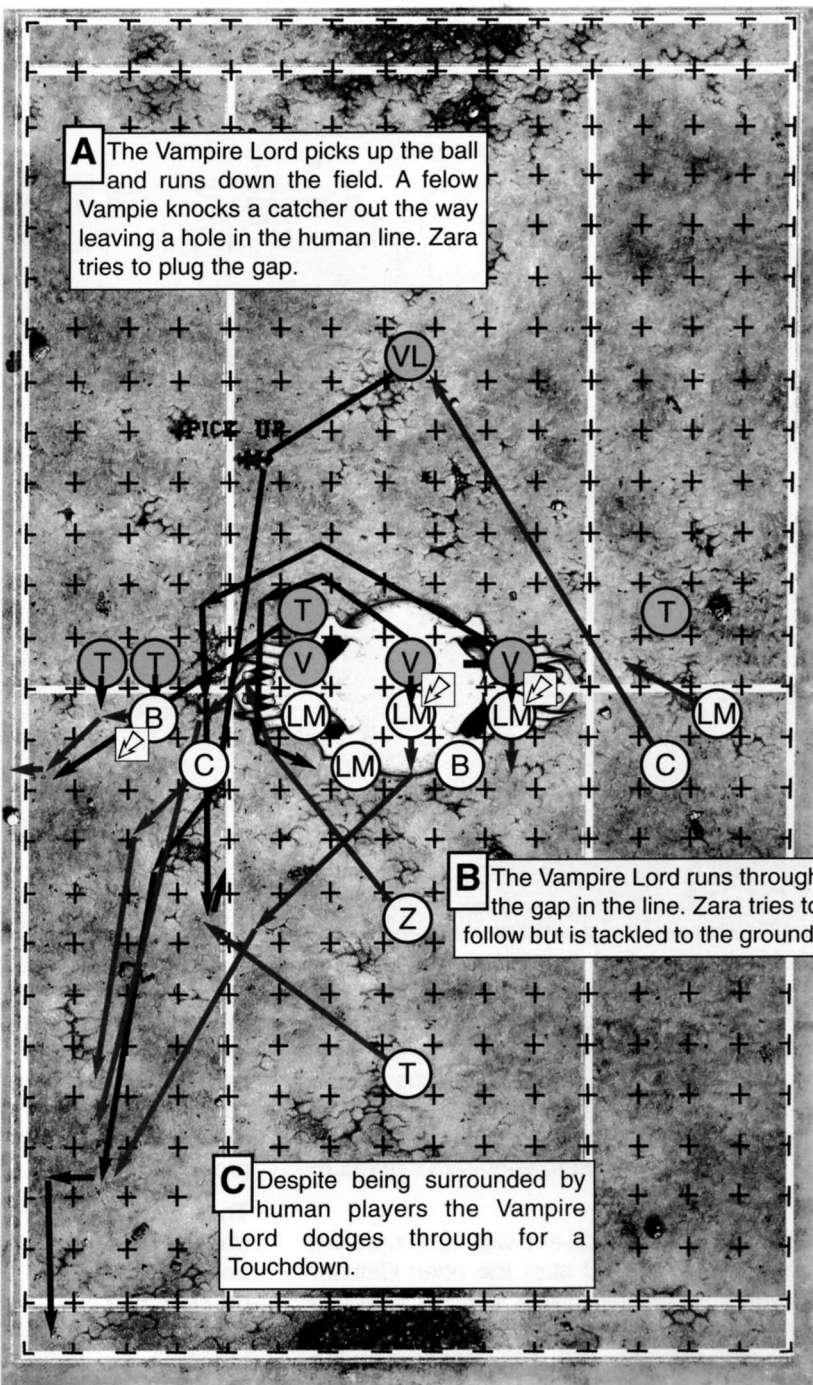
Once more it was down to Zara, after surrounding the Vampire Lord with Crusaders' players, the Slayer made her move and promptly failed both her Dodge rolls!

In turn three, the Velvets capitalised on their strong position, Mr Mydnyte moved further up the field, the end zone still proving elusive. The Crusaders spent turn three making a last ditch effort to bring down the only

Strength 5 player on the pitch. Unfortunately, even with Jump Up, the best Zara could do was place a Tackle Zone on the Lord, leaving it all up to Blitzer (2). The player Blitzed across the pitch, homing in on Mr Mydnyte but inevitably got a Push Back result.

The Vampire Lord made a successful Dodge roll and then ran into the End Zone to equal the score and end the fourth turn.

Second Half 1st Down



A The Vampire Lord picks up the ball and runs down the field. A fellow Vampire knocks a catcher out the way leaving a hole in the human line. Zara tries to plug the gap.

B The Vampire Lord runs through the gap in the line. Zara tries to follow but is tackled to the ground.

C Despite being surrounded by human players the Vampire Lord dodges through for a Touchdown.

FOURTH QUARTER

The Crusaders were receiving. Obviously unhappy with the Vamps scoring, Crusaders' fans threw a rock onto the pitch, stunning a Vampire (3) (are these really Bright Crusaders fans?). The Vampire Lord was positioned on the right flank so the Crusaders began a textbook play on the left flank. Blitzer (3) knocked a Thrall out of the way.



Once back on the field even Zara struggle to stop Mr Mydnyte from scoring

The Thrower picked up the ball and threw a short pass to the waiting Catcher (6). The Catcher flew up the field, though the gap created by the Blitzzer, sprinting all the way. Zara, obviously feeling a bit out of the action, stormed into the middle of the line of Scrimmage ready to stake another Vampire (luckily, the ref had yet to spot Zara's quota of stakes).

Turn five for the Vamps and was up to the Lord again, so he took off after the open Catcher (6) and knocked him flying with his very last Movement point (if only I had sprinted one more square to the left!). The Vampires on the line had been generally well behaved since the second half, obviously Pete's better mood had reflected in his improved dice karma and so the Vampires set about mincing the humies into tiny bits.

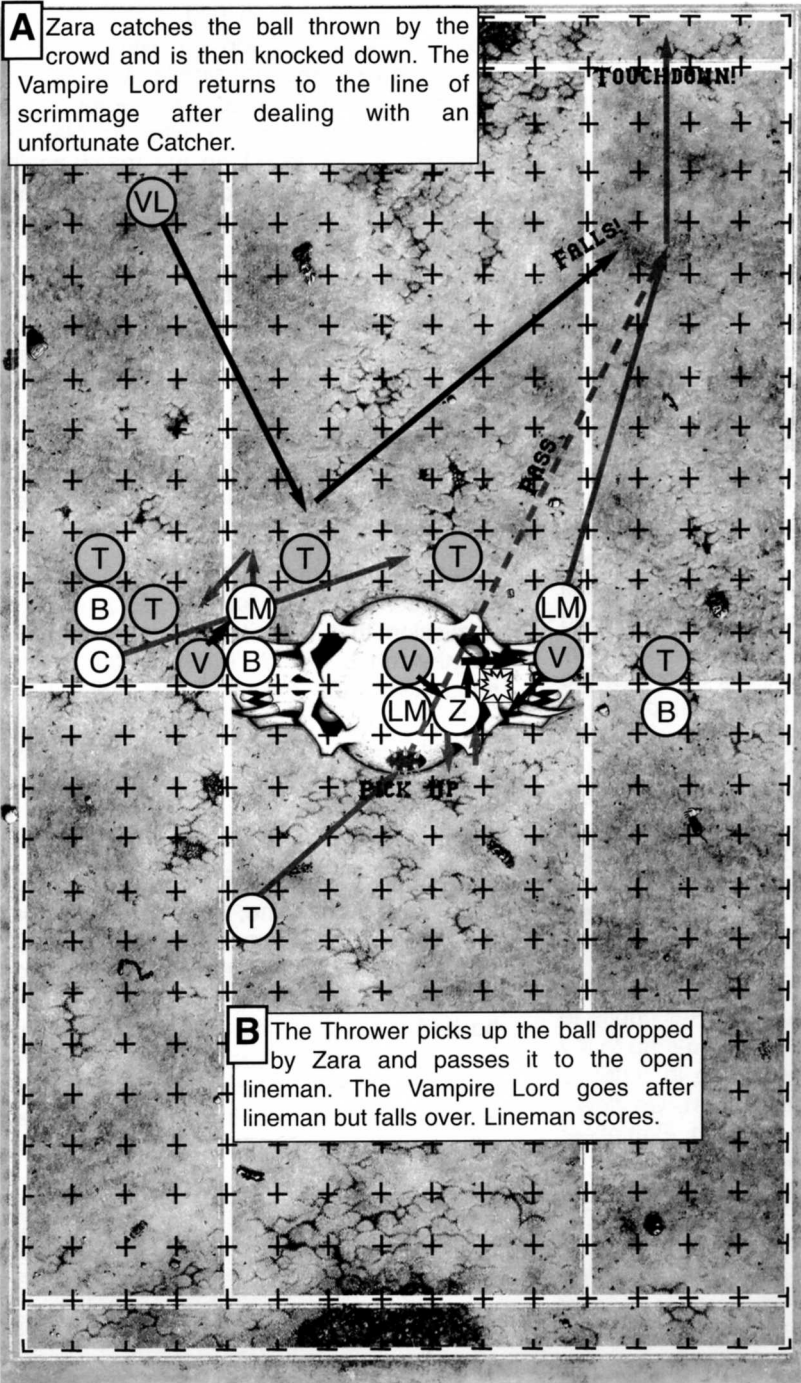
All focus was firmly on the Catcher (6) for Crusaders Turn five. A touchdown was more than possible, all the Catcher has to do is get up, dodge out and pick up the ball. I still had a team re-roll left so both rolls were covered.

Unfortunately, Lady Luck had obviously sided with the Vampires this half as the Catcher rolled two 1s in a row and then disappeared into the depths of my dugout! However, luck had not totally abandoned me as the ball scattered into the crowd and was thrown directly to Zara in the middle of the pitch, who promptly caught it!

The Vampires continued to be obedient (maybe it was something to do with their boss being on the pitch this time!) and ganged up on Zara, one even knocking her over onto her bum! Hitting a girl! I thought Vampires were meant to be noble creatures! Pete laughed away my protests, thinking I was joking and continued to maul my line! The Vampire Lord made his way back now that he had finished with the Catcher.

It was turn six for the Crusaders who knew it was getting late in the day so had to do something or fail. The Lineman (8) left unmarked by Vampire (3) – who went to beat up Zara – now ran up field. Zara jumped up and gave the Vampires some payback leaving

Second Half 2nd Down



The Crusaders knew what to do, Lineman (8) ran for a second touchdown. The crowd went wild (literally!) as me and Pete shook hands calling it a day.

**Bright Crusaders 2
Mydnyte Velvets 1**

POST MATCH – ANDY

Well, that was a game of highs and lows! The first half proved to be quite frustrating for Pete, as his Vampires went from one calamity to the next. Doing the maths in retrospect with Pete having 3 Vampires means that there was a 43% chance that one of them would attack a Thrall every turn. This is obviously too high, we want the Vampires to be flawed but they still need to be playable.

The solution offered by Jervis seemed to lift everyone’s spirits and the second half played out as an exciting and classic game of Blood Bowl. This is the trait we will be playtesting in the future I’ve written it out a preliminary description of the trait below, bear in mind that at the time of writing this has yet to

the ball in a place for the Thrower (7) to pick up. Declaring a Pass, the Thrower collected the ball and sent an accurate pass to the open Lineman (8), which was completed!

Vampire turn seven and Mr Mydnyte was having none of this! He targeted Lineman (8) for a blitz and ran up to him with a vengeance, but tripped on his cape just as he reached him!

be vetted by the BBRC, and it’s completely unofficial and in no way certain that this will become official at this stage.

Blood Lust (...or, Stop For a Bite)

After the player has declared his action roll a D6. On a 2+ the player may act normally. On a 1, however, the player overcome with the desire for blood. The player losses his nominated action for that turn and gets a free

Blitz action instead (this doesn't count as the team's blitz for the turn). The player must block the closest enemy player (you may choose which if several are equally close). After throwing the block the player may not move any further other than to follow up, as he wants to try and drink his victim's blood! If the player cannot or will not throw a block then he instead drops the ball (if he has it) and runs off into the reserve box to drink the blood of an innocent maiden – remove the player from the pitch and the team suffers a turnover.

POST MATCH – PETE

Let me start by saying I am quite new to this Blood Bowl thing. Absolutely ages ago I had a game of the first edition of the rules, I remember that I used a Hobgoblin team and the game lasted about five hours. I made a mental note that it had potential and did other things. Now a decade or two later, I am working at Games Workshop and an email comes around inviting people to join a Blood Bowl league, suddenly the apparently forgotten mental note leaps out of one of the more addled recesses of my mind like a cunningly placed post-hypnotic suggestion. I joined the league, spent a couple of evenings painting an Orc team and got playing. Talk about epiphanies? Well, ok maybe not but what a game! The potential was realised and I was hooked on it. After a few defeats I even started to get the hang of it and my team began a gradual climb up the league into the dizzy heights of near respectability.

This was the moment that Andy Hall chose to swoop like an amiable hawk, pandering to my growing Blood Bowl playing ego in order to lure me into doing a match report. Oh how I cackled! I had played Andy at Battlefleet Gothic on a few occasions and managed to

teach him the merit of keeping a worn pair of slippers in the escape pod, surely my Orcs would be able to keep my winning record alive? If only it was that simple, Andy isn't the commissioner of the studio league for nothing and it transpired that I was to play the experimental Vampire team in a match against a Human team, including the remarkably telegenic, Zara the Slayer. I didn't need to ask what it was she slayed.

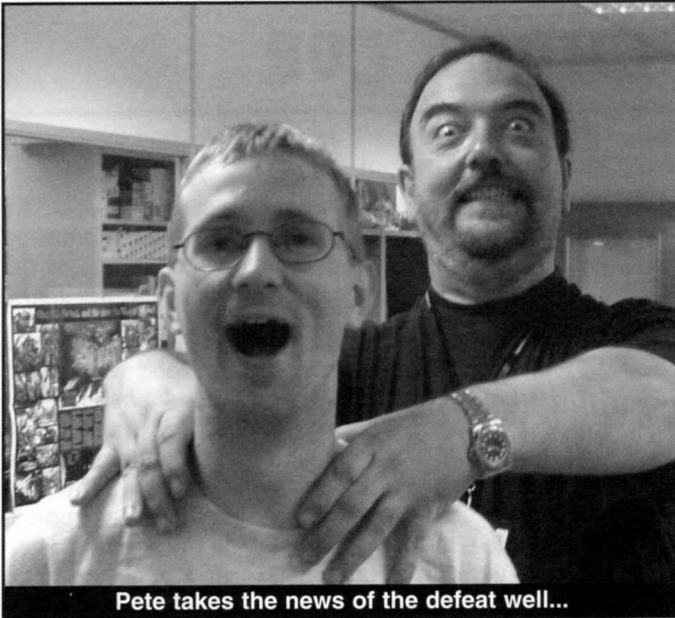
So with a quick read of the Vampire rules, I bolted together a pretty standard starting team including a Lord, three Vampires and eight Thralls. Rule one for me is don't try to be too clever too soon. The new Vampire figures looked rather saucy and I reckoned that if all worked out well then a Vampire team might be a good investment to give me an alternative to Orcy activities.

I gazed longingly at the 4 Agility of the Vampires, normally for me dodging is an admission that I can't block something into lengthy rehab so I do it reluctantly. Now my mind filled with visions of gracefully leaping children of the night weaving a hypnotic path through herds of befuddled human cattle. Hah! You would think that after gaming as long as I have that I would no longer be susceptible to such blatant self-delusion.

I kicked off, the ball was bouncing around just behind the human line, like a true predator of the night, my Vampire Lord, Mydnyte, swooped hungrily for the ball. Evading one Human he went for a second dodge knowing he had a re-roll up his immaculately tailored sleeve. Then what? Yeah, a 1, re-rolled to get another 1, 10 on the Armour score followed by a 12 for the injury. Yes, the old hidden stake pit with banana skin entrée play had claimed another victim. I squealed like a stuck pig and



The Thrower prepares for the last pass of the game



Pete takes the news of the defeat well...

strained to avoid a bottom lip quiver (I failed).

Now imagine you are a lesser Vampire. Normally you are definitely kept down the food chain by your sire, the one that put the bite on you. Now imagine you are on a Blood Bowl field and said sire has just been carted off with a dustpan and brush and, though he may recover, is definitely no longer in a supervisory role.

The inevitable happened, every turn for the rest of the half at least one of the lesser Vamps would roll a 1 and nip 'off for a bite'. For those not familiar with the Vampire rules, any Vamp going off for a bite must either rush off and put the bite on a Thrall (the packed lunch option) or rush off to the dugout for one of the delectable isotonic (and refreshing) female virgins kept there. The result is you either get a drained Thrall or a missing Vamp. In a few short turns, I had laid waste to my entire team. Baffled, Zara and her team-mates made the odd block and moved the ball around while the Vampire coach (me) made such a fuss that he was banished to the stands (much to the terror of the patrons of row ZZ). It got to the point that I was frightened to even try to use one of the Vampires and the Thralls weren't much use on their own. I presented an articulate, reasoned case that the rule was unfair and it made the team very frustrating to play (I believe I condensed it to "Waaaaaaaah!"). As Jervis can't take seeing burly Games Developers blubbing like girls in his office, he made a suggestion to change things at half time which was fast approaching with me a mere 1-0 down.

The suggestion was to use a variant of the Wild Animal rule instead. As the rules were experimental, no one had any problem with giving them a go in the second half. I was, of course, immensely relieved. In my line of work developing a morbid terror of picking up a dice could be a major problem!

It quickly became a game of two halves. In the second half, I could at least trust the lesser Vamps to lead the block and do simple physical stuff (to the opposition rather than the anaemic Thralls), while Mydnyte, who had miraculously returned thanks to his regeneration ability, and a few of the human cheerleaders went on a mazy run down one wing. I even remembered to use hypnotic gaze once in a while

and suddenly all was well and it was 1-1.

Sadly, as TV buffs will all know, the last quarter of the show is when the slayer kicks butt. Stakes stabbing and feet kicking, Zara cut a swathe through what remained of the Velvets. Behind her, the Human Thrower hurled the ball out to the left, Mydnyte turned and glided to the corner in time to make one tackle. The ball went out of play and was lobbed back to the midfield (Curses. Mydnyte made a note of which crowd member to have for supper). He hurtled back-up field only to see the ball arcing over to the right hand side. Arrrrgh! I hadn't even had chance to comment on the children of the night and the beautiful sound they make yet! Not enjoying his convalescence much, Mydnyte was just a smidgeon away from the Human Catcher when he slipped while going for it. It is sort of customary for the Vampire to make a bad error at the end and this was it. The Catcher crossed the line making it 2-1, just as Zara was mopping up the last of the Thralls.

Defeat, despair, etc!

But, more importantly, the Vamps were more worthwhile during the second half. They had given as good as they had got and I saw enough potential there to beg Andy to give me a yell when the new models were available for purchase.

For the time being, I would return to some good natured Orcy footie. But when the next league comes along, the Black team coach of the Mydnyte Velvets might yet come, rattling along the cobbled streets of the Old World.

THE CHAOS CUP

Were you at the premier American Blood Bowl event this year? Jervis was invited over, and here's his report. (Thanks to Rich Curren for supplying the pictures.)



The life size Chaos Cup

It was my great pleasure to attend the Chaos Cup tournament held in Chicago August this year. This is the second of the 'major' tournaments that Games Workshop will be holding on an annual basis each year from now on. Our plan is to arrange for each of the majors tournaments (that is the Blood Bowl, Chaos Cup, Spike Trophy and Dungeonbowl)

to be held each year in the same location. The winner of the tournament will be immortalised in the Blood Bowl background as one of the teams that has won the trophy over the years.

Anyway, the first of the majors was (appropriately enough) the Blood Bowl itself, held in the Warhammer World Gaming Hall in Nottingham back in March. This was won by Marcos Tarrasso, who was a member of large contingent of Spanish players that had travelled over together specially to take part in the event. You can imagine my surprise when I arrived for the Chaos Cup in Chicago to be greeted by several Spanish coaches I recognised from the Blood Bowl. Sadly Marcos himself was unable to attend the event to try to repeat his victory at the Blood Bowl – the question was did Team Spain have the depth to pull off a victory without him?

Of course the American and Canadian coaches at the Chaos Cup were not going to let the coaches from Team Spain just walk away with the extremely impressive (and extremely heavy – it was made of solid bronze!) Chaos Cup trophy. Right from the start of the two-day event competition was fierce as some 40 teams competed in a no-holds barred competition to win one of the most prestigious trophies in the Blood Bowl calendar. Sadly I didn't get all that much chance to sit down to watch the matches in progress, mainly because most of my time was taken up with talking to staff and customers about Fanatic's plans for Blood



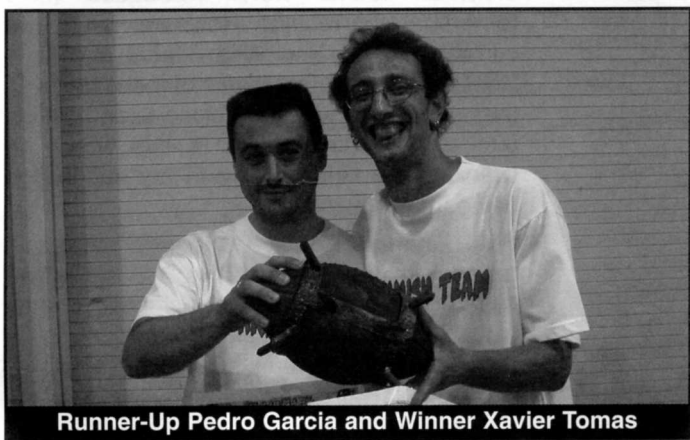
Participants fight it out for the title



The capable staff running the Chaos Cup



The custom-built Chaos Cup pitch



Runner-Up Pedro Garcia and Winner Xavier Tomas

Bowl in particular and the specialist games range in general. Not that I mind doing this of course – I love to talk about what we're up to, so if you see me at a show don't be shy to come up and ask me any questions you may have – but it would have been nice to spend a little bit more time watch the matches in progress. As it was I still got time to marvel at some of the beautifully painted teams on

display, and catch up on a few entertaining stories of awesome gameplay (when the coach had won) or appalling bad luck (when the coach had lost).

All too soon, though, the Chaos Cup was heading towards its' conclusion. I'd spent most of the second day at the Fanatic booth in the main Games Day hall (the Chaos Cup was part of the program of events at Chicago Games Day), but word had still got through to me that Team Spain were doing very well... It was thus not a complete surprise when it came to the awards to find out that Team Spain had managed to repeat their success at the Blood Bowl and had won the Chaos Cup too! Details of all of the results are listed below, so I won't repeat them all here. Suffice for me to say very well done to all of the coaches that took part in the Chaos Cup, especially those that won awards. I'd also like to thank all of the coaches that took part for making my visit so much fun – I had an absolute blast and I really hope I can make it back for next year's Chaos Cup.

And with that the 2003/2503 tournament season draws to a close. Next year the Blood Bowl and Chaos Cup tournaments will be held again in Nottingham (UK) and Chicago (USA). In addition the Spike Trophy will be taking place in Canada and the Dungeonbowl will be held in Germany. Will Team Spain be able to go for the grand slam and win all four major tournaments? Only time will tell...

The 2503 Chaos Cup Winners

The Chaos Cup: *Xavier Tomas*

Runner Up: *Pedro Garcia*

Most Sporting: *Loyd Davies*

Best Appearance: *Brian Carlson*

Most Casualties: *Bill Mousadakos*

Most Touchdowns: *Peter Ulrich*

farthest Travelled: *Team Spain!*

There's Always Next Year: *Tawya Hakala*

For more coverage of the Chaos Cup and Games Day Chicago check out the website at:

www.games-workshop.com/news/us/events/events.htm

COACH'S CORNER

Do you have an opinion? Write in and let us know what's on your mind. Send them to Fanatic@games-workshop.co.uk (with Coach's Corner in the subject line) or write to: Coach's Corner, Fanatic, Games Workshop, Willow Road, Lenton, Nottingham NG7 2WS, United Kingdom.

BLOW THIS PIPE

Dear BB Magazine,

In the recent Secret weapons rules I noticed that some of the teams didn't have any secret weapons available to them. The Lustrian sides (Norse, Amazon, Lizardman) in particular seemed to be the types of team to use illegal weapons and yet didn't have any in the lists.

With this in mind, I decided to see what secret weapons would be appropriate for each team. First off were the Norse. Angry, angry men through and through so I figured the Chainsaw would be perfect. Other than that, possibly the Ball & Chain although that is specifically a Goblin weapon, I figure the Norse are just about mental enough to use it.

Next were the Amazons. The only current weapon I could see them using was the Poisoned Dagger, the poisons of the jungles being especially evil and nasty. I really couldn't see them using any other weapon.

Last were the Lizardmen. At this point I decided that the jungle teams really aren't suited to the current secret weapons and chose to make a new one. Please see below.

BLOWPIPE

Cost: 20k

Races: Lizardmen, Amazon

Penalty Roll: 9+

Rules

The user of this weapon may use this weapon once per turn. The Blowpipe may be used on anyone within Quick Pass range. The user rolls as if he were making a pass, if it is accurate or scatters onto a player, then that player takes an Armour roll with +1 to the roll, if the armour is penetrated then the victim falls over in the square he is in. If the pass is fumbled then the weapon's user must take the test instead. If someone is knocked down who is on the weapon user's own team then it counts as a turn over.

This does not count as the teams one pass for the turn.

I really feel that this suits the Jungle team's hit

and run tactics, and with the brilliant new Lizardmen models with the blowpipes now available, the conversion possibilities are fantastic.

I look forward to any feedback on these secret weapons additions.

Yours eagerly awaiting blowpipe madness,
John-Ross Morland

OGRES

Dear Fanatic,

I have some thoughts about the new Ogre team and other Big Guy teams.

Firstly, the new Ogre teams (especially the models) are brilliant. The only problem I have with the rules is that you can have as many Goblins as Ogres on the team – I'd prefer the list to say 0-12 ogres and 0-6 Goblins, to emphasize that it is an Ogre team, not a Goblin one.

In the original rules for big guys, Minotaur and Treeman teams were introduced (if I remember correctly). However, with the current rules for the Wild Animal and Take Root skills, I think that teams of these races as they stand now would be close to completely unplayable. The solution to this would be tweaking the skill rules, with my suggestion being the following:

Wild Animal: Roll a D6 before taking an action with the player. On a 1-3 the player MUST move towards the closest enemy player and throw a block at them if possible (this counts as the team's Blitz for the turn).

Take Root: Roll a D6 before taking an action with the player. On the roll of a 1, the player takes root on the pitch and may not move for the rest of the drive. A rooted player (one who cannot move) cannot be knocked over – roll for armour and injury as normal, but leave the player standing rather than placing him prone if he is not injured.

Thanks for reading, and I hope you'll let me know what you think. Keep up the good work!

Lars Stroebaek

TINKERING WITH THE SECRET WEAPON RULES

Dear Andy and crew,

Just a comment on the recently revised secret weapons rules.

My main gripe is - why can't everyone have a chainsaw? No, I don't mean a whole team armed with them (though that's an interesting idea!), what I mean is why limit them to certain races? I think every race (with the exception of wood elves and any team with a treeman on the roster) should be allowed a chainsaw wielder provided coaches use an appropriate figure [this isn't just because I've recently converted a couple of undead chainsaw wielders!]

I think similar cases could be made for other secret weapons:

Poison Dagger: Surely other races also have assassins (e.g. Human - ninja, goblins will try anything for an advantage!, and followers and the undead wouldn't be adverse to a bit of poison)

Bombs: Again why not let most races use them (I even have a 'skeleton with bomb' figure from the old citadel range I'd like to use).

Pogo-stick and Ball & Chain: Fair enough only goblins would be that stupid!

Deathroller and Blunderbuss: Maybe only dwarfs have the technical know-how to build and operate these, but why not let Chaos Dwarfs use the Deathroller?

In addition I'd like to add some additional rules for secret weapon users

1. When the original chainsaw rules came out (yes, I am that old!) There was always the chance that the chainsaw wielder or his opponent would quite literally lose his head! The other team could then pick up the head (which had scattered one square) and use it like a ball, if they managed to get it back to their dugout (it'd have to be their end zone now) before the end of that half/a touchdown is scored, they would get a free re-roll! I liked this rule; why not reintroduce it - with 50% of all kills scored by chainsaw result in a decapitation? (This includes death of the chainsaw wielder, as they lose control of the chainsaw when knocked down).

2. All casualties scored by secret weapons should earn the player an extra SPP as they are such crowd pleasers.

3. Secret weapon users could be allowed to choose from the appropriate following skills:

Fast Talker: (any secret weapon user) Player may re-roll a penalty roll resulting in them being sent off for use of said weapon (fouls treated as normal).

Chainsaw Specialist: Player may re-roll failed attempt to start his Chainsaw.

Strong Heart: Ball and Chain fanatic may re-roll a failed exhaustion roll.

Duck: If a grenade is thrown at or thrown back to a grenadier he may instead of trying to catch it opt to dodge 1 square in an attempt to avoid the grenade.

Perfect Aim: Blunderbuss user may add +1 to his accuracy roll.

Extra Poison: After one attack, the poison dagger wielder may roll 1D6 1-3 as normal 4-6 they have an extra poison coating to apply to the dagger.

Super Springs: This pogo-stick has extra powerful springs, any leap only costs one movement point not two.

That's all for now!

Rupert Burton

AN ORC COACH

Hi,

It's good to see Blood Bowl going through a comeback; I was playing with 2nd edition back in the 80's!

I think it a worthy idea to look at bringing back the 2nd edition figures, as I believe that Blood Bowl has become too 'Armour-like'. However I believe there are a few shortcomings in the game at the moment:

1. Troll figures, only currently have Ripper.... need more (like the ogres which are excellent) preferably several which are unique, (which brings me onto point 2.)

2. Unique figures, there are less unique figures than positions players in a team, e.g. for the Orcs you only have 2 types of Black Orc Blocker figures and can have 4 on a team (which I do).

3. Lastly (but by no means) SNOTLINGS, I (and I'm sure many others) would love to see them take to the pitch again, including having their own team (not there's a challenge) and seeing them in Goblin and Orc Teams.

Yours

Rob Brown (Orc Coach-As if you couldn't tell!)

Expect to see a new Troll figure very soon.

Until next time sports fans.

THE SKAVEN PLAYBOOK

Or... Skaven Cowardice

By Jim Mawby

SKAVEN TACTICS

Skaven are among the finest players to take to the Astrogranite, and don't let anybody tell you different. Bloodbowl provides the perfect chance to demonstrate to everyone what a few of us have known for a long time – the children of the horned one were born to rule!

The Skaven running game is second to none, and the ability to just flood receivers downfield against almost all opposition gives them a not too shabby throwing game too, especially with one or two dedicated throwers on the team. Defensively, you need to pick up a few tricks, but ultimately, even if the opposition do manage to slip one past you, you can generally score back in two turns. Delaying tactics if there's less than two turns to go can be crucial to achieving a Skaven success, so in typical Skaven fashion your plans should always include a play that just focuses on hampering and frustrating your opponent. If you stick to some basic guidelines, there's no excuse for you not to be winning game after game as your rats ascend to their rightful supremacy at the top of the league.

However, Skaven teams are nothing if not unpredictable, and while there are times when games will go to the (barbed) wire and your quick scoring ability can make all the difference, in my experience Skaven teams often win big or lose big. The rest of this article will focus on tips for maximizing the former, and minimizing the latter.

TEAM DESIGN

An often overlooked fact about Skaven teams is that linerats are arguably the best linemen in the game, and they're only 50k! One of my most successful Skaven teams started with 14 Linerats and a Thrower. It can be done! However, you are missing out on quite a bit of talent (and fun) if you don't take at least one or two of the Skaven specialists. First and foremost, you probably want at least 2 gutter runners. Because they are so useful, integral to many plays, and yet so breakable, you might want to start with three, in the anticipation that you will probably lose one early in the league. Storm Vermin are good, but expensive. They can make a real difference defensively, so if

you plan to have a defensive game at all (hey, some Skaven teams don't!) you probably want at least one; they have their place offensively too, occasionally. A second Storm Vermin is a luxury you can afford when the first really big pay packet comes in. Rat Ogres have limited use compared to their cost, despite their enormous strength, and I wouldn't use one in a starting line-up. My advice would be:

8 Linemen 400k
1 Storm Vermin 90k
1 Thrower 70k
3 Gutter Runners 240k
3 Re-rolls 180k
2 Fan Factor 20k
Total = 1,000k

If you are playing a longer league, you might want to raise Fan Factor to 6 and replace one of your gutter runners with a standard Linerat. But try and keep the numbers up – 13 is a good number, and of course is highly approved by the Lords of Decay.

Star Players are something of a luxury for Skaven teams – I don't recommend using them except for finals and/or if you have a lot of spare cash. Although Hakflem may seem amazing, he doesn't perform that much better than a Gutter Runner; not enough to justify blowing 65k for one game. Headsplitter is nice in that he doesn't have Wild Animal, but once you are in a position to use Rat Ogres, you are better off buying 'keepers'.



GENERAL TACTICS

With Skaven, you really have to play to your strengths; these are undoubtedly speed and agility. The skill of Gutter Runners is of course legendary, but the whole team is faster than nearly every other player out there, and even linemen can make for sudden and surprise runners or receivers. As a result, the more offense the better as far as Skaven are concerned – you should be very wary of getting



involved in a defensive battle, especially when the likely result is that the other team will score eventually and leave you without much of a team to get one back. Defensively, you should play opportunistically – harass their thrower with a Gutter Runner, who dodged through the lines (don't underestimate the fumbling potential of a tackle zone on the thrower), or blitz with a Storm Vermin if you have one. (Also, try early on to develop a 'blitzing' Linerat - or even Gutter Runner - with Strip Ball). Hamper them in the hope the ball will come loose – but if they are intent on wading up the field in an 11 strong cage, let them – it will probably take them three turns or more to do it, and you can usually score in two. Only let yourself get drawn into battle when a) the odds are heavily on your side (one useful thing you can do on defence is to pick off the weak or unattended – thus increasing the chance of getting the odds heavily on your side) or b) you can delay them until the end of the half, and prevent them from scoring. In short, remember the good old Skaven adage – 'Cowardice is the better part of victory.'

By contrast, your offence should be very strong, and lightning quick – if you're taking much more than two turns to score, you're not doing it right. If you win the toss, go ahead and score – they'll be playing catch up for the rest of the match, and with luck and a skillful defence, they won't make it. Develop and stick to quick throwing or running plays, and don't give them much of a chance to hurt you on your offence.

A controversial tip now – my advice with Skaven is, in general, don't foul. I know this goes against the grain for the typical malevolent, back-stabbing Skaven coach, but really, it can do you more harm than good. If they're likely to get sent off for fouling your Gutter Runners,

they might not try it – if you keep taking the ref's attention away from them, they'll do it with impunity. That said, if your opponent is brave enough to try it anyway, then give at least as good as you get; you probably have more reserves anyway!

I want to conclude this section with a few remarks about those brutes of Clan Moulder – the Rat Ogres. In keeping with the Skaven idiom, Rat Ogres are among the most unpredictable players on the Astrogranite. Their strength may make them seem like a must have, but in reality they can help you to lose games regularly unless you are very careful with them. A skilled opponent can easily turn a Wild Animal against you, so if you use one, follow these rules carefully:

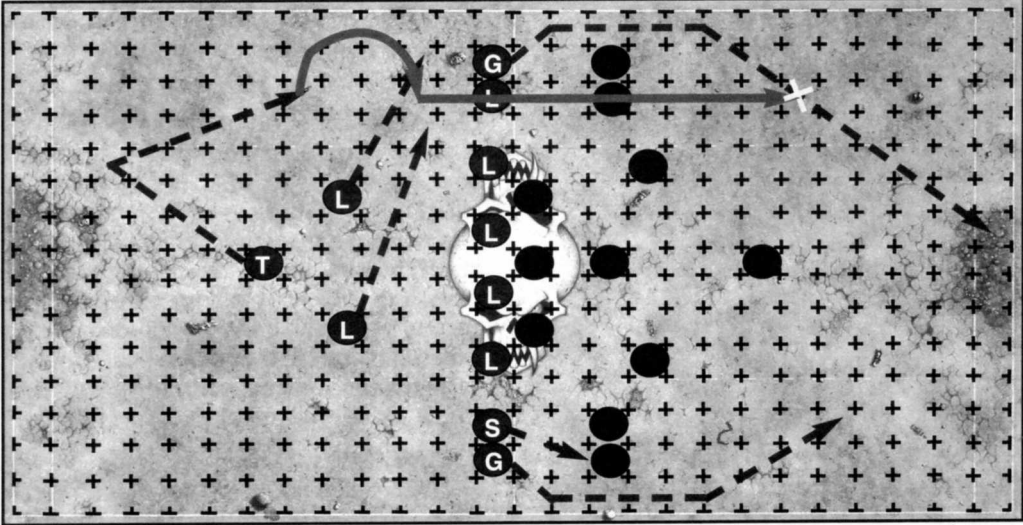
1. Never put them in a defensive line of scrimmage. It's all too easy for your opponent to push the other players aside, and then gather around your Rat Ogre. Then you are doomed to lose your next turn as your Rat Ogre falls over having to make an impossible block – giving your opponent effectively two free turns to score in.
2. Keep them in your backfield always; putting them in your opponent's territory will just offer the same opportunity. Defensively, use your Rat Ogre as a receiver-crusher; if you're playing teams that like to run the ball from a 'cage' (Orcs, Dwarfs, etc) use them as a 'can-opener' to get other players into the cage, but keep them surrounded and supported by rats! Offensively, use them as a bodyguard for your thrower, to counter blitzers while your receivers deploy downfield. And nothing else!

It's time now to open the 'Liber Ludere' of Clan Rigens – and unleash the contents on an unsuspecting world . . . mwuhahaahaa!



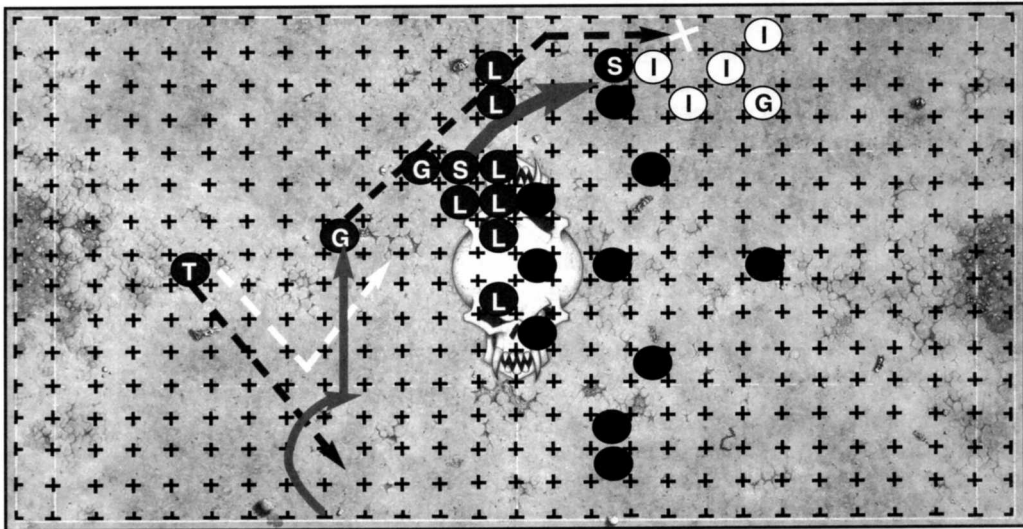
PLAYBOOK - OFFENCE

Skaven OFFENSIVE PLAY 1 – The Weeping Blades



This one is a simple enough tactic, but it works surprisingly often. Use your Storm Vermin to blitz on one flank, leaving a gap on the far outside (usually) for a Gutter Runner to just skip through. Recover the ball with your thrower, and place a guard around him. Finally, dodge your second Gutter Runner through on the opposite side – by the next turn, one of them (if not both – Dodge makes a Gutter Runner amazingly resilient to Blocks) will be standing, and you can dodge out and get to the end-zone, ready for the pass.

Skaven OFFENSIVE PLAY 2 – The Black Arc



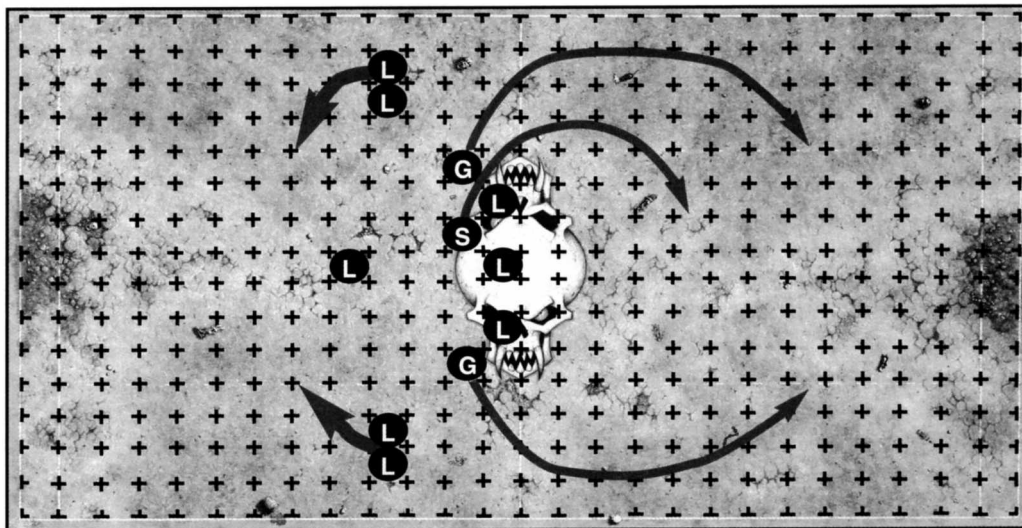
The point of this play is to get a Gutter Runner, with the ball, within striking range of the Endzone for the following turn. There are several ways to do this – if you are prepared to risk a couple of go-for-its, you only need to get him two squares the other side of the halfway line. However, to stop your opponent from just blocking your path, it's best to get a bit further initially. The above play is an example of this, based upon a standard defensive formation – obviously your opponent's formation will determine where and how you can make the 'safety-pocket'. In the above example, the Storm Vermin blitzes, pushing back (or worse) one of the opposing wide zone players, and leaving the other in a tackle zone. Linerats and the forward Gutter Runner then flood down the line, creating a maze of tackle zones for your opponent – suggested squares are shaded dark green. Remember to leave room for your rear Gutter Runner to run in to at the end, once the ball has been handed-off/quick-passed to him by the Thrower.

Another little trick that your opponent may not be expecting is to use a Gutter Runner as a Thrower.

This can be very useful if your thrower goes off, but it can also be used to deceive your opponent. A great fake play alternative that combines the above two plays is to use a Gutter runner for the thrower as in the first play, send out your receivers, and then advance the ball carrier under a guard; you then have the option of throwing to either receiver, or making a quick break with the ball carrier himself.



Skaven DEFENSIVE PLAY 1 – The Sewer Surprise



As I mentioned earlier, you shouldn't expect too much from Skaven defence. You can react quickly, however, so quick scoring teams that rely on fast receivers, like Wood Elves, should find your defence hampering. With Orcs, Dwarfs, Chaos, etc, it's safer to let them get on with it, and concentrate on getting things in your favour for the upcoming drives. In the example above, the Storm Vermin tries to force a quick blitz through to the thrower/ball-carrier, aided by any standing linerats from the scrimmage. Meanwhile, one or both Gutter Runners skirt around the line to put pressure on the ball carrier, or exert tackle-zones on the thrower. Together, they can even throw a block if you're daring enough. At worst, the fact that they're there will force your opponent's thrower deep, and make it all the harder for them to get a play going. At best, the ball will come loose, and you should have a Gutter Runner on hand to scoop the ball and score. The widezone linerats should generally back off to cover receivers, and avoid a pulping individually; on mass, they will be better able to fend off attacks, and make aggressive raids on your opponent's more vulnerable players.

SKILL PICKS AND LEAGUE PLAY

You should try to develop a couple of linerats early on – Strip Ball can be very useful, and Block will give you almost a Storm Vermin at half the cost.

Throwers and Storm Vermin should take standard Thrower/Blitzer picks. Rat Ogres need Block, but I actually recommend Pro first, as with all big guys.

If you are lucky enough to roll a double, you should almost always take mutations. Apart from the modeling potential and individuality it will give to your players, some of the physical traits are exceptional. Big Hand is a great mutation for Throwers and Gutter runners, to help you rescue loose balls from scrums. Very Long Legs will help with the already lightning speed of your team, and can set a Gutter Runner on the path to one-turn-touchdown-dom. (Razor sharp) Claws, Horns, Tentacles, Spikes and Tails are all great on linerats, Storm Vermin and Rat Ogres. Gutter Runners will probably develop the most, and there are several ways to go – the one turn scorer, with Very Long Legs, Sprint and Sure Feet; the Blitzer with Block, Dauntless, and Two Heads; or the deep receiver with Side Step, Catch and Diving Catch.

Well, that's it from Skavenblight – my last words are: remember, fast and fearful; the Skaven way. And never send a Rat Ogre to do an Ogre's job . . .

THE UNDERWORLD CREEPERS

Goblins and Skaven - The short and curlies of Blood Bowl!

House Rules and background by Matt Brown

DUNGEON BOWL?

There are few places left in the known world that remain uninhabited, at least for very long, and the deep caverns and tunnel-like cave systems of this world are no exception. The many denizens of these underworld realms, far too many to list here but generally considered ugly and smelly (no, not Dwarfs, but a point well made!), enjoy a game of Blood Bowl just as much as the surface dwellers and are not unknown to hollow out giant underground stadiums for their own comfort – as opposed to hollowing out Giants, because that's what the Norse do!

But in order to survive in such cramped conditions for any length of time, these many creatures have had to learn to tolerate each other's company a little more than the surface dwellers do. Those that chose a life below ground away from the 'awful' bright light, fresh air (well, freshish – have you visited an Old World City?), and 'disgusting' scent of flowers have had much less freedom to move about and, more precisely, when you're sharing a communal cesspit, killing your nearest neighbours on sight could be the cause of all sorts of unwanted internal problems – a sharp, poison-coated knife to name one.

Though they may somehow manage to avoid all-out war (though you wouldn't believe it from watching their teams!) there does exist a permanent undercurrent of anger, annoyance, irritation and general unease between them, which when coupled with the cramped, smelly, dank, filth-ridden place in which they all live (and those are the good points!) makes these races the less than delightful creatures we know them to be, and so very welcoming to the brave adventurer who should happen to pay a visit to the dark catacombs they call home. This close proximity results quite naturally in far more numerous disputes, squabbles and random acts of violence than surface dwellers ever need suffer (having been able to go their separate ways long ago and build their empires leagues apart), and as such it requires but little memory to recall the most recent insults and even less reason to redress the balance, preferably with pointy weapons and a bunch of

mates. Despite attempts at cleanliness, Dwarfs it must not be forgotten are after all an underworld dwelling people at heart also, who being unable to get along with anybody at all have taken that grudge-bearing aspect of underworld life to its extreme. In fact you could go so far as to say they base their very existence on it.

But Dwarfs aside (who to put it mildly don't mix with their underworld neighbours very well, being as they are a resolutely proud and self-reliant race – or as others put it, stropy, belligerent gits!), the most widespread of underworld races are the Goblins and Skaven, races well accustomed to the delights of the Blood Bowl field. So it can come as no surprise that the most numerous underworld combo teams emerging from this shadowy domain tend to be comprised of Goblins and Skaven, in what must be considered the biggest corruption of the word 'team' ever, but when aims converge and goals (like cesspits) are shared, anything can happen. The most famous team of them all is the appropriately named Underworld Creepers...



TEAM PROFILE: THE UNDERWORLD CREEPERS



Team Colours: Black & Red, (though they end up Black and Blue)

Owner: Unknown

Head Coach: Unimportant

Players: Skaven, Goblins, and very stupid Cave Trolls

The most famous underworld team, the aptly named Underworld Creepers, are not a single-race team, but rather an imaginative combination of Skaven and Goblins. The Creepers are famous for their innovative dirty tricks (but enough of their hygiene) and the dastardly tactics they use in order to win, and for the acrimonious and violent arguments that break out in their dugout when these over-ambitious plans backfire (as they almost invariably do). These two qualities have made the Creepers a big hit with the fans, even if their large following is not rewarded by much success on the Blood Bowl field itself.

2424: Two close-knit communities of Goblins and Skaven discover the delights of Blood Bowl as a means to settle differences of opinion. The life expectancy of the average (non-Blood Bowling) underworld denizen increases by 30%, much to the approval of both groups, but disappointment to adventuring parties everywhere.

2440: The shared cave system proves a setback in the two community's attempts to form teams of their own with which to contend the major trophies. Realising they aren't numerous enough to support two teams, one shrewd Goblin suggests forming one team from them both. He is soundly beaten to a pulp. A week later (after both teams suffer embarrassing defeat due to a player shortage) the mixed-race Underworld Creepers are officially born. One very bruised and battered Goblin is not amused, though not surprised either.

2441-2470: The Creepers go on to enjoy many more embarrassing defeats – but at least this time they have a full squad. Suggestions that this is a much worse state of affairs are politely ignored. With a full team, questions arise as how best to organise it. Tactics fluctuate wildly with each short-lived coach until an answer arrives in the shape of Lance Fleshbarb. His innovative approach to let the players decide themselves what to do puts an immediate stop to the coaching problem – and the assassinations. Side effects such as the players now killing each other over tactics are considered only a mild nuisance. With Lance able to see to team management unmolested he reasons, with injury being an occupational hazard in Blood Bowl, particularly so for the Creepers, that it doesn't make much difference who does it to them –⁹ it's going to happen anyway!

2480: A match between the Creepers and the Greenfield Grasshuggers produces something of a dispute when it is discovered that the Grasshuggers have been playing the whole match with 12 players. Apparently their new star was in fact two Halflings dressed in an Ogre's kit, one standing on the shoulders of the other. The matter is soon settled when the Creepers' Troglodyte captain eats both offenders, and play is able to continue.

2484: The Creepers cause the upset of the season by winning the Chaos Cup, thanks largely to the Cup playing for the Creepers in several key games.

2488: Fortunes for the new season look bright when Coach Fleshbarb unearths (literally – with the help of a handy shovel) new catching sensation Garbage Throttlesnot, a Goblin who can keep his hands on the ball and his mind on opponents' kneecaps. Linked up with veteran Skaven Shaftsplitter Grim, a master at scrambling since his offensive line had for a long time been both offensive and useless, the team suddenly has a potent pass attack. Split Tendoncutter, a Star Skaven Blitzzer capable of the most horrible challenges (able to boast that only Ramtut III was able to get past him all last season in two pieces), completes the picture.

Present: Thanks to that team, the Creepers are finally put on a firm financial footing. Coach Fleshbarb is ritually sacrificed (befitting his great achievements), and a new Coach, capable of shrewd investment and definitely no embezzlement, is hired as his replacement. The talent of that past team may now be gone, but the Creepers are once again being tipped as under-dogs for a minor league title, which suits the squad down to the ground (and probably further still). "Yer, s'grate", said a spokesman, "Means we can bites der bellies!"

Other (Not-so) Famous Underworld Teams: Scarcrag Snivellers (Goblin), The Mongrel Horde (Mutants)

Team Honours: Most Self-Inflicted Player Fatalities (Off-Pitch, Season) 2482-88, 2492, 2494-98, 2501. Most Self-Inflicted Player Fatalities (Off-Pitch, Game) – more times than history records!

Hall of Fame: Garbage Throttlesnot (Goblin), Split Tendoncutter (Skaven), Stickpig Maim (Goblin), Skarp Sorehead (Goblin), Lance Fleshbarb (Coach), The Chaos Cup (Freebooted)

Spike! Magazine Team Rating: Zoggin' Lotz 'n' den sum! (unofficial)

UNDERWORLD CREEPERS TEAMS



An uneasy alliance, the term used most loosely, of Goblins and Skaven. As underworld neighbours, it did not take long before their masters saw the potential in coupling their respective talents on the field: the devious, speedy Skaven and the sneaky, cunning Goblins. Unfortunately, they can never seem to agree on a single strategy, resulting in the two camps rarely seeing eye to eye, but more often fist to throat instead!

Qty	Title	Cost	MA	ST	AG	AV	Skills & Traits
0-8	Goblin	40k	6	2	3	7	Dodge, Stunty, Right Stuff
0-8	Skaven	50k	7	3	3	7	None
0-1	Troll	100k	4	5	1	9	Mighty Blow, Always Hungry, Regeneration, Throw Team Mate, Really Stupid, Big Guy

Team Re-rolls: 70,000 each

Star Players: With the exception of Scrappa Sorehead (Pogo-Stick), Creepers Teams may only hire 'CREEPERS' Star Players. The other Star Players available for the Goblin and/or Skaven Teams will NOT play for a Creepers team. They've got reputations to look after!

Weapons: If you are using the Secret Weapon Experimental rules, Creepers players may have a Dagger if Skaven, or a Pogo Stick if Goblin. The team may not use any other weaponry.

UNDERWORLD CREEPERS SKILL LIST

Player	General	Agility	Strength	Passing	Physical
Goblin	N	Y	N	N	N
Skaven	Y	N	N	N	Y
Troll	Y	N	Y	N	N



Famous Players: Garbage Throttlesnot

Whilst with the Creepers, Garbage Throttlesnot had an incredible (for Goblins) two-figure salary and rarely, if ever, dropped a catch. Pundits later claimed this was a natural trait for Garbage, due to the fact that Goblins are all thieves and so don't understand the concept of giving something away for free. Garbage certainly never let anything he'd stolen go.

This, pundits claim, is probably also the reason why the art of throwing has never manifested itself in any green, scabby Goblin hands. Typical of experts to miss the blindingly obvious fact that the diminutive greenskins also happen to be too small to see anything beyond a forest of legs, and as a result any Goblin that does look to offload the ball can often spend the entire match ducking and weaving his way past the opposition, in a desperate search to find a team-mate to chuck it at!

Best Game: Rushing 90 paces, 5 from 7 catches for 29 paces, thrown (by Big Guy) 2 times for 48 paces and 2 TDs, 2 TDs & 1 referee fatality.

Career: 651 rushing paces, 100 catches for 2,816 paces, Being Thrown 22 times for 555 paces, 47 TD's, 4 player fatalities, 12 referee fatalities.



Optional 'House' Rule: Underworld Dugout Blues

You don't really need a rule to represent those fights that inevitably break out amongst Creeper teams (it's only character), as it's reflected in the high cost of re-rolls (poor teamwork) and just a question of how you choose to interpret the injuries your team receives throughout the game (of which there'll be plenty!), for example, was that player really injured when he came off, or did he only come a cropper having returned to the dugout at a 'bad moment'? But there are those of you for whom the rule is everything. So rather than upset anyone, this is for those who would really like one:

When rolling the dice to see if your KO'd player is recovered sufficiently to return to the game, you normally move him to the Reserves box on a 4-6, whilst leaving him KO'd on results of 1-3. However, Creepers teams are famous for the fights that break out in their dugout over tactics. When making your KO'd recovery rolls, all results of 2 or more are treated as normal, but if you ever score a 1 on the dice, the player concerned has found himself on the painful end of a 'tactical discussion'. Instead of leaving the player in the KO'd box (as you would before), the player concerned is moved into the Casualty box instead (Badly Hurt). Far from being able to recover from his injury, this player has suffered a much worse pummelling at the hands of his coach and teammates, and will now be unavailable for the rest of the game!

TACTICS

A new team wouldn't be complete without talking a little about tactics, although I imagine talking Blood Bowl tactics to veteran coaches is much like coaching the Creepers. No one is listening because they've all got their own, much better, ideas. I don't like to talk too much in the way of tactical analysis, as it takes the fun out of playing the game and discovering the teams for yourself, but if you really want my opinion, here are a few basic pointers about this team.



Take a look at the roster and think about what you have at your disposal. You have the option in the Troll Big Guy to throw Goblins and cause some mayhem, or just play a more conservative Goblin scrambling game by dodging them into space as receivers and generally swarming the ball up field. With Dodge, Stunty, and access to Agility skills, Goblins make fine Catchers.

Unfortunately, you have neither the exotic weaponry nor access to the number or range of Big Guys and Star Players that Goblin teams do. So just playing a pure Goblin tactic isn't going to be enough. However, what you do have is Skaven.

The Skaven give your team a little bit of strength and speed (compared to Goblins). They are essentially your Blitzers, Blockers and Throwers, and are best suited to a blitzing, blocking role, looking to the shifty Goblins for the extra assists (Dodge and Stunty helping you find them from unexpected quarters) and their access to General skills can be used to compliment the Goblins access to Agility skills.

The access to General skills means the Skaven are your likely bet to pick up the first few Sure Hands of the team, and should you throw a double on the SPP chart, you could easily turn a couple of these Sure-handed players into half-decent Throwers with the single addition of Pass skill. Of course, you would also have the bonus option in that this Skaven could take a Physical mutation instead, which presents all sorts of possibilities. Big Hand would certainly solve any collecting the ball problems and Fearsome Appearance can cause all sorts of headaches for your opponent, especially if you can add pass-block to it.

Furthermore, with the Skaven picking up the Sure Hands skill, your Goblins that are lucky enough to get a 'double' can use it on something else, such as Block. You might say that's wasted on a Str2 player, but just you watch your opponent try in vain to swot the little blighter, and the more he stays up the more your opponent gets frustrated, blowing his game-plan just to kill the little so-and-so! A very slippery customer indeed. Of course, it's always handy to have at least one ball-carrier with Dodge and Stunty.



However, the Creepers' Skaven contingent lacks the advanced position players (Stormvermin, Gutter Runners) that work wonders for the Skaven team, which is where you'll need to make your agile Goblins count. The most obvious choice, one already mentioned, is to turn a bunch of your Goblins into Catchers (Catch skill), and make use of their Dodge/Stunty combination to flood the backfield or, with the addition of Sidestep skill, to act as a mobile protective cage for your Skaven ball-handlers.

Taking a look at costs, you'll find the team is a very cheap one (every player is effectively a 'Lineman') so you should be able to afford a full

squad plus Apothecary – which considering the team's low AV will be needed from the start – and a bunch of re-rolls too, which despite their price are affordable due to the low cost of your players.

On offence, I would recommend playing those first few games with mostly Goblins backed up with a few Skaven. The Goblin's Dodge skill will save them more often than the Skaven Str3, and you'll be able to move about with more ease. On defence, you might prefer your faster, stronger, better-armoured Skaven, backed up with a few Goblins to add assist support where it's needed. But take this with a pinch of salt because above all, whatever you do, don't go expecting to win trophies with the Creepers and don't be silly enough to complain that they're not as good as Dwarfs or Elves or whatever. Like the Goblins and Halflings, the Creepers are not (and never have been) serious contenders (though like the famous Underworld Creepers it doesn't mean you can't try).

For all intents and purposes they're a 'character' team, part of that rich tapestry that makes the Blood Bowl world such fun. They're for nothing more than the sheer joy of playing the game with. If you do manage to win a few games and make a decent team, good for you! It's a challenge, definitely, but no more than that.

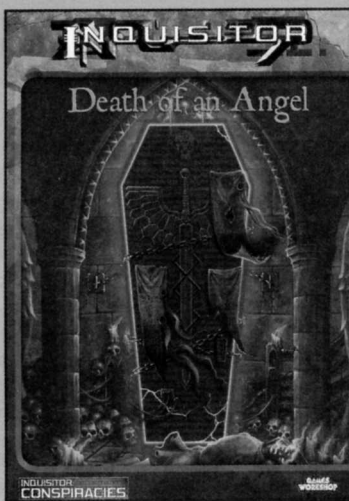
★ SPLIT TENDONCUTTER SKAVEN STORMVERMIN ★			
		MOVEMENT	7
		STRENGTH	3
		AGILITY	3
SKILLS	TRAITS	ARMOUR	
Block Tackle Shadowing Pro	Razor Sharp Claws Prehensile Tail	8	
WILL PLAY FOR		SPECIAL	
Creepers		None	
120,000 GOLD PIECES			

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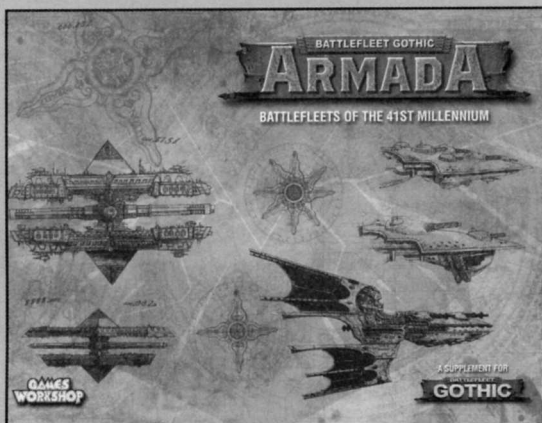
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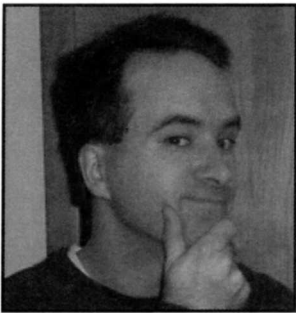
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MY WORLD

by Chet Zeshonski

Starting this issue is the first in a series of columns. For a while now, I have wanted a voice in the magazine that's not my own, Jervis or Games Workshop in any way. So, I asked Chet and he kindly obliged.

Hello, and welcome to 'My World', a recurring Blood Bowl Magazine column which will give you – surprise! – my point of view on all things Blood Bowl. I plan to be here for some time after the sizable bribe I gave Andy Hall to let me write this column, so I figure introductions are in order.

I, of course, am the Writer, and I'm writing this column because I love the game – absolutely love it! This fascination began in 1988, when I spotted a four-page spread for Blood Bowl in Dragon magazine.

My first reaction was simple: "Wow!" As a 16-year-old in the United States, I had never heard of Games Workshop, nevermind Blood Bowl. But I was familiar with Dungeons and Dragons, J.R.R. Tolkien, and football. So when I saw a diagram of Varag Ghoulish-Chewer's kit – featuring an ogre's cranium as a jock strap – I was immediately hooked.

The rest is history. That history included our first-ever league, which featured six friends (including myself) from high school. After graduating, we set up our first Lottery League, which allowed us to take turns with various races. We played more than 150 games that summer, and many nights didn't end until 2:00am after five straight contests!

Blood Bowl had it all: strategy, fantasy races, secret weapons, and mindless violence galore! The rule books were full of satirical sidebars that poked fun at the overbearing excesses of the sports world, and the game never took itself too seriously (how could it with a Chainsaw Wielding Loony table!). Eventually, we set up new leagues, but as support from Games Workshop faded, our league play became sporadic. The game struggled, and our interest struggled with it – which really hurt, because most of my friends were fanatical (American) football fans who shared a love of both the NFL and Blood Bowl.

Sadly, our leagues had died out entirely by 1991. And then one day, it happened again. I was introducing a friend to this ancient game when he asked, "Is this the new version?" I told him that it was 5 years old but there had been an older version. He said that the game I had

didn't look like what he had seen advertised at a local store. I described what I knew about First Edition – the paper players, primarily – and he said he'd look into it.

Imagine my surprise when he showed up with a new four-page flyer describing Third Edition! It was 1993, but for me it was 1988 all over again. I was as eager to discover this game as I had ever been.

The cycle began anew. Leagues sprouted up, legends made their names on the pitch, games were won and lost on a single toss of a D6. Friends signed up looking for a good time, and the game provided the perfect venue.

We're far from 1993 now. The rules have been through several iterations. Word of mouth has been replaced in part by Internet forums in an increasingly wired world. The Blood Bowl Rules Committee (of which I am a member) gives the gaming community an active say in rules design. The NAF Coaches Society is promoting the game in a manner unimaginable just 10 years ago.

However Blood Bowl changes, one thing remains the same: The game is loads of fun. When it's over, the result finishes second to the moments spent sitting down with a friend and sharing a few D6-induced laughs (or tears).

So that's a bit about me, where I've come from in the gaming world, and why I'm writing this column. Some of the older hands among you will nod knowingly as you remember these events (and older ones besides), while some of you rookies will take away little more than a history lesson. But all of you, I'm sure, share that fascination – that love – for the game. And that's something that binds you, the Reader, to me and to other Readers – other coaches, other friends – just like you. And that's the greatest thing about this great game!

If you haven't played Blood Bowl before, you don't know what you're missing. But if you're reading this, you know exactly what I mean.

Chet



Spike!

BLOOD BOWL NEWS AND VIEWS



Greetings once more and welcome to another issue of Spike! Magazine. This issue Rusty Hoelle ventured deep into the New World to get you the interview other sports rags wanted but daren't – Hubris Rakarth! Of course our intrpid journo was then sent to the slave pits, enduring days of torture by those she-devils, the Witch Elves. Apparently pictures have gone up on the wisp-o-net, although it's on a pay site so I'll probably just have to make do with the free stuff again!

Pierce'd Organ, the Ed-Eater

HUBRIS RAKARTH

Interviewed by Rusty Hoelle



Hubris in action

With the 2502/03 season over Spike! learned that legendary Darkside Cowboys Captain, Hubris Rakarth, had time in his busy schedule for a rare interview. So I jumped on a passing Dark Elf slave ship to Naggaroth to meet the Cowboys captain in person. After weeks of rowing and indiscriminate torture (I wish I hadn't travelled in economy!), I found myself at the luxurious residence of Mr Rakarth. On entering I was escorted by the most scantily clad female I've ever seen! Hubris was sat by a large indoor swimming pool, the water in the pool had a distinctly reddish brown tint to it. Heavily scented candles that gave off an extremely pleasant aroma were copiously placed along the poolside. After greetings and having been bought a large goblet of wine we sat down for a chat.

Spike! You've captained the Cowboys since the '88 season, the fateful year of the collapse. How does the game differ from then to now?

Hubris Well, things have changed there's no doubting that. Although the standard of player seems to have been lowered, there's few in the Cowboys' calibre these days.

With that Hubris gave off an almost involuntary laugh that sent shivers down my spine.

Spike! Yes... So, if that's the case, how come the Cowboys haven't won the Blood Bowl in such a long time?

At this point Rakarth sat upright and spat words in elvish in my direction, was he swearing at me?

Hubris The whole system's wrong these days, any backwards team can enter. Even Lizardmen teams can join in the Blood Bowl, and as for the latest winners, the Flatline Annihilators, who are they? They do not have the history, or calibre of the Cowboys!

I realised I was grinning and even let out an involuntary giggle. Deciding that upsetting the hardest Dark Elf Blitzer in the game was not a good idea, I changed tack.

Spike! The popularity of the Cowboys has always been high and continues to grow, some say this is more to do with the Darkside Cheerleaders, and the late night programming they star in on the Darkside Cowboys' own dedicated CabalVision channel.

Hubris The girls are great, in fact there's two in the pool now. We find Cowboys fans still love the game. Those that watch the girls on CabalVision don't really have an interest in Blood Bowl.

I noticed two elven ladies surface from the pool and began to call to me trying to entice me in the pool, again I began to giggle, Hubris was also laughing. The cloying scent of the candles seemed to be getting stronger. I shook my head and continued the interview.

Spike! You've had quite a long Blood Bowl career, any plans to retire?

Hubris Ah, that human failing of mortality. In elven years, I've only just begun to play. I don't see myself retiring anytime soon, barring an assassin's blade in my back!

Spike! So, you'll continue playing? Is this because of your love of the game or due to contractual obligations to your sponsors?

Hubris It's true that my contract with Orcidas doesn't run out for another decade

but I still love the adulation from my fans, especially the female ones. You won't believe the parties and org...

At that moment I burst out laughing again it was quite unprovoked, I also couldn't seem to take my eyes off the she-elves in the pool, who were still beckoning me to join them. At first Hubris looked annoyed at me for interrupting him but then also joined me in laughter. Another Elf maiden approached and Hubris asked for a few more of the candles to be lit. My eyes seemed to be stinging with scent the flames were giving off. Even though my head was feeling fuzzy, I continued with the interview.

Spike! Soo ... pretty girls like you, like me, not look...

Hubris Sorry?

Spike! Umm... So you prefer the fame that Blood Bowl brings rather than the sport itself?

Hubris Oh, I love both. The Cult of Celebrity is addictive, like one of the finest drugs. But being on the field is another love, you can get just as much pleasure kicking someone's head in... you seem to be drooling.

Spike! Oh. Right. Ok... where was I? Oh yes, pretty girls. No, I mean... Lord Borak has criticised you quite vocally in the press, does that intimidate you?

Hubris (laughing) Why should a fat man in a metal suit intimidate me?

Spike! What are your feelings on rival Dark Elf team, the Nightwings?

Hubris I don't have any, although I did go out with the captain of their cheerleader squad. Aah, the things she whispered in my ear.

It's at this point I started giggling uncontrollably and, I'm ashamed to report, jumped in o the pool to join the she-elves. My senses bombarded with the sickly sweet odour from the candles and my mind filled with acts too depraved to write here (oh, go on - Ed). The elven ladies in the pool seemed to swim to meet me and in my madness I was sure that one was holding a knife behind her back. Just before I lost consciousness I heard Hubris for the last time.

Hubris Well done girls, I'll join you in a moment. I just need to change.

Rumour Control

Hear it in Spike! first



We are the eyes and ears of the game

Change of Image for Corporate Sponsor
Kenmucky Fried Children, sponsors of the Raiders are having an image change. No longer will the company feature the friendly face of hoary Dwarf Thane, Karnal Sandstoners. Instead they plan to go with a racy red logo with just the beginning letter from each word in the company name.

First Fishman Team Dies

The Winners of the undersea Blood Bowl championships, known as the FishBowl, were the first team to be elected to play a game against 'air-breathers'. The Sloptor Squids team sadly all suffocated whilst playing an exhibition game against the Greenfield Grasshuggers. The wizard who was hired to cast a spell to protect the water breathers was seen making a hasty exit from the stadium. Grasshuggers fans are said to be delighted with their first victory in three seasons.

Nikk Three-Horn Sighted (Again)

There have been a few rumoured sightings of Nikk Three-Horn, disgraced commissioner that bought down the NAF back in '89, since his disappearance. This report was sent in by a reliable source, who wishes to remain anonymous. The source claims that on a journey back from a tour of Ulthuan, a misty isle seemed to appear magically from the sea. Echoing across the misty shores was the unmistakable sound of Elven laughter. The source stated that on the beach he saw what seemed to be a beach party of some sorts and what was, he presumed, the Darkside Cowboys Cheerleader squad. In the centre of this throng seemed to be one male although he couldn't quite make out the race as he seemed to be dressed head-to-foot in rubber. As the ship moved closer to the isle it receded into the mist once again, and no longer could be seen.

Skaven Superstar Dies

Scramblers' Right Back, Seether Sorethroat, has died at the grand old age of 16. Seether is most famous for his pass knife play, in which he dummies the ball for a knife covered in poison and then 'passes' it blade-first to an unwitting opponent. Despite rumours that he owed the Council of Thirteen a lot of money, his publicist insists that Sorethroat died of old age.

Travel Writer Returns

Vilhelm Buytrelle, world famous travel writer and Blood Bowl pundit, has just returned from his tour of Ulthuan. During his travels, Vilhelm made a point of visiting all the major stadiums. Expect to see a full report in his forthcoming book, *Notes From A Tall Country*.

Oldheim Ogres in Cash Crisis

It has been reported that Mr Bone, the elusive owner of the Oldheim Ogres, has been unable to pay the players' wages for the last few games. A source close to the Ogres describes 'temporary cash-flow problems' as the reason. Others say that insurance premiums to cover Oldheim games have risen astronomically ever since an Insurance Investigation officer was eaten as a pre-match treat last season. Spike! will keep you posted on the situation.

Marauders Lure Mincer Away

Manfred 'Silver Balls' Mincer, the Reavers player made famous due to an unfortunate but hilarious ball bearing incident in 2499, has joined club rivals, the Marauders. Mincer made more completions than any other human catcher last season, so despite the chortles from the crowd, on the pitch Mincer is a valuable asset. Asked why he has decided to leave the Reavers, Manfred would only comment that he was fed up with the staring in the locker room.

Joc Strappe Now Working For BBC

It is rumoured that the Blood Bowl Conjurers have bought back ex-Spike! reporter, Joc Strappe, and given him a job as part of their commentary team. Joc was believed to have been killed by Lord Borak after interviewing him for Spike!

Zug thought Dead

Shocked Reavers fans were reeling from the news that the Mighty Zug had been found dead on the subs bench at a recent Reavers training session. After taking Zug's corpse to the mortuary, Zug rose himself from the slab his body was resting upon, yawned at the terrified Apothecary and asked what time was lunch. Much to the relief of Reavers fans and staff, it turns out that Zug is a DEEP sleeper. The Reavers coach later promised that all Reavers players would drink Ded Bull at training sessions to keep them awake!



ASK LORD BORAK!

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

Dear Lord Borak,

A little while ago, when I asked my mom why Elves wear those incredibly stupid cone-shaped helmets, she told me that they use the extra space to carry around a flask of Squig'n Brite cleaner. According to her, they use this cleaner in case of emergencies to immediately remove those nasty blood, mud, brain or grass stains from their uniforms before it dries and settles in the fabric. Even though it is my mom who told me this, I can't really believe this story. I mean, Squig'n Brite can't work that good now, can it?

Thanks,

R

Dear Mama's Boy,

You are correct. You shouldn't believe any of your mother's stories, especially if she mentions my name.

Send her my love,

Borak

Dear Lord Borak,

I am hiring you for tonight's NAF Championship game. Please put on a great show, as the trophy is really cool, unlike our High Elf opponents.

Sincerely,

John the Mad, Head Coach, Northland Raiders

Dear Mr. Mad,

Whoa there fella! One does not just hire Lord Borak the Despoiler for any old game (in Northland of all places!). My usual fee only covers the cost of my services on the pitch, but there are other things you will need to consider in order for me to help that bunch of losers win a game for once. Here is a list of my demands:

- *Personal dressing room painted red and filled with skulls*
- *Burning flesh scented candles*
- *A 'chat' with the Ref before the game*
- *6 crates of Twinkies*

Oh, did you say we were playing High Elves? Forget it, I'll do it for free!

I'll be there early,

Borak

Dear Lord Borak,

I recently started playing for the newly formed team, the Woppington Iron Wafflers. The problem is I'm permanently sticky due to constantly eating donuts and other sweet delicacies. This is getting to be a real problem. Sometimes I can't pass the ball due to my sticky hands, and I often get stuck to the Treeman as I climb up his branches. Please help me!

Yours Faithfully,

Spam Cauliflower

Dear Spam,

I often have the same sort of problem, except that my hands become slippery because of all the blood. My suggestion is to put your hands over your eyes. The sticky donut glaze will keep them there and that way you won't see my boot coming at your head.

I promise it will be quick,

Borak

Dear Lord Borak,

I hate Nuffle, what a stupid god! I have had the worst run of luck on the Blood Bowl pitch recently and thought things couldn't get any worse, so I cursed Nuffle for his fickleness. Unfortunately, things have gotten worse, so I was wondering what I need to do to get back on the good side of that stupid, bloated god (oh wait, that's Nurgle)? Anyway, you know who I mean. Do I need to sacrifice a Halfling before each match as penance for my blasphemy? Please help me.

Desperately yours,

Torg the Blasphemer

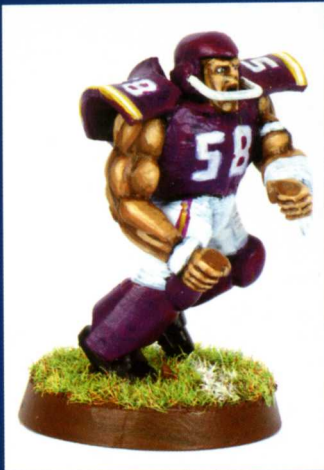
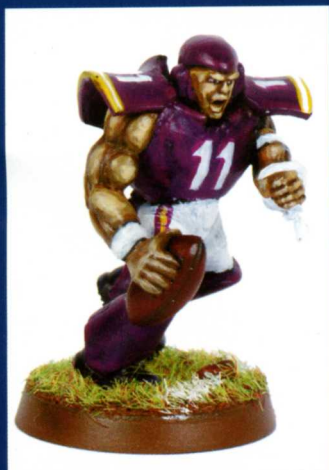
Dear Torg,

Nuffle hates you!

Get over it,

Borak

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



We first spotted the New World Vikings at Blood Bowl XLII and were so impressed we asked Coach, Chris Lewis, if he could send them down for a few pictures.

The models have been made from lots of different figures including the legs of Space Marines, torsos from Necron Destroyers, Arms from Orc & Catachan sprues the heads are from plastic 'beaky' Marines and the faces are Catachans. Wow, no wonder Chris swore at me when I asked him how long they took to make!

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