

Issue 12

BLOOD BOWL™

MAGAZINE

Halfling Leagues!
Goblin Playbook
Spike! Magazine

GAMES
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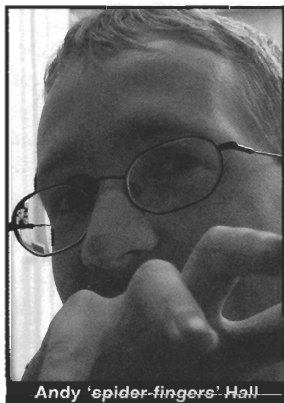


Two great rivals clash at the Altdorf Oldbowl



The new Griff Oberwald and
Varag Ghou-Chewer
designed by Aly Morrison

BLOOD BOWL MAGAZINE



Andy 'epider-fingers' Hall

Welcome to the last issue of Blood Bowl Magazine! 'All things must come to an end' is a famous saying but in this case it's not quite apt. Maybe 'all things must change' is more accurate. For although BBmag is ending, support for Blood Bowl is not. It will continue in Fanatic magazine, the game will get as many pages as it had in BBmag throughout the year and we have some cool stuff planned. For more information see the news on page 2.

As well as a time for change it's also a time to say goodbyes. Due to commitments as editor of the new magazine it means I'm going to have to hand over the mantle as Blood Bowl system head to someone else. At the time of writing we don't know who this will be as we are still looking at applications. So I'd just like to say how much I've enjoyed looking after Blood Bowl and corresponding with the Blood Bowl community, it's been great.

So what's in issue 12 of BBmag? This issue is a bit of a house rules special. We have house rules for Halfling Leagues by the Brown Brothers and Tom Anders supplies us with house rules for Bioniks and House skills. The playbook series continues with a look at the Goblin team and Chet once more gives his views in his regular column. All in all a great issue and a good one to finish on!

Andy

Fourth Official

Jervis Johnson

Match Referee

Andy Hall

Linesmen

Ulisse Razzini

Ball Girl

Talima Fox

Cover

Wayne England & Stewart Witter



Most Valuable Player

Milo Sharp – for his time on the BBRC. Thanks for all your thoughts and views.

CONTENTS

NEWS 2
 What's new in Blood Bowl.

CONTACTS PAGE 3
 Everything you need to know on how to contact us

HUNGRY, HUNGRY HALFLINGS 4
 League house rules, By Carl & Matt Brown

WE CAN REBUILD HIM 12
 House rules for Bioniks, by Tom Anders

NEW SKILLS FOR OLD PLAYERS 15
 House rules for new skills

CAMCARNAGE 16
 Tournament report, by David Candlish

THE GOBLIN PLAYBOOK 20
 Team Tactics, by Jim Mawby

COACH'S CORNER 26
 Have your say

MY WORLD 28
 Comments, by Chet Zeshonski

SPIKE! MAGAZINE 29
 This issue: underworld Creepers Coach Interviewed.



A Fanatic Studio
Publication

NEWS

The big news this month is that this is the last issue of BBMag!

Yes, you read the last sentence right, no more BBMag. I feel I should quote from the Hitch Hiker's Guide to the Galaxy at this point and type "Don't Panic!". Let me make this clear from the start, Blood Bowl or published support for Blood Bowl is not going away – in fact it's going to get a lot better. For a while now, we have been wanting to increase the quality of the products we produce at Fanatic and so, rather than the small black & white magazines that we currently publish, we are switching formats to a larger page size, full colour and on a monthly release. What's more, this new magazine will be available all over the world on the same day. So, if you live in America, Canada or even Australia, you'll no longer have to wait 3-6 months from the day of the UK release.

The new publication has been christened Fanatic magazine because it will contain support for all of Fanatic's games (we know a lot of you play more than one Specialist game). The magazine will have a minimum of 96 pages every month and with every page bigger and in colour you will get more 'bang for your buck'.

What happens if you only play Blood Bowl and you don't want to buy a Magazine every month? Well, the Blood Bowl Annual will collect all the material so you've got it in one handy volume. Also, all of the Fanatic Magazine articles will be available as free downloads following the magazine's release, so you will be able to get hold of any Blood Bowl articles you wish without having to pay a penny (obviously excluding your normal internet charges).

Having one magazine also means it will be a lot easier to manage than trying to sell seven different magazines, I'm sure many of you will be able to tell me tales of how getting each issue of BBMag is an uphill struggle! Well no more, with one Magazine released at the same time across the globe, it will be much simpler to get it into the hands of the people that matter, you!

Of course, to get to a worldwide release there will be a slight delay, meaning the first couple of issues will be bi-monthly. Unfortunately, this can't be helped – to get a worldwide release we need a lag time to ship the magazine around the world. This is just a one off blip and once issue three is out, the magazine will become monthly on a worldwide release.

If you have a subscription to BBMag then you may have received a letter explaining your options, if not then please give your local Direct Sales centre a call.

As editor of the new magazine, it means I won't have the time to look after the Blood Bowl game system but I'll be keeping a close eye on my replacement. I've always loved Blood Bowl, so expect to keep seeing me at events like the Blood Bowl Grand tournament and taking part in the Blood Bowl Community. If you buy the new magazine then my ugly mug will keep cropping up anyway!

All that's left for me to do is thank the Blood Bowl community, for it's you guys that play the game who make it what it is!



The new Griff Oberwald and Varag Ghoulchewer models. Both have been sculpted by Aly Morrison and both are out now!



COMING SOON...

Necromunda Bounty Hunters



Battlefleet Gothic Rogue trader Cruiser, Rogue Trader Escort

Mordheim Undead Warband

Blood Bowl Griff Oberwald, Varag Ghoul Chewer



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All our games have great websites full of free downloads, resources and up-to-date news.

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The websites now contain an articles archive. This will tell you whether the rules are experimental, official or house rules. Some can be downloaded as free PDFs. Check out the website for more details.

HOW TO ORDER

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Specialist Games catalogues contain the complete range of miniatures for each of the Specialist Games. You can purchase them from your local direct sales division.

Contact Us We welcome feedback on the magazines and experimental rules we publish. We also have letters pages that need filling so don't hesitate to get in touch! We can be contacted via email: fanatic@games-workshop.co.uk or by post at: Fanatic, Games Workshop, Willow Road, Lenton, Nottingham, NG7 2WS. (Note: if you have a sales or purchasing issue then you should contact your local Mail Order, see the 'How To Order' section, as they will be able to help you much better than us!).

Write for Us We welcome submissions for our magazines – the majority of the articles are written by dedicated hobbyists like yourselves. Before you send us anything, we recommend you read the submission guidelines. These can be found at our website www.specialist-games.com in the Fanatic Studio section.

HUNGRY, HUNGRY HALFLING

House Rules for Blood Bowl in the Moot

By Matthew & Carl Brown

"Welcome sports fans to the heartland of Halflingdom! That's right, today we've come to the Moot itself to witness a 'little league' match between the Blueberry Squashers and the Drunken Idiots!"

"Is it here? Are we safe!?"

"Is what here, Bob, and why are you wearing that false beard?"

"Do you have it? We must not linger here, we must not be found!"

"Bob, what are you talking about? Are you still on medication?"

"Look at the letters on the side... what do they say?"

"Err, that sign? It's in Halfling. It reads 'pre-emptus fillius bellius bilious'"

"That my friend is the language of 'motto', it means 'pre-match nosh-up'"

"Wait there Bob, I hear something, like the thunder of a thousand feet"

"They're coming! They're here!"

"Bob, stop this silliness now. We're only in the food tent"

"Run you fool, RUN!"

FOOD, GLORIOUS FOOD

They don't play for the money and they don't play for the fame, some would argue they don't play at all! It has long been recognised that when it comes to Blood Bowl, Halflings have but one desire only – FOOD! Their fans continually set new records for Mcurty's consumed in one sitting, and a whole new culinary cuisine revolves around nothing other than iced buns, pies, chips and fizzy – pop of which it seems every Halfling is an expert. And their teams are never short of players either, all eager to get onto the field and earn their place at the traditional post-match food fest extravaganza.

But of course, that's the serious, professional side of Halfling Blood Bowl; in the Moot things are a little more relaxed. Although the local village still puts on a magnificent feast for such occasions and it's still accepted that only players who take part in the match get invited to the party, this just means that matches in the Moot tend to take place with entire squads, if not the whole village, taking to the field from the very start. The local referees wisely turn a blind eye to this minor rules

infraction and the excited players agree not to tear the ref limb from limb (a fondant crazed Halfling, filled up on lemonade can be unusually aggressive when denied his grub privileges).

Of course, the Halfling Elders don't take chances with community events of such magnitude (and don't much fancy being last to the food tent) so as a result there is often a pre-match slap up appetizer for visiting dignitaries, which can itself delay the match for several days.

TEAM SELECTION

Coaches (Town Elders) have 600,000 gps to spend on their village team. This represents the size of the nosh-up that their village is putting on to attract players. Moot village teams consist of between 11 to 16 Halflings. No other type of player can be taken – no other player would be seen dead playing in the Moot village league, which is in stark contrast with the open circuit of professional Blood Bowl where no Halfling is seen alive for very long. In fact, the professional Halfling being one player that gets to attend his funeral before he dies, as friends and well wishers all gather to pay their respects and offer condolences to the grieving family while he packs his things.

As you'll discover injuries are rare and there has yet to be a fatality in the village scene so Apothecaries are not hired (they have other far too important things to be getting on with anyway). Nor is there any place for a Wizard – the cooks are all too busy preparing the post-match party!



As mentioned in previous little leagues, the total you score on the dice for The Gate is the exact number of fans that turn up, don't multiply by thousands.

HALFLING RULES BLOOD BOWL

As you will have gathered, Halfling League has developed a distinct set of rules, or to be more precise they just don't enforce the real ones.

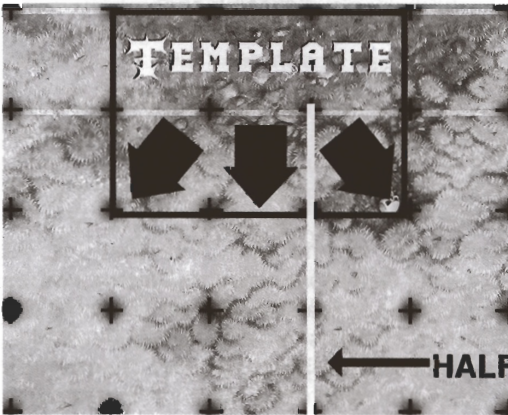
They are:

1) There is no limit to the number of players that can start each drive on the field. Barring players suffering with injury, you can field your entire squad from the start. This is the preferred tactic amongst Moot coaches given that the players will pull his arms off if they don't get to take part in the game. Not that there ever is any thought given to such things as tactic or strategy, they just all want to get on the field and run about.

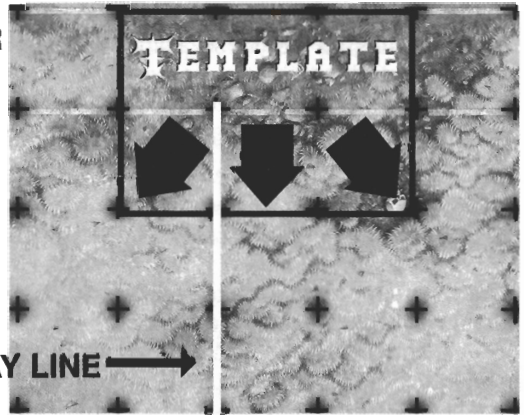
2) Play does not stop when a Touchdown is scored, instead there is a flurry of activity from the sidelines to keep the game active – it was realised early on that when Halflings stopped for a break it meant several courses followed

by pudding, if the officials wanted a game to end, they'd have to keep the stoppages to a minimum.

If you end your team turn in possession of the ball in your opponent's endzone, a Touchdown is awarded as normal, then the ball is removed from play (usually just slung away by the scorer once the whistle is blown because it is 'dead' and he doesn't want to join it), and a new ball is thrown on from the sidelines by an official. Everything else is left as it is. The coach of the team that was scored against places the Throw-in template on either side of the field (his choice) with the '3-4' space placed over one of the two halfway squares (see diagram).



OR

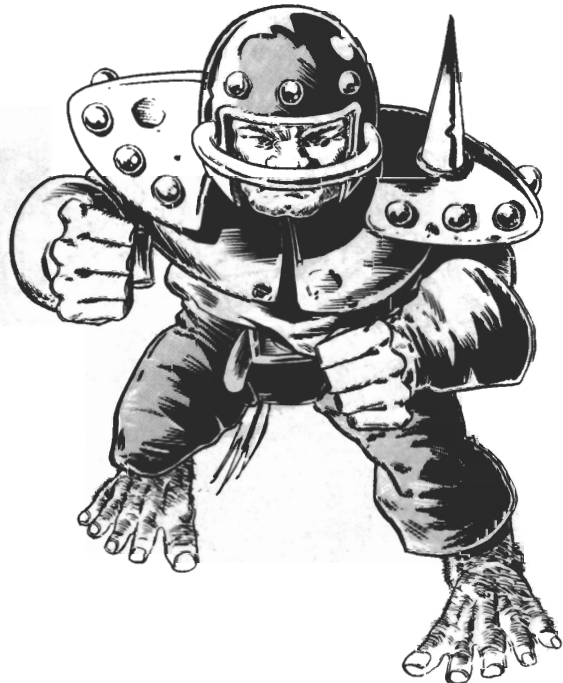


3) There is no such thing as substitutions – players can just dust themselves off and dash back onto the field. If you have players in the Reserves box that you would like to enter or return to the game (pushed off the field and stunned, for example) they can come onto the field at any time during your team turn. They enter play on any empty space in your Endzone but can only take a Move action that turn.



4) The game only stops when each half is complete, at which point everyone is ready for fizzy pop and a sticky bun.

Both coaches are encouraged to eat a sticky bun and have some lemonade at halftime. If so, you can claim an extra Team Re-roll for the second half. (Not wishing to discriminate against those coaches suffering from a very un-Halfling medical/allergy situation, any appropriate substitute will do).



NO SOCKS PLEASE, WE'RE HALFLING

Unlike most people of the world, these guys just aren't interested in beating each other's brains out. Apparently, it's not nice to kick your cousin's teeth out, so they don't! This means No Fouling permitted. However, if a player is pushed off the field, roll for injury as normal. Though not exactly being attacked by fans, the poor fellow has tumbled all the way down the hill, fallen into a brook or landed amongst nettles or rocks, all amounting to the same thing.

To cope with the rigours of pre-match banquets, mid game refills and Halftime top-ups, without mentioning the full Halfling breakfast enjoyed by most of the squad before they even kit up (which we don't have the space to go into here), the Halfling kit by necessity has to be loose fitting and light weight. Unfortunately, no sorcerer has yet come up with the ever-expanding waistline spell, though some Halfling tailors are getting surprisingly inventive.

Resultantly, the nearest a village Halfling gets to protection is a big cushion shoved up a jacket, though this often does the trick (a bitten tongue or broken tooth off a frozen bun is usually the closest they get to serious injury). This means you do not add +1 to the Injury roll for being 'squishy' but instead reduce their Armour value by -1 point. They just aren't aggressive enough to kill each other

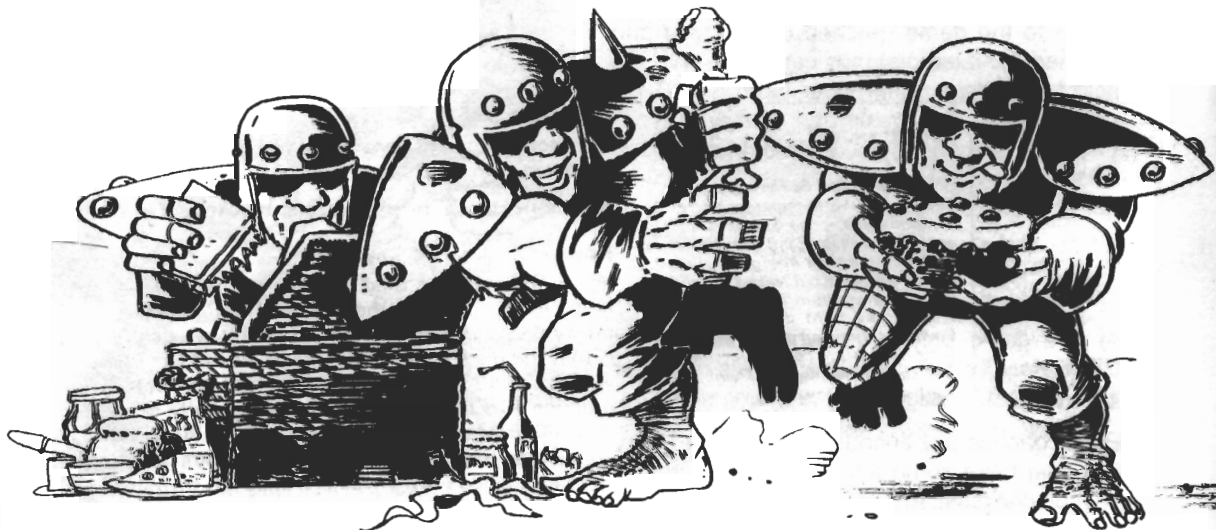
in the pursuit of a pig's bladder – though the pursuit of a meat pie is a different matter!

Finally, if a Dead result is produced when making an Injury roll, what actually happens instead is the soft, cheap ball bursts from excessive use, causing an instant Turnover. The ball is removed (either no trace is ever found, or much to the delight of the spectators it rockets into the air and rasps off into the distance) and a new ball is thrown on as per a touchdown to continue the game, with the 'dead' player's team placing the template.

As to the stricken player, he is only 'Almost Dead', which in our terms means he has ran out of energy due to an undercooked or undersized breakfast. The cure? A halftime/fulltime nosh-up! Until then he is placed in the KO'd box of the dugout.

HOT BUNS!

The game doesn't restart for the second half until everyone has had their fill of oranges and pop. So all KO'd and 'Almost Dead' are able to recover automatically. Additionally, at the end of each half you can roll one dice for each cheerleader on the team. The cheerleaders represent the assembled girlfriends, wives and mothers of the players, and for each 6 you throw, you may return to play one Badly Hurt or Seriously Injured player (completely recovered). More often than not, the little guy was in need of no more than a currant bun and



a few coos of attention from a loved one. Badly Hurt feelings and Seriously Injured pride can take their toll on such little guys.

POST-MATCH FOOD FRENZY

With the game over, the players are all invited to the 'Big Do' where the match mvp's get to sit at the head table to munch along with the dignitaries. Not one Halfling alive doesn't dream of having his face and Sunday best showered by the flying food and drink of his betters. Getting sloshed with the best of them is the highest honour a Halfling Elder can bestow upon a villager, and a compliment on your face-filling performance can win a great deal of pride and prestige in your community – high accolade indeed!

As a consequence, match mvp's will never need to play again and will leave the team for better things, pastures new, Free Food! You should adjust the team roster accordingly. Don't be overly concerned with this, being an amateur team players leave for better things as fast as they arrive and they rarely get any practice at the game. This is after all just a pastime and not a profession.

However, as Coach you might like to keep a few of your better players – but you're going to have to make it worth their while now they're famous, and throw bigger parties for them. To represent this extra food bill, immediately increase the mvp's cost by 30,000 gps and write MVP in his injury box. He will not play for the team again until you pay up his cost from the team treasury (he has bigger fish to fry but not THAT big!). Once paid, you can erase 'MVP' from his roster. He then returns to the squad as normal but retains the higher cost in case of future 'episodes'. Note the extra cost is cumulative, so a player receiving MVP for a second time (having previously been bought back) will have his cost increased for a second time and demand an even bigger feed.

Players that couldn't be supplicated by their loved ones, affection and so remained Badly Hurt and Seriously Injured, even after the match had ended are in a serious sulk and refuse to play again until they get a decent meal. Regardless of the injury sustained write 'M' in their injury box, even for Badly Hurt. This 'M' represents 'malnourished' (by Halfling standards). You cannot remove the 'M' from the roster – ie, the player will always miss the match – until you either pay an amount of gps from the treasury equal to that player's cost (food bill) or sack him (erase from the roster completely). The player will retain any long-

term effects of the injury he sustained due to over eating.

Note to Coaches – If you try to keep hold of too many absconding players, you will over time find it becomes impossible to field a decent side (typical of amateurs) because they're either on 'hunger strike' or are just too expensive and you let them go in order to find some modest replacements.

“YOU SILLY MOO!”

OK. Now that you've played Halfling rules, this is where you play it! What? You didn't think that was it, did you?

The shires of the Moot aren't what you'd call the most perfect of Blood Bowl locations. Bumpy? Even if you're lucky enough to find a fairly flat patch of ground (usually just the plateau of a larger hill) it's likely to belong to one of the local livestock farmers and he's not about to move for anybody! And you thought the opposition was your biggest worry.

If you choose to play Halfling league 'Mootside' style, you must use the following rules, though these rules can be used with slight modification for any teams that would like to smell the country air.

FERTILIZER HAPPENS

Stray Cattle herd. This playing field is home to some large animals and though most wander off, some are a little more curious and annoyingly stick around to watch. After teams have set up to start the match, both coaches roll a D6 and place that number of cattle one by one onto the field. Find a token or miniature to represent each one.

Each cow (or whatever you're using) takes up one space on the field and is impassable; it cannot be pushed or blocked. If the ball ends up on a cow space, roll a dice. On a 1 it is eaten (the ball, not the cow!) and the game must restart with a throw in as above. Otherwise scatter the ball.

At the end of your go, you may move the animals by saying out loud, “You Silly Moo!”. This signals your turn end, so once you say it you can't take it back.

Each time you call “You Silly Moo!”, roll one dice. This is how many animal moves you may make this turn.

Take the Scatter template, choose an animal, throw the Scatter dice and move it one space. If this is that animal's first move for this turn you must place a 'Pat' marker in the previously occupied space (its compliments to the chef).

Each further throw you use for that particular animal this turn will move it but you will not place a 'Pat', (it needs to refill). You may spread (!) your given move points about the herd in any way you like in any combination as long as you don't exceed your moves allowance and choose which animal to move before you throw.

Rethrow results that would move the cow into a player (alternatively, you can choose to make one or more of the herd a Bull, in which case it throws a Str4 Block with MightyBlow and no assists). If the animal lands on the ball, test to see if it eats it, otherwise scatter the ball. Cows that leave the pitch do not come back.

Remember, the animal only leaves a 'Pat' marker after its first move each turn, ie, in the space in which it had stood during your turn, further scatter throws used for that beast on this turn just move it in a search for fresh pasture.

Pats remain on the field for the whole game. Now for the fun (and messy) part! You can be as inventive as you like with your Pat markers, but figure bases painted brown will do.

WHAT'S BROWN AND STICKY...?

...Not just sticks! This is where the fun begins. Players forced into a space containing a 'Pat' automatically fall over. Fortunately, as the landing is very soft and warm (urgh!), there is no Armour roll. Unfortunately, from this point on until the half ends – an opportunity to clean most of it off – that player counts as having the B.S. trait (that's 'Brown and Sticky' folks!).

During your turn, you may attempt to move your players through vacant Pat spaces by



choice. Each time you enter a Pat space, make a Go For It roll. If you fail, you slip over in the Pat space and also suffer a Turnover. Otherwise, you pass safely through and can continue as normal.

If the Ball should land in a Pat space, it too becomes Brown and Sticky.

Brown and Sticky Player: Brown and Sticky players who Go For It will fall over on a roll of 1 or 2, and they must subtract -1 from all attempts to pass, pick up or catch the ball. In addition, these players are so disgustingly filthy, no-one dares get anywhere near them. Any player who tries to enter a B.S. player's Tackle Zone (teammates included) must first throw a dice. On a 1 or 2 they are too revolted and cannot do so this turn (do not suffer a Turnover). If capable, the player may continue moving but cannot enter any B.S. player's tackle zone this turn. On a 3-6 they overcome





their disgust and may ignore the effect for this turn. Brown and Sticky players are beyond caring about their appearance and so do not have to make this roll.

Brown and Sticky Ball: A B.S. ball is extremely difficult to hold with any certainty or desire for that matter! Any player trying to pick up, catch or pass a B.S. ball must subtract -1 from the roll (in addition to any modifiers for being B.S. themselves). In addition, a player attempting to Hand Off the ball must first throw a dice for the target. On a 1 or 2 the targeted player refuses to take the stinky ball from him (do not suffer a turnover), if possible you may still attempt to hand off to another player but must also roll for that player too. Success only indicates willingness to receive the ball; you must still complete the handoff. Note that a B.S. player has no qualms about receiving a B.S. Ball just remember both ball and player each carry a -1 modifier. Balls thrown back in to restart the match (after a touchdown or a 'death') are always clean.

The best way to indicate all this on the field is to paint up messy versions of each player and the ball, swapping them over as needed. It's easy to forget if you just make notes on the roster, and isn't half as funny.



If players like, you may start the game with Pats on the field. Set them up in the same way as the Herd or in any mutually agreeable way you prefer.

RUNNIN' UP THAT HILL Moot pitch variant

To put it bluntly Moot pitches are not really pitches at all, they play their games on undulating fields and some undulate more than others. To represent this, why not try out these simple rules for hills.

You can design your field however you like. Home and Away games can actually mean something here. You can set up in several ways with one player placing the hills as desired and the other player picking 'ends', or each player makes a pre-designed field, using the Home team's field design then dicing for choice of end before kick off, or just swap ends at halftime.



You can create your hills in any way you like. The simplest and quickest is to cut out some coloured card or paper to the size you'd like, using a different colour to show each level up (I recommend only 1 or 2 levels of height, they're only hilly mounds not mountains), and place them on the board so that they cover complete spaces. You can make 'proper' hills similar to Warhammer terrain if you have the knack and time, just remember to keep them 'squared' – they've got to show the spaces on the board and not have players slipping off. You can have as many hills as you like, try out several sizes and numbers until you find your preferred mix.

"I CAN SEE THE PUB FROM HERE!"

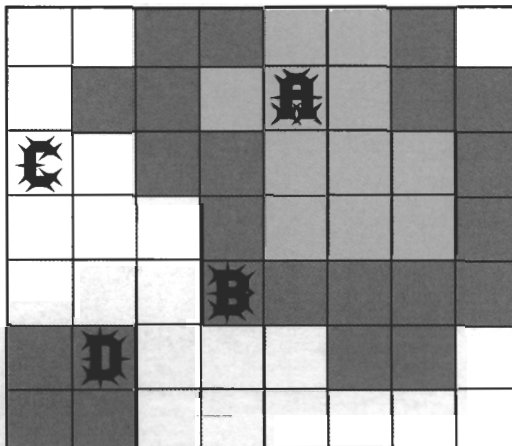
Running uphill or passing to a player higher up takes more effort than running or throwing downhill. Therefore for each level that the Receiver is higher than the Passer, increase the range by one band and for each level the target is lower than the Passer decrease the range by one band.

For movement, it costs an extra point of movement to enter a space that is one height level higher than your current level. Moving a player to a space one level lower than his current space costs one point of movement less, ie, nothing, but is still movement. In addition, any player that moves downhill without moving uphill at all during that turn may count as having the Sprint skill for that turn.



I hope you have fun with this league, and do experiment with the hills. Now, where'd I put my brown paint...?

Example of a cardboard hill placed on the board.



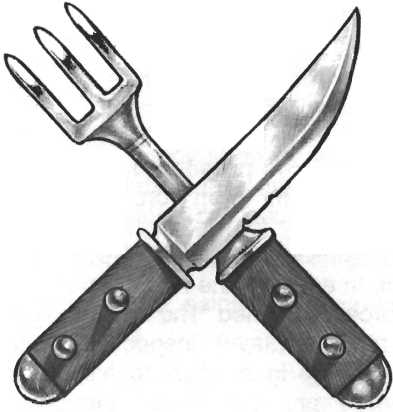
1 level up from the board.

2 levels up from the board
(1 level up from level 1)



A to B one range band less (target one level down), B to A plus one band (target one level higher).

A to C two range bands less (two lower), C to A plus two bands (two higher). C to B is plus one band, B to C is less one. B to D is normal pass (no height difference). It's that simple.



★ ★ ★ **Did you know...**

The limit of 16 players per team was only introduced in the 2482. Previously, a team could swap players as often as it wished. The rule was finally introduced after the deaths of 743 Halflings from the Greenfield Grasshuggers at the hands of the Asgard Ravens Norse berserker team.



WE CAN REBUILD HIM...

House Rules by Tom Anders, with descriptive background by Reinier Van Noort

Updated rules based on the 2nd edition rules for mechanical enhancements as a player mutation and the 2nd edition stats for Greaser Geargrinder. These rules have been tested for two years by the MBBL2 league at blood-bowl.net

Bioniks are partly mechanical, partly magical devices that come in all shapes and sizes, but usually are (roughly) shaped like parts of the body. The first time a bionik was clearly seen on the pitch was when the Dwarf player/engineer **Burly Hammerson** appeared with a magnificent **golden claw** replacing the left arm he had lost a year earlier. In his first match, he used the claw to tear apart not only the Orc who caused his original injury, but also several other Orcs and a ball he tried to pick up. It was rumoured, however, that the throwers of several successful Skaven teams had already been experimenting with bionik eye implants for a couple of seasons. Investigations have never shown any definite proof for these accusations.

Of course, it didn't take too long for other coaches and engineers to notice the success of Burly's claw (especially with the fan turnout), and soon several other bionik enhancements were invented and implanted. The best known of these included use of bionik legs and arms. A member of the Necromancers Broadcasting Circle perfected a miniature high precision **Camra** to capture live 'player's eye' images of a **Blood Bowl match** which was implanted in the **eye socket** of a player. While this **Camra** would normally be combined with a spell that sent the images of the match to **NBC** for **exclusive broadcast**, a **side effect** was the bearer of the implant having **greatly increased eyesight**.

In a couple of seasons, the domination of bionically enhanced players on the Blood Bowl fields all over the Old World got out of hand, as players now started to replace (either voluntarily or not) their healthy limbs and other body parts with bioniks. The turning point in fan support was when head coach and apothecary, **Mad-Dok MecBonesaw**, premiered his new Orc team, 'Da Green Machine' in which every team player had replaced his legs and arms with bioniks. This team led to disgust by fans of these 'machines' playing Blood Bowl. The NAF began to fear that if teams began to depend too much on technology and magic, the fans would lose its interest.

Therefore, the NAF banned the use of bioniks completely from the game of Blood Bowl after the 2483 Blood Bowl when the Orcland Raiders won the championship in no small part due to star Orc thrower, **Greaser Geargrinder** who possessed bionik legs and an eye. From then on, NAF officials considered any form of bioniks as illegal as say a chainsaw and would eject the player if caught. In addition, the NAF formed a special task force nicknamed "The Piecemakers" who held random player inspections with bolt cutters ready in a effort to 'cut down' the numbers of enhanced players. The Piecemakers continue even in these post-NAF times.

Teams know that they can generally bend or break the rules a bit just as long as they avoid too much attention of the officials. So while Burly's claw is clearly out, bioniks that can be hidden under uniforms and dark visored helmets are still known to be in use.

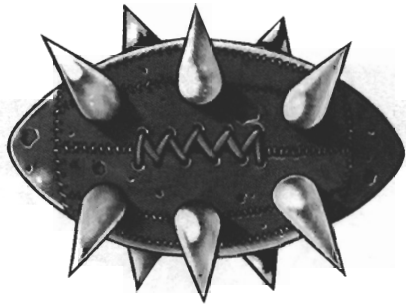


Use these house rules to add bioniks to your league. In order to avoid the eye of the Piecemakers, no more than three players on your team may be given cybernetic enhancements. A player may receive the surgery any time in his career even when first purchased. However, due to the complexity and time required for the surgery, only one player may be fitted with enhancements per post-game purchase phase. A player may be given more than one cybernetic enhancement in a single surgery or the bioniks can be installed over multiple surgeries. The 'Body Shop' physicians who perform these procedures are dodgy at best and so usually offer discounts if more than one enhancement is installed in a single procedure.

This is a list of available bioniks for players:

Bionik Eye: Player gains the Accurate skill. Cost: 20,000 gps.

Bionik Arm: Player gains the Hail Mary Pass and Mighty Blow skills. Cost: 30,000 gps.



Bionik Legs: Player gains +1 to his MA, Leap, Kick, and the coach's choice of Pass Block, Diving Catch or Diving Tackle. Cost: 60,000 gps.

If a player buys more than one bionik enhancement for installation in a single surgery, then every bionik after the first receives a 10k discount. For example, a Human Lineman receiving all 3 bioniks in a single surgery would pay only 90k (60k+30k+20k-10k-10k).

Players with the Stunty or the Big Guy racial characteristics or who are Strength 5 or more

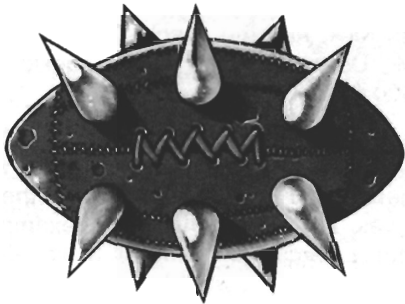


Burly Hammerson and his bionik claw hand

without Big Guy have to pay increased fees for bioniks. The increased rates are because of the difficulty and expenses involved in creating miniature, oversized, or reinforced gears and parts for the cybernetic enhancements. For every bionik purchased for these players, there is a 10k added premium. Example: The Iron Chefs have a Halfling who rolls +1 AG for his first skill roll and would like to give him a bionik eye and bionik legs. The cost would be 90k (60k+20k-10k+10k+10k).

Players with Regeneration can never receive any form of cybernetic enhancement as their bodies instantly reject the bionik parts and pop them out after the surgery.

Since the operation is performed by very questionable physicians outside the law, the operation to implant cybernetic enhancements in a player has a heavy risk attached.



AFTER the payment is made and the cost of the operation is added to the cost of the player for team rating purposes, roll 2D6 (one roll for the whole surgery). On a 2, the player dies during the operation (he cannot be saved by an apothecary.) If either of the two dice rolls a 1, the player suffers -1 Strength permanently and **must** miss his next match due to complications from the operation (again this cannot be apothecaried). Any other roll indicates a successful surgery and the player is ready to crack some heads with his new enhancements the next game.

Since bioniks are illegal for Blood Bowl matches, any player with them also gains a Penalty roll exactly as if he had a secret weapon. Note: if your league uses the experimental Secret Weapon rules from the 2003 Annual. Bioniks cannot be confiscated after a failed Penalty roll. If a player has more than one cyber-enhancement, use the one Penalty roll which is most likely to get the player ejected.

Bionik Eyes have a Penalty roll of 10+

Bionik Arms have a Penalty roll of 9+

Bionik Legs have a Penalty roll of 8+

A player with both a cybernetic enhancement and a secret weapon will still only make one Penalty roll for each drive he plays in, using the one most likely to get him ejected between his bioniks and his weapon.

In addition, Games Workshop US and UK still sell the 2nd edition figure for cybernetically enhanced Orc Thrower Star Player, Greaser Geargrinder. His code number is 73387/12 under Blood Bowl / Classic Players on the UK site, and 073387-12 under Archive/Blood Bowl/Star Players on the US site. Greaser Geargrinder has bionik legs, a bionik eye, and a massive piece of steel plate bolted to his head (remember Greaser came from the days when bioniks didn't need to be hidden). The surgeon botched installing all of this and Greaser, although an awesome thrower, still suffers from the negative effects.

★ GREASER GEARGRINDER ★		★	
ORC THROWER			
		MOVEMENT	6
		STRENGTH	2
		AGILITY	3
SKILLS	BIONIK	ARMOUR	
Pass, Sure Hands Safe Throw Thick Skull, Kick Accurate, Leap, Pass Block	Bionik Eye Bionik Legs	8	
	WILL PLAY FOR	SPECIAL	
	Orcs	Penalty Roll 8+	
110,000 GOLD PIECES			

NEW SKILLS FOR OLD PLAYERS

House Rules by the collective minds of the Internet Blood Bowl community

Nothing creates discussion on the net like trying to suggest a new skill. Here are the results of the best skills after hours and hours of discussions and playtesting. Try them out on your team's players to add some new variety to your next match.

GENERAL SKILLS:

Kick-off Return (SKILL)

(Original concept: Benny Moeller)

A player on the receiving team may use this skill when the ball has been kicked. It allows him to move up to three squares towards the ball after the ball has been scattered but before it hits the ground (and bounces). All normal movement rules apply, with the exception that no Go For Its are allowed during this special move. Players set up on the Line of Scrimmage may not use this skill. This three square movement occurs before resolution of the Kick-off table result. Only one player may use this skill each kick-off and that player cannot cross the Line of Scrimmage using this skill.

Trip Up (SKILL)

(Original concept: Aziz Al-Doory)

A player with this skill can be down but is never out (of action that is). The player with Trip Up still exerts a tackle zone even when prone (not stunned). This does not allow him to lend or prevent assists when prone.



AGILITY SKILLS:

Stiff Arm (SKILL)

(Original concept: Douglas Webber)

This player is skilled at pushing a would be blitz off with a stiff shove. If an opponent has moved at least one square and then blitzes this player, the Stiff Arm player may apply a -1 Strength modifier to the blitzer (minimum Strength of 1 may result). This skill may only be used once a turn and is applied before other strength modifiers (ie, Dauntless and Horns).



PASSING SKILLS:

Perfect Spiral (TRAIT)

(Original concept: Martin Laerkes)

With enough time, this player can launch an almost perfect pass. If this player throws an accurate Pass, the catcher may add an additional +1 to the Catch roll.

STRENGTH SKILLS:

Push (SKILL)

(Original concept: BOBBA League)

When the player only pushes an opponent on a block, he may choose to push the blocked player back one additional square in the same direction as the first square the opponent is pushed to. The pusher can still only follow up one square. Push may not be used against a player with Stand Firm or Side Step. For a player to be pushed back two squares, both squares must be empty and in a direct line behind the player. If the 2nd square using Push would place the player out of bounds, then use the normal pushback rules for resolving the 2nd square of the Push (ie, out of bounds if there are no empty squares available).

Juggernaut (SKILL)

(Original concept: Tom Anders)

A player with this skill is virtually unstoppable once he is in motion. If this player has moved at least one square first during a blitz action, opposing players may not use their Block or Stand Firm skills against his blocks. This skill may only be taken by a player with a minimum Strength of 4.

PHYSICAL TRAITS:

Wings (TRAIT)

(Original concept: Kent Wingsund/BOBBA)

Once per a turn, this player may make a movement identical to the Leap skill but with a +2 modifier to the Agility roll (a roll of 1 is still a failure). The player must move two squares before using Wings. If the player has the Leap skill, Wings can be used to 'leap' three squares (which costs 3 points of movement and still requires the player to move two squares first).

Stoneskin (TRAIT)

(Original concept: Joel Hainstock)

The player's skin becomes like armour. This means the player's AV is fixed, and cannot be modified by anything. Mighty Blow, Piling On, Dirty Player, Claw, Foul assists, Chainsaws, etc, have no effect for the purposes of the player's Armour roll. Skills that affect the Injury roll will still work, if the armour is penetrated.

CAMCARNAGE

A tournament report of a prominent new event on the UK circuit

By David Candlish



On Saturday 20th and Sunday 21st 2003, the first ever Carnage Blood Bowl tournament was held in Cambridge. Thirty-six coaches from all over Europe attended, with some of the top NAF ranked coaches in the world all trying to win the coveted Carnage trophy.

The somewhat unusual venue, St. Luke Church Centre, proved to be almost ideal for our needs. The early morning jumble sale had borrowed two of our tables, resulting in the top tables being only 30cm off the ground simply added to the atmosphere – it also kept those players on the top tables on their toes, for no other reason than the chairs were smaller than the tables, forcing people to almost sit on the floor!

The tournament was a TR100, six round Swiss-style event. five points were awarded for a win, with three for a draw, two for a one-touchdown loss, one for a two or greater touchdown loss and 0 for conceding. It also pioneered the use of a new sportsmanship system, and introduced a Most Deaths award.



SOUVENIR GIFTS

From the outset, I knew I wanted to provide every competitor with a souvenir gift to take home, so no matter where they finished they would still have a great memory of the event. In the end I came up with not one but three souvenir gifts! The biggest, and certainly the most impressive, is the CamCarnage 2003 pint glass!

I figured since most Blood Bowl players aren't too shy about playing in the pub it probably come in quite handy! It also set apart those who take them to Bugman's for the Blood Bowl next year. As well as the glass, I desperately wanted to get some kind of miniature. After investigating tournament medals, coins and even looking into getting a figure sculpted (all of which are way too expensive!), I contacted Che Webster who supplied me with some of the metal balls we used at the Blood Bowl in Nottingham. Although my original plan was to paint each one and write CamCarnage 2003 in white paint on every single ball, at 1am on the morning of the tournament and with the paint still drying on the basecoat I admitted defeat! Still, the metal balls are extremely rare and each coach is welcome to write their own logo on their ball, or maybe paint it in their team's colours. Last but not least, I wanted to give every coach a certificate of participation. Using a great Blood Bowl logo supplied by Andy Hall, I created over 40 certificates including the special framed ones for award winners. I even tied each certificate with ribbon for that extra special touch (I did notice some certificates were a little crushed in transit, so if anyone would like me to send them a replacement one then please get in touch and I will try to sort out a new one for you).

CABALVISION COVERAGE

With so many famous teams and coaches in attendance, it was inevitable that there would be extensive Cabalvision coverage of the event. As well as the pictures shown, there are also numerous video clips available, including the entire awards ceremony. Feel free to contact me at david_candlish@hotmail.com if you'd like me to send any of the pictures or video clips. All pictures are reproduced with

kind permission of Louis Xavier Dauguet, Dan Martinez, Francois Huguet and Pete Candlish.

A WORD OF THANKS

Running this tournament was no easy job, and without the help I received from everyone involved it simply would not have happened. There are many people who have helped contribute to the first Carnage tournament, and I hope I've remembered you all! Thanks are not offered in any particular order: Tom Anders, Ramsey McPherson, Orkan K'semen, Che Webster, Anthony Watts, John K. Lewis, Andy Hall, Dan Martinez, Andy Hatton, Sue McCullough, Scott Saunders, Steve Dean, David van Dijk.

After getting in touch with Andy Hall at Fanatic, he very generously sent two Vampire Lords, six Vampires, four of the previously unseen Elf secret weapons and a signed copy of the Annual 2003. These figures formed the core of the prizes and I'm sure provided extra incentive for the competitors! What's more, Andy also kindly signed over 40 certificates, one for each coach who took part before sending them on free of charge to John Lewis in the USA! He also coped admirably with months of emails when I was being overly enthusiastic!

As I was racking my brains for a free gift to give to everyone who attended, I remembered the great metal balls that were provided for us at the 2003 Blood Bowl in Nottingham. Although I thought I was pushing my luck somewhat, I got in touch with Che Webster at GW Events. He provided me with more than enough balls to give away as a free gift, as well as extra balls for general use on the day. Not wanting to hog them all, I've also passed some on to another tournament organiser!

For all their help, I've given Andy and Che one of the special tournament pint glasses, as well



*The NAF's glasses!
Every coach should have one!*



A magnificent Amazons dugout

as one for Jervis – he did invent the game after all! It was great meeting you all at Games Day 2003, even if you don't remember me! See you in Bugman's in May 2004.

Thanks to Dave Lister and all the members of the Cambridge Wargames Club for providing one of the Games Day 2002 Chaos Lord models. These are highly prized, as they are superb for converting into Chaos head coach models, gripping an Elf referee by the throat!

Special thanks are also extended to everyone who attended, for giving me a chance at running my first tournament! I hope to see you all again next year. Thanks to my Dad for the loan of his camera and for helping out on the day with the food organising. To my brother Graeme sorry you didn't get a game this time bro, but your work as tournament photographer was superb! Finally, thanks to my wife Susan for putting up with four months of non-stop Blood Bowl, for having faith that I wouldn't screw up the tournament finances and for all your help on the day. I did it!

PLANS FOR THE FUTURE

So what's next? Will there be another Carnage tournament? Will it still be in Cambridge? Will it be bigger?

Planning and running this year's tournament took almost four months, during which I must have been thinking about it for most of the day at work, and a large portion of my time at home too. So for now, I'm having a break from planning tournaments and will stick to playing in them until next year! I'd be lying if I said I hadn't given some thought to a future Carnage 2004 and I've a rough idea in mind for what I want to achieve next time.

The good news is I am planning on hosting Carnage II next year! Based on lessons learned from this year's event and my expectations for a future tournament, I have the following in mind for next year:

A bigger venue, should the number of competitors increase enough to warrant it. The church hall could easily have held another 10/15 coaches though, so a much larger venue might not be needed.

Provision of food, or some kind of discount/subsidy. Despite my best efforts this year, nowhere I tried was willing to offer any food discounts. I did toy with the idea of arranging a sandwich buffet lunch on the Saturday but figured the beer-crazed Blood Bowlers would probably prefer slabs of meat! Will research more into this nearer the time.

A more accurate, flexible schedule. This year I didn't allow any time between matches or for the inevitable overruns, and I was lucky the church hall was willing to let me go over the times I'd booked.

New souvenir gifts. Although a specially commissioned Carnage miniature would probably have legal implications, the sheer cost is more likely to be the restricting factor. Because of this, I'm looking for new and unique gifts to give as souvenirs. With the memory of the bottle of Sambuca being passed around the tables still strong in my memory, I wouldn't rule out a shot glass next year!

Bigger & better trophy. When I ordered the trophy for the event, I did so based on the image that was used to advertise it which is NOT what I received. Despite complaining, the company refused to upgrade me, so next year I will get the bigger trophy. I also thought that should the attendance be high enough, I could use the smaller one as the 2nd place trophy, although that might be going over the top!

...a laptop! Might sound silly, but carrying my huge PC around was too much to bear, especially considering I could probably borrow one from work.

Although I like the idea of getting more competitors to join, I think one of the best things about this tournament was the atmosphere.



The event's prizes

Unlike the Blood Bowl, you got a chance to talk to most (if not all) of the other competitors which I think resulted in a much more friendly atmosphere while still retaining a spirit of competition.



The winner's cup...

Increasing the number of competitors might dilute this somewhat, although I'll be at Spiky to see how larger numbers affect the atmosphere! Another thing that I enjoyed was the number of players from outside the UK. With four French coaches and two from the Spanish team, things were definitely very cosmopolitan! It also renewed my desire to get across to the continent and take part in a European tournament next year. Hopefully next year, we'll get people from more nations coming over, although whether we want the Spanish team winning MORE awards is debatable!

I had created a tournament feedback sheet but forgot to hand it out, so I'll be posting it for people to complete and return later. In the meantime, if you've got any questions, comments, stories or ideas then please get in touch with me at:

david_candlish@hotmail.com

Until next year.



...and the winner himself! Christian Burnett

HOLL OF HONOUR

MOST SPORTING OPPONENT

Daniel Martinez
Lustrian's Red-Eyes/Lizardmen
Without doubt the most entertaining and sporting personality over the entire weekend. Just don't touch his skinks!



BEST PAINTED TEAM

James Wood
Deathwing's Dykes/Amazon
Easily the best team on display, especially when combined with the custom dugout. Scored more than three times his closet rival!



MOST TOUCHDOWNS SCORED

Alasdair Harper
Tempus Few Gits/Human
Although the smart money usually rests on a Skaven or Wood Elf team getting this honour, scoring 15 touchdowns was an excellent achievement and enough to secure this award.



MOST DEATHS INFLICTED

Andy Hatton
Nuln Bombers/Human
Tied with Mike Dooley with four deaths inflicted each. Position decided by coin toss, although Andy shared the prize and gave the framed certificate to Mike afterwards.



MOST CASUALTIES CAUSED

Christopher Hayes
Pearly Wights/Undead
A fearsome 19 casualties, or over three per match!



WORST NAF COACH

Ben Patterson
Northern Wildmen/Norse
Tied with Simon Ashe, on both Tournament & Sportsmanship points. Position decided by coin toss.



WORST OVERALL COACH

Jon Halls
Nevermore/Norse
Although he may have only scored 12 Tournament points, he was a true sportsman (28 Sportsmanship points)



MOST TRAVELLED COACH

Xavier Tomas
Wind Riders/Wood Elf
Also won raffle for Annual 2003 signed by Andy Hall, John K. Lewis & all competitors



PUB QUIZ CHAMPION

Hans Peter Earwaker
Mordredd's Apocalypse/Undead
Scored a respectable 11/20 on the fiendishly difficult GenCon 2003 quiz. The average score was 8.



GENERAL STATISTICS

Total Teams Competing - 36
Total Matches Played - 108
Total Touchdowns Scored - 321
Average Touchdowns per Match - 2.97
Total Casualties Inflicted - 326
Average Casualties per Match - 3.02
Total Deaths Caused - 56
Average Deaths per Match - 0.52
Races Represented - 12
Nationalities Represented - 5

THE GOBLIN PLAYBOOK

Or Mean, Green and Dangerously Unclean

by Jim Mawby

GOBLIN TACTICS

Many Bloodbowl coaches will tell you that Goblin tactics is a contradiction in terms. Well, it's time to set the record straight. Although, admittedly, your average Goblin Blood Bowl player is a couple of hundred yards short of a touchdown, so to speak, that doesn't mean that the occasional devious, malevolent, and underhanded bunch of hygienically-challenged criminals can't rise to the cream of any Blood Bowl league. Well, the middle anyway. Or upper-bottom.

The point is, although Goblins don't win all the time, they can, with a little cunning, win some of the time. If you're after a truly successful team, you're reading the wrong article. If, on the other hand, you're looking for a rewarding, challenging, and bottom-line fun team to play, then Goblins are for you. There is little more satisfying in Blood Bowl than beating a finely-honed-touchdown-machine with an irreverent rabble of suicidal maniacs. And nothing more distressing for your opponents. Sound like fun? Then read on...

TEAM DESIGN

Now, it must be admitted, there's not a lot of choice when it comes to picking a goblin team. After the obligatory two Trolls, most of your team will be 'bog-standard' (literally) Goblins, at 40k each. You can, of course, have 14 Goblins, but that would leave you having to buy only three re-rolls and a fan factor of 6. Since you're going to need all the re-rolls you can get your grubby little claws on, I recommend starting with ~~at least~~ ^{at least} four. I would therefore advise going with 13 Goblins, FF 4, and 4 Re-rolls. You could always, especially if planning for a long league, drop one more Goblin and start with a FF of 8, but for most purposes, the following line-up should suffice:

13 Goblins	520k
2 Trolls	200k
4 Re-rolls	240k
4 Fan Factor	40k
TOTAL	1,000k

In general, I don't recommend hiring freebooted Star Players, since they are an unwelcome drain on precious resources, which you will probably need to replace mashed players. However, if you are picking a team for a one off game or playing in a final, you should give serious consideration to buying one or two of the versatile and entertaining Star Players available to Goblins. (although never, never be tempted to pay double and hire a non-Goblin or non-Troll!).

GENERAL TACTICS

If you're still here, it's time to reveal the worst-kept secret in Blood Bowl: Goblins aren't that good at it. However, one of the best kept secrets of the game is this: nor are they completely useless. In fact, Goblins have one or two very important advantages, and if you are going to appreciate Goblin tactics, it is as well to get them out of the squig-pen right now.

Firstly, a Goblin team is one of only two teams capable of fielding TWO Strength 5 players. (We all know who the other team is, and frankly, they're the one team in the league you don't have to worry about). Buy, keep, and try and maximize the use of two Trolls on your team at all times. Trolls will be a target for your opponent, guaranteed; if you're smart, you can use this, leading opponents away to focus on your Trolls while your Goblins score. A word of caution though: be wary of throwing your Trolls into the line – regeneration gives them a better chance than most, but remember that your trolls are there as support for your Goblins; they are essential for many of the successful plays, and losing one or both of them early in the game can spell disaster for the team.

Secondly, at only 40k per basic player, you should have numerical superiority over most teams; especially over the hated (and much feared) Dwarfs, and those too-good, I'm-not-putting-my-hand-in-that, never-had-a-good-festering Elves. Numerical superiority means two things – firstly, you can afford to risk suicidal plays that will probably lose you a player, and secondly, you can foul with a degree of impunity – if the ref sends your

back-stabbing hooligan off, there's another one waiting on the bench to take his place. Later in a league, getting numerical superiority can be harder; teams may have developed to a 16 strong squad themselves by then – hopefully, however, the same judicious fouling can keep these numbers down for your opponent but not for you. Remember the immortal words of famed Goblin coach Rotgang Snufflegut: “sending off is just for fun – a serious injury stays with you for life”.

Thirdly, and importantly, Goblin players have a lot going for them – a fact which will be overlooked by 90% of your opponents. Most coaches will be worried by your Trolls, even fearful of your fouling hob-nailed boots. But the humble Goblin is often seen as a joke at best (on offense) and a sticky mess at worst (on defence). And with a Strength of 2, an Armour of 7, and a nasty little skill that makes them more vulnerable to injury, it's not hard to see why.

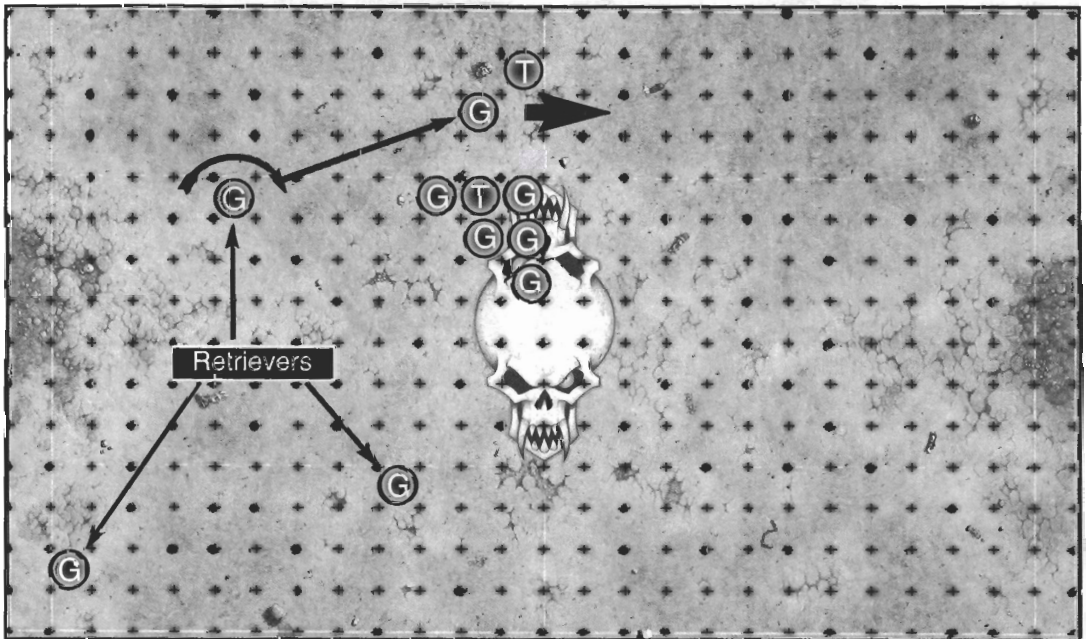
However, every last one of the little runts has the Dodge skill and the Stunty skill. Wherever

they dodge, it's 3+ with a re-roll. Not bad – offensively, this means it's easy to get receivers into the backfield, and defensively, Dodge means they're actually harder to bring down than a Human lineman, despite their Strength of 2. Unbelievable? That's just what your opponent will think as your Goblin scrimmage fails to get brought down, but just edges away from their attack as they roll a string of pushbacks.

There are, of course, some things Goblins can't do, and shouldn't be expected to. Throwing is one of them – try to develop running plays, or at least plays that involve only quick or short passes. Blitzing is another – if you must blitz, try to get a couple of goblins dodging through the line – despite their ability to stay standing against unbelievable odds sometimes, they're not much cop when asked to bring down even a Halfling single-handed.

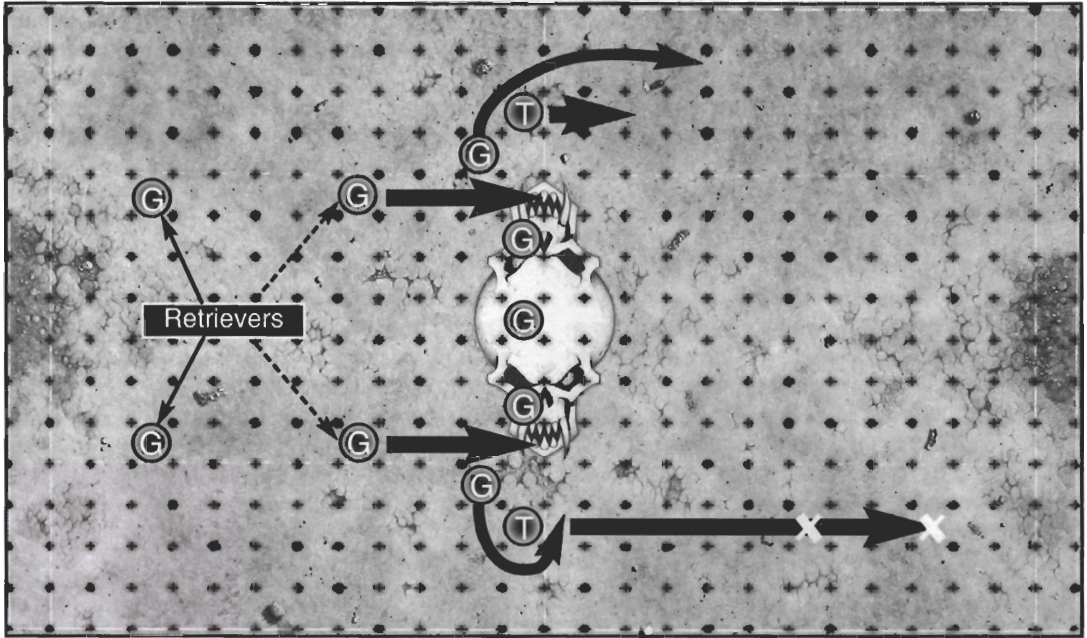
OK, with these general comments out of the way, it's time to have a look at some specific plays as we open the Goblin playbook. Just don't ask what all the stains are...

GOBLIN OFFENSIVE PLAY 1 - The Mugging



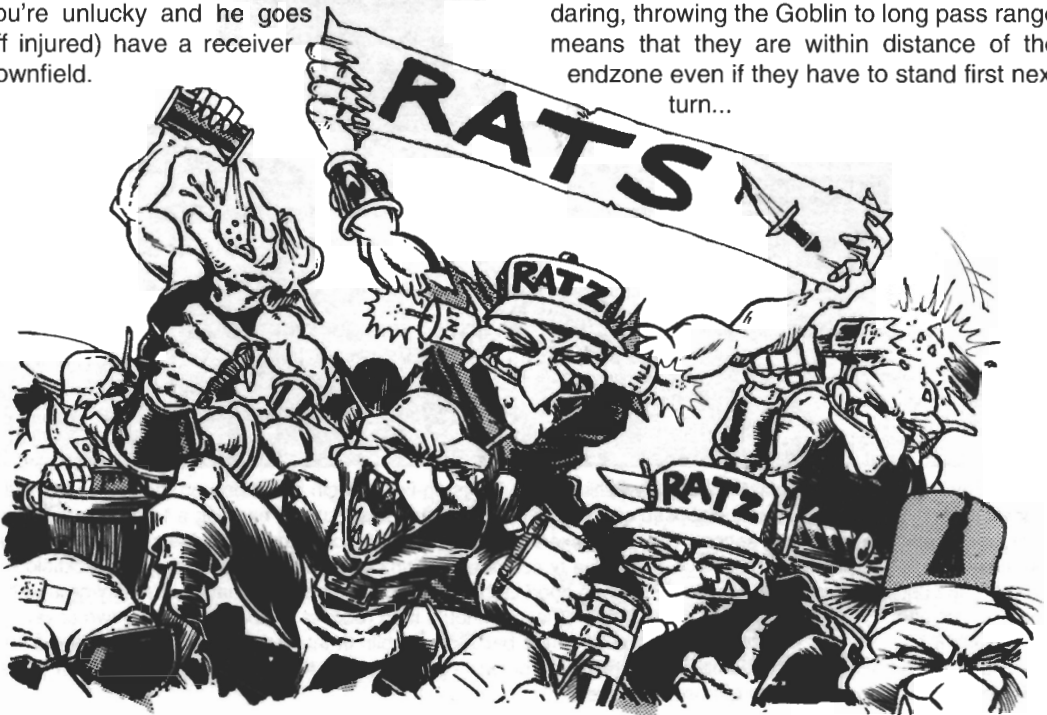
Here's a nice simple play, at least while you've still got two Trolls on-field. Begin by blitzing on the wide zone with your wide zone Troll. When he has disposed of one of the opponents, he should be exerting a tackle zone on the other – you can then bring your second Troll up to exert a tackle on anyone bordering the wide zone as well. Use your Goblin mob to crumble just that side of the line of scrimmage (don't worry about defending your backfield – Goblins can't usually afford such luxuries) and then flood Goblins into the wide zone, creating a 'mesh' around the Goblin target already in the wide zone. One of the retrievers should then recover the ball, (the other two covering him in case it goes wrong), and then pass or hand off the ball to the goblin in the wide zone. Now you should be set for a quick rumble down the sideline in the next turn or two – goblin runs in to score, supported by both Trolls, while your opponent scrabbles to get back to cover.

GOBLIN OFFENSIVE PLAY 2 - The Up-Chuck

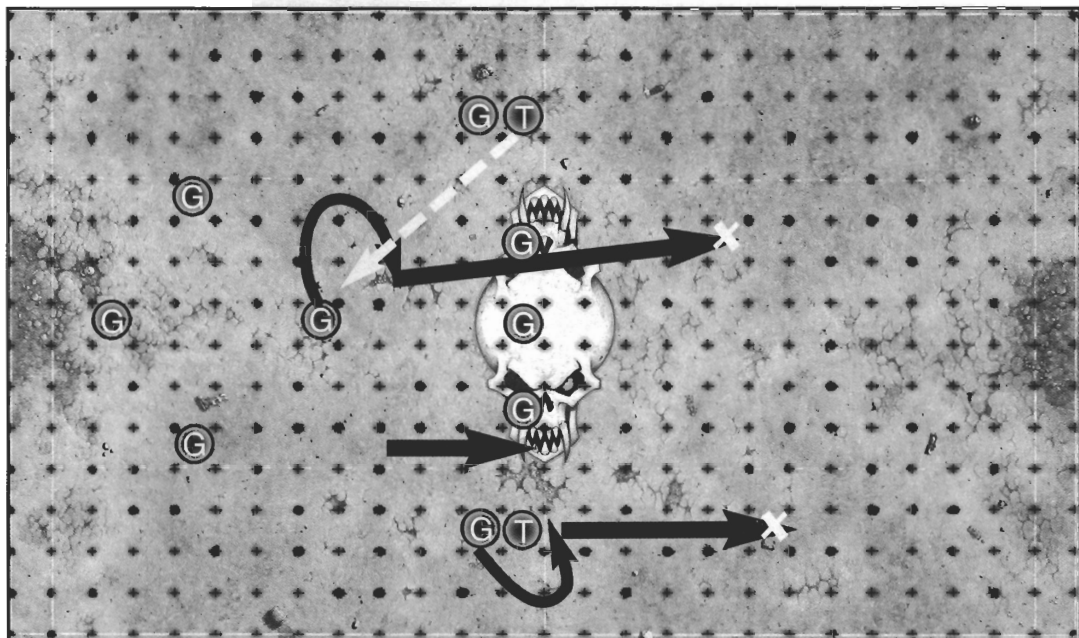


This is an odd play for the goblins, involving more than a bit of throwing; but at least your opponent won't expect it! The idea is that one of your Trolls chucks a Goblin downfield, and then you toss the ball after it, and hope that both end up in the endzone at some point. Although it's tempting to chuck a Goblin who is holding the ball, it's better to resist; that way it's not a turnover even if the Goblin falls down (as he probably will), and you still (unless you're unlucky and he goes off injured) have a receiver downfield.

If the first play fails completely, you can always chuck another one next turn; and if you can, at the end of your first turn, try to force/dodge a Goblin through on the other side; this will give your opponent something else to worry about, and you another receiver if they don't. As far as throwing Goblins go, it is generally better to stick to short passes or less to reduce the chance of a fumble (especially since Trolls can't use re-rolls). However, if you're feeling daring, throwing the Goblin to long pass range means that they are within distance of the endzone even if they have to stand first next turn...

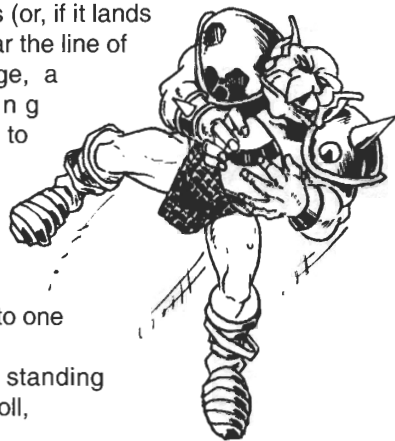


GOBLIN OFFENSIVE PLAY 2 (A) - The Quick Up-Chuck



The next play is just an adaptation of the Up-Chuck to take advantage of the remarkable fact that Goblin teams start with an almost unheard of possibility in Blood bowl – the coveted One-Turn-Touchdown. This generally shouldn't be attempted unless there's only one turn of play left in the half, in which case it definitely should – it's really not as unlikely as you might think. Set up as shown in the diagram; as long as the ball lands in either of the shaded areas, you have a shot at it – and if your opponent tries to kick the ball outside of this area, there's a good chance that it'll go off, giving you an even better shot at it! Use the

retrievers (or, if it lands on or near the line of scrimmage, a dodging lineman) to gather the ball, and then hand off to one of the Gobblins standing by a Troll, who is

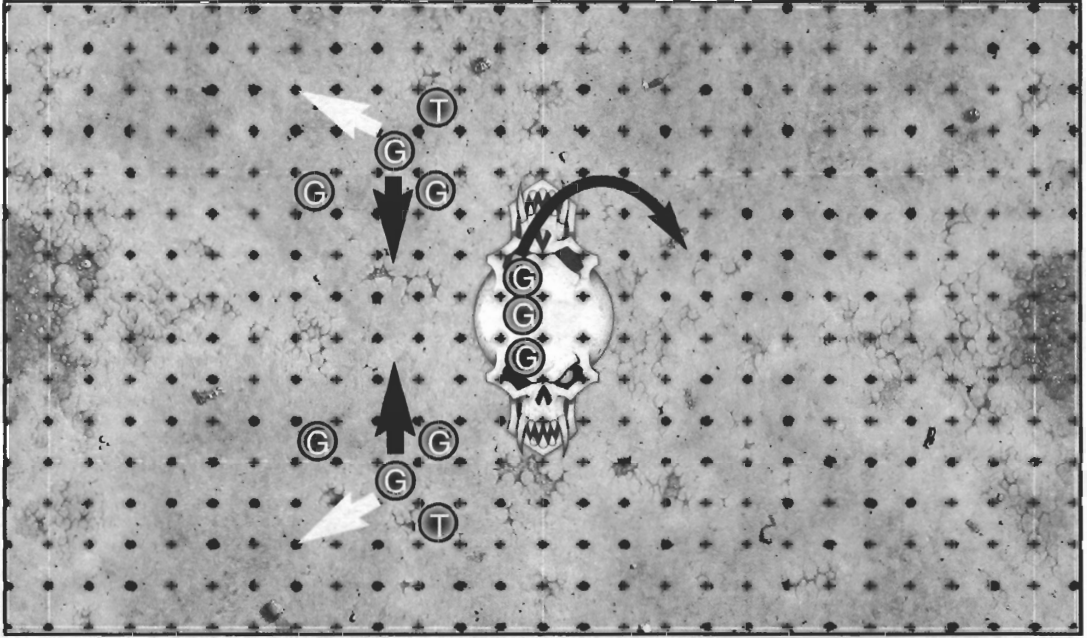


then short-passed to within running distance of the endzone! (If the ball initially lands in the rear shaded area, you will need to give it to the central receiver, and the Troll will need to move back as shown and risk the long bomb).

You're probably thinking by now that this just is never going to work. Pick up (3+), Hand-Off (3+), Troll stupidity (2+), Not fumbling (3+), and then Landing (probably 4+) looks like a tall order. But if you have a re-roll left, the chances of pulling this off are only about 1 in 3 – not bad for a chance at a one-turn touchdown! Of course, the more Go For It's you have to do, the less chance you have, but even so, it's not impossible. And what else are you going to do with the last turn of the half?



GOBLIN DEFENSIVE PLAY 1 - The Dark Alley

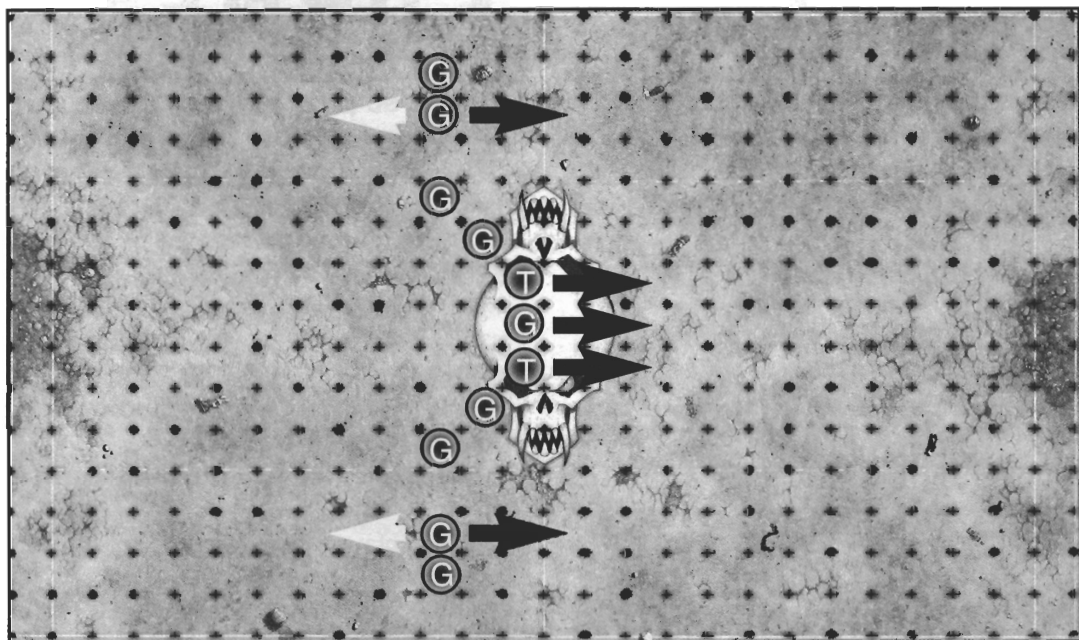


The idea here is a simple one – with luck, your opponent will be drawn down the (relatively open) middle of your backfield, rather than face the Trolls in the wide zones. If he does make a play down the middle, you can then

fold in on him from both sides, with a Troll on either flank. If instead your opponent tries to advance along the wide zones, you have a Troll on each.



GOBLIN DEFENSIVE PLAY 2 - The Squig Hunt



When Goblin Squig Hunters go squig hunting, they use nets to tie up their quarry while they poke them into submission with sharp sticks. In this play, use your Goblins as the net, creating complex tackle zones several squares deep, and your Trolls as the sharp sticks, to attack enmeshed opponents. You can push through with your Trolls if the

opportunity arises, or else just batter your opponents as they try to force their way through the net. If you're playing against one of the tougher teams, like Orcs or Chaos, you might want to move up two Goblins to have a five strong line that will leave your Trolls initially less exposed to attack.



SKILL PICKS AND LEAGUE PLAY

The choice of skills can have a bearing on the strategy you use; certainly some can support the above strategies well. As a general guide, Side Step can be invaluable, particularly for Goblins on the line; your opponent's surprise will double when his attempt to demolish your three-Goblin front line just succeeds in putting the whole line behind his line of scrimmage! Hail Mary is probably THE skill if you get any Doubles, but the chance to build a blitzing Goblin with Strip Ball is also a nice option. As for Trolls, I actually recommend Pro first, even more than Block, although Block is probably a solid second. After that, Multiple Block, Break Tackle... and if you get any Doubles, what about Nerves of Steel? Great for throwing the green menace just over the line of scrimmage.

Well, that's it for me – go forth, and infect the league with irritating sores. Just time for one last word of important advice: Never play against Dwarfs. Seriously!

COACH'S CORNER

Fanatic magazine will continue to air your views so please 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, UK.

TEAM PROGRESSION

Hi Andy,

I just read the BBmag 10 editorial and wanted to say a few words about your questions regarding slowing down team progression to give underdogs a better chance. Absolutely not.

I believe what is needed is a better handicap system because I, as well as many others, feel that the current handicap system is vastly ineffective. I know Jervis feels like teams need fewer skills, but team progression is half of the FUN of Blood Bowl.

I also think that the 3rd edition league system had a better underdog system in that teams with a lower TR got bonus MVPs to give extra SPPs and eventually would be able to catch up and be on a more even level. With the current system, there is **NO** incentive for a lower TR team to play in a league with higher TR teams because they will **NEVER** be able to catch up. Even if they are only **down** by about 50 TR points or so. One **off** game would be fine but for new coaches it **would** be far more advisable to start an **entirely new season**, which a lot of people might **not want** to do because they want to keep playing **certain** teams.

All in all, I think that the current rules system is by far the best **system** Blood Bowl has ever had and it **just needs** slight tweaking and clarification **here and there**, NOT an whole new rules set.

Thank you for taking the time to listen to the opinion of one coach **from** across the pond.

Mike Carpenter

Thanks for your feedback, Mike. All good points. One thing I didn't really consider when writing the rules to test a new Team Progression system in the BBB league (see last issue) was the fun aspect of growing your team. Coaches do enjoy building there players and so I've had to think again about stunting the Star Player Points table.

SKAVEN GOT IT TOO GOOD?

Hello Fanatics!

Skaven are one of the best teams in Blood Bowl naturally and are hard to beat if played properly. When Rat Ogres are included I think that they are fantastic.

My suggestion in this circumstance is in regard to Mutations.

I enjoy playing my Skaven team and occasionally my Chaos team. One of the perks of playing one of these sides is the mutations. Now it has been suggested to me by all the players in the league that I make mutations random, that is that if a player rolls a double and chooses to take a mutation then they roll on a table to see which mutation they receive. At first I was apprehensive to introducing this as I like being able to choose the mutation when I roll a double.

It was put to me by players that Skaven are good enough without mutations. The fact that Skaven and Chaos receive **these mutations** through chaotic means they should be random. I agreed with their logic so introduced it as a league house rule.

As a result of this I have found that playing Chaos and Skaven are even more enjoyable to play as **getting random mutations** on **position** players **has resulted in me playing** a new style with **these individuals**.

As an example I managed to get a Gutter Runner with Horns and a claw. Not many players would choose these mutations for a Gutter Runner, but this Gutter Runner is one of the **best back line Blitzers** in our league, which amuses my friends.

I think it **make**s sense that mutations are **random** and chaotic, plus it adds so much **extra flav**our to the game when you roll a **double** and have that all important **decisi**on to make, take a random mutation or pick a skill or trait.

Michael Schneider.

Sounds like a cool suggestion let's have a look at the table you use.

LEARN WITH DICE

Comments/Questions to Blood Bowl Designers,

A philosophical discussion about Agility and Armour Value.

First of all I want to share with you my excitement about Blood Bowl and the great job that you guys are doing with the game. I am very pleased with the Blood Bowl handbook, having the latest rules combined in one manual.

There are many things I would like to share with you but in order to continuously improve the game we have to either augment the rules or look at the flaws and see how it could be improved.

One of my major complaints about the game is with AG (Agility) and AV (Armour Value). Concerning AG, I do find that there is not enough range, 2 is REALLY poor, 3 is fair and 4 is EXTREMELY good. I think that this number should be on a scale of 12 instead of 6 and a 12-sided dice should be used instead. I would in fact apply the same scale to ST. Team cards should be reworked accordingly.

For instance a human catchers could now be: 8 (MA) 5 (ST*) 7 (AG*) 7 (AV) (*On a scale of 12.)

Note that both 5 (ST) and 7 (AG) on a scale of 12 are both slightly better than the current 2 (ST) and 3 (AG) on a scale of 6.

My comments about the AV are on the same line of thought, but I do find it worse. In fact using two dice and adding their scores is not very linear at all. To get 12 you have one chance out of 36 and to get 7 you 6 chances out of 36! Now considering this, if you compare the Wood Elf Linemen with the High Elf Linemen.

Wood Elf: 70K 7 (MA) 3 (ST) 4 (AG) 7 (AV)

High Elf: 70K 6 (MA) 3 (ST) 4 (AG) 8 (AV)

You notice that one point of MA have been traded for one point of AV, and the rest remains the same. One point of MA cannot be compared with one point of AV. To beat 8 AV with two dice the odds are 10/36 (28%) and to beat 7 it is 15/36 (42%). It is obvious that 8 AV is excellent and that 7 AV is really poor. The problem is that 2 dice are used instead of a 12-sided dice. With 2 dice, the numbers have different weight. The Wood Elf, in my opinion, is much worse than the High Elf and the Dark Elf because of this. Was this the intent when the game was first created, and are you taking

this into consideration when you are designing teams?

I do find these limitations a bit annoying and would appreciate to see these improved. I may do some changes along these lines for my own league. Like using a 12-sided dice instead of rolling 2 dice when rolling for injuries. What do you think?

Thank for your time and I hope to hear from you.

Soon to be retired, philosopher working for Spike!

The use of D6 are very deliberate as is the 2D6 roll for and how it is weighted for AV. D6s are used in Blood Bowl and in all GW games for a few reasons, the first one being that they are very prolific and easily available. It's true that a D12 would give you a higher range but the question is does Blood Bowl need more numbers? I think the answer is indefatigably no. All official teams are balanced yet different. And don't forget Blood Bowl does not just rely on a number table; re-rolls, skills and availability of player positions all add subtle changes to the odds.

The game itself has been running for over ten years on the humble D6 and I see no reason to change it now. How do other coaches feel about this subject?

RUDE BORAK

Hello,

I'm writing to let you know that I find your Lord Borak articles crude, derogatory and unrealistic. Why would a Lord of Chaos be writing an advice column in a magazine? He'd be too busy conquering the world, this is really stupid. When he answers questions he sometimes refers to things in the real world – why would who do that? How would he know about such stuff? I think you should stop Lord Borak because it's just not realistic.

Alex Cottingham
Ireland

You really don't get the joke do you? Following your logic why would Borak even be playing Blood Bowl?

Oh, and be glad I didn't let Borak answer this himself; the reply would have been unprintable.

(I think this letter was serious...)

That's it for now. Keep those letters coming and I'll see you in Fanatic magazine.



MY WORLD

A regular column by Chet Zeshonski

The Florida Marlins won the World Series this past weekend. The quintessential National League team, they won on offense with smart hitting, aggressive base-running, and frequent sacrifices to score runners. This 'smallball' approach, when executed smartly, works wonders.

Distinctive offensive approaches also exist in Blood Bowl, but one in particular always sparks a debate. You know the one. A player grabs the ball and begins running for the end zone. There is no defender in sight. As the player approaches the goal line, he seems to slow down – nay, madam, we know not 'seems', he is slowing down. In fact, he's not moving at all. A defensive wall forms behind him, away from the goal. Play crawls along painfully as turn after turn pass without the player taking so much as a single step toward the end zone – until his coach decides that the other team has run out of time to equalize, after which he scores – Stallball.

We're all familiar with this game plan: some on offense, others on defence, many on both sides. No single plan of attack seems to generate as much controversy as this one. Supporters maintain that this is legitimate tactic, especially for slower teams that can't reach the end zone quickly. Detractors – and there are plenty – argue that the game becomes extremely boring when such an unsporting device is used to manage the game. Supporters counterclaim that clock management is good coaching. Detractors fume. Supporters claim that their victims shouldn't allow themselves to get put in that position. Detractors fume some more. Finally, supporters throw up their arms and exclaim, "Dude, relax! It's just a game!"

Both sides have their points, of course (although the irony of that last defense should not be lost on you, since 'stallball' is essentially a 'must-win' strategy rather than a 'just-a-game' approach). I'm not here to argue whether stallball is legitimate or beardy. Instead, I'm going to state up front that stallball cheats the staller.

"What?" you ask. Yes, that's right: it cheats the staller. Stallball is built on a singular premise: clock management equals victory.

But this belief is flawed. Obviously, luck plays a factor. If you are playing for a late winning score, you leave yourself no time to react if something goes wrong. A failed dodge, an ill-timed double skulls roll, an unobserved hole left in your defence – any of these can result in an opportunity for your opponent to recover the ball and score the go-ahead touchdown. This will leave you with

absolutely no time to score, given that your offense is predicated upon a slow downfield march of 6-8 turns.

"But that's why we do this!" stallballers counter. "We're too slow to score quickly!"

This, I believe, is called 'selling yourself short'. I took a Dwarf team to GenCon this summer. I had never played Dwarfs before, but I was determined to play the team as fast and hard as I could. The result? I scored eight touchdowns in only four games, including a two-turn score. With Dwarfs!

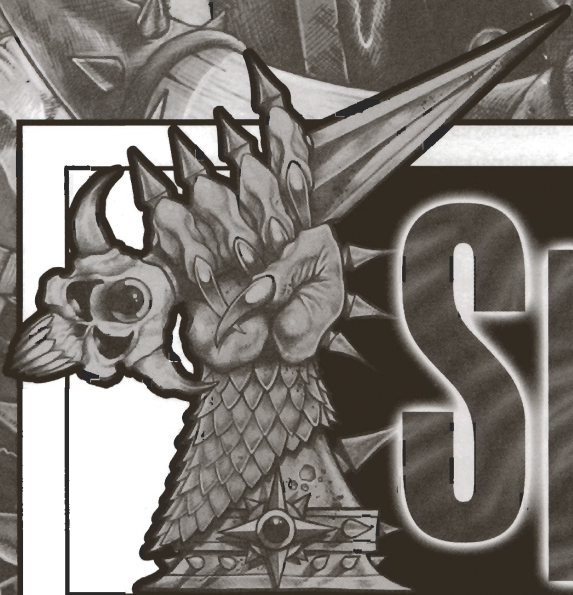
There are plenty of Dwarf coaches with more experience than I. And there are plenty of faster teams that play stallball (Undead variants come to mind.) But if I can manage this kind of offensive output against national competition, I'm sure the stallball crowd could do the same thing locally... if they weren't busy stalling all the time (for the record, I gave up only three scores total).

But stallball isn't about offence – it usually allows you to avoid playing serious defense. And this is how I believe stallballers cheat themselves most. The ability to play defence separates the champs from the chumps in this game. There will come a time when you will be unable to control the clock – when your opponent will find a hole in your stallwall, when you'll have to score early, when you'll have to defend your side of the field for a good three to four turns to preserve victory. How can you do that if you predicate your entire defensive approach on leaving your opponent insufficient time to equalize?

You probably can't. At GenCon, I ended up in a 1-1 tie with two turns to go against a stallballer. This coach, also playing Dwarfs, had tried to drag out his final drive. But some aggressive play on my part forced him to score earlier than he wanted, which left me with two turns to get the winner. And you know what? It was obvious that he was out of his element trying to play defense, because he left me a chance to get deep (deep for Dwarfs, anyway). I had to get a bit lucky, but in the end my undermanned squad left him only a two-dice block followed by a single-dice blitz to stop me. The result? He ended up rolling a skull on the blitz and re-rolling it into another skull. Ten seconds later, I had scored the game-winner.

Stallball is decidedly conservative – a very limited, 'inside-the-box' strategy. But it's a choice, not a forced style. You can play to the clock, or the tournament rules, or a conventionally wise yet narrow view of how your team 'should' play. Or you can challenge yourself to play better, both offensively and defensively.

Chet



Spike!

BLOOD BOWL NEWS AND VIEWS



Spike! Magazine is always at the forefront of innovation and you'll see why in our next issue. When you next read Spike! it'll be in colour thanks to our new Colour-Pixie technology. Thanks to advances in Camra printing spells we now have ten thousand pixies rapidly painting in one go. This means we can produce quality colour. So join us next issue to see how it all turns out.

Pierce D'organ, the Ed-Eater

CREEPERS' COACH INTERVIEWED!

Interviewed by Matte Browny

Proving once again that Spike! Magazine brings you the very best interviews that dirty money can buy, this week our intrepid reporters have rustled up a world exclusive from deep within the bowels of the underworld with the soon to be replaced Head Coach of the Underworld Creepers! Take it away, Matte. No I mean it, please take it away...

Taking a pleasant stroll through the forest late last night (according to instructions I had received earlier that afternoon via a secret note, the origins of which remained a mystery to me), I allowed myself the wishful dream of secret liaisons with beautiful cheerleaders and the buxom daughters of barkeeps.

I was clutching a fresh bunch of roses to my chest, when suddenly I was jumped from behind and, gagged and bound, dragged deep into the dank depths of an underground dungeon! Fortunately I was not in peril, for I quickly realised (from my collection of old Spike! Magazine features of Famous Stadiums) that this cave system was none other than that belonging to the infamous Underworld Creepers team. That's right, the uneasy conglomerate of Dirty Rats and Smelly Goblins. No doubt the reason for my abduction was that the management had an announcement to make. That or my night of passion under the stars was not going to be as enjoyable as I had first imagined...

Brandishing little more than the aforementioned flowers and my pen and notepad the goblin captors removed my bindings. They also offered to remove the gags but I politely refused having just that moment noticed a bucket of dead canaries beside a doorway.

I was then ushered through a large archway over which had been daubed the words 'Hallway of Victory' in what I hoped was brown paint. It was very short and bare and unless they were being sarcastic, a violation of the Cave Descriptions Act.

A more apt title may have been 'Alcove of Misery', for unless an old, rancid, flea-bitten Blood Bowl boot carelessly chucked up one corner counted as decoration, the place was otherwise completely devoid of ornamentation of any kind.

The corridor ended at a wooden door. Unusual for a Goblin dungeon, I thought, what with their inability to think around something so complex as a doorknob, and to justify my suspicions they allowed me the honour of opening it first. I composed myself, and taking a moment to read the attached sign, 'Soon to be replaced Head Coach - no Goblins allowed', I stepped through.

The room inside was a small delight, brightly lit and furnished. Even a canary perched inside a little cage, chirruping. The current Head Coach of the Creepers, it turned out, was a fellow Human...

Flowers? That's very thoughtful of you, and in good nick considering the corrosive atmosphere. *Said the seated gentleman.*

Oh, err, yes. I replied, having forgotten all about them. They had already withered and blackened, but he seemed to like them so I didn't complain.

He pointed to a metal plate with little holes in stuck to the wall:

I've had the place ventilated, so you can take the gags off.

I did so and took a deep breath – the blow was physical and I almost died.

Oh yeah, I forgot. The smell – you get used to it, I stopped noticing it a while ago. Take a seat **before** you keel over. Here, breathe this.

I accepted his offer of a comfy seat and a perfumed handkerchief whilst he began to arrange, with great care, the dead roses in a vase. With nostrils burning, and dabbing my eyes, I began the interview in earnest

I noticed the door on my way in.

Yes, that does help.

No, I meant the sign: 'Soon-to-be-replaced'?

This is the Underworld Creepers. That title comes with the job.

Don't you find it unsettling?

I coached 'Real Murdered' once in the Estalian League – you only ever coach 'Real Murdered' once! – so I'm used to it. Anyway it's much preferable to the previous 'Soon-to-be-ritually-slaughtered'.

Hmm, I see your point.

Yes, and I've seen theirs. It's sharp and has poison on it.

So, turning to the squad.

Actually, I never turn my back on them.

I was speaking metaphorically. I meant focusing our attention on your players.

Well I don't know much about foreign languages, but as far as focusing on the players goes I try not to look too hard. They're a bloody gruesome bunch at the best of times, and since last week just catching a glimpse of SkinDrat is enough to make your eyes water.

If I may just backtrack there, but how do you communicate with two separate species if you can't speak the language? It must make team talks difficult.

Not really, and for three reasons. One: half the team is deaf, two: the other half isn't listening, and three: We don't have them. Language skills might be useful with intelligent races but they're wasted with this bunch of cess brains.

I can't help but notice you're fairly disparaging about your team.

Thank you, I'm a fairly minded person. I've always believed in handing out criticism fairly.

As coach what tactical options do you have with a team like the Creepers?

We have tactics. In fact we've tried plenty of plays, it's just that the players have strong views about which to use. That's the problem with having two different mindsets. Half the squad want to run it, the other half just want to run away. Actually they

can be pretty good on their execution, it's just they're all trying to execute different things, each other included. That's why I've decided to throw out the playbook.

So how many pages was the Playbook?

Err, lets see. Subtract 50... a third off there... lose fourteen. Divide into... One.

One?

You could say we've gone back to basics.

I could say a lot of things about a one-page playbook. Which page did you keep?

The complex plays were the first to go, followed by the razzle-dazzlers and the special section. Then the tricks, weapons, magic, offence, defence...

(At this point I might have dozed off for several minutes, or maybe it was the cloying vapours of underworld gasses, I wasn't sure – though when I came to my senses it appeared I had missed nothing)

... and the core game had to be sacrificed. That left just the book-cover, which I cut in half. But it's a very good cover – it has the team logo on and everything!

But doesn't that mean there are no actual plays.

Not as such.

Can I see it?

Yes but I'd have to kill you. Its still a playbook and therefore top secret.

(I laugh) But what's to hide if there are no actual plays in it?

What? Then you've already seen it! Who showed it to you?

I think we ought to move on. The season hasn't been kind so far, and I hear you tried hiring some extra muscle.

It never is. But yes, since the near extinction of Troglodytes we've been experimenting with some raw talent in the shape of a Troll Blocker. On field he's great, an unmoving mountain. Unfortunately his half time antics last week left much to be desired in that his refreshments comprised half our Goblin front line. But that's Rookies for you.

Hmm. But I gather that's not the last we'll hear of Underworld Trolls.

Oh no. Once we've ironed out his bad habits he'll be fine. I have him sidelined for now, training in an all-Skaven environment. He won't eat them cos' he doesn't like getting little hairs between his teeth.

Who does? But staying with Blood Bowl, are there any other bad habits you're having trouble with?

Oh, Plenty. Nose picking has been a real problem, but the squad haven't complained so I see no reason to stop doing it. I fart a lot too.

I've noticed. How about a final word for Creeper fans?

Yes, we'd appreciate some. At this point I made my thanks, and decided to leave whilst I still retained my sanity. Incidentally, historians inform us that Sir Fartalot was not a famous Bretonian Knight – his story was just a lot of hearsay and hot gas.

With that, the Goblins crashed through the door stuck a sack over my head and koncked me out cold. I came too back in the forest. I guess that was the end of the interview!

The Chaos Cup Champions - Hall of Fame

brought to you by Orcidas and Kroxiade Sports Drinks – they don't contain performance enhancing drugs, honest!

Editor's note: Due to the temporal instability of the Chaos Cup, facts and figures may change after printing...

As the Whiteskull Challenge Cup	2431 Bright Crusaders	2468 Chaos All-stars
2396 Reikland Reavers	2432 Middenheim Marauders	2469 Gouged Eye
2397 Chaos All-stars	2433 Albion Wanderers	2470 Reikland Reavers
2398 Chaos All-Stars	2434 Chaos All-Stars	2471 Chaos All-Stars
2399 Reikland Reavers	2435 Khan's Killers	2472 Arctic Cragspiders
2400 Reikland Reavers	2436 Chaos All-Stars	2473 Gouged Eye
2401 Reikland Reavers	2437 Arctic Cragspiders	2474 Albion Wanderers
2402 Reikland Reavers	2438 Arctic Cragspiders	2475 Naggarpth Nightwings
2403 Reikland Reavers	As the Chaos Cup	2476 Khan's Killers
2404 Reikland Reavers	2439 Arctic Cragspiders	2477 Gouged Eye
2405 Reikland Reavers	2440 Champs of Death	2478 Arctic Cragspiders
2406 N/A*	2441 Gouged Eye	2479 Dark Renegades
2407 N/A*	2442 Icecastle Werewolves	2480 Albion Wanderers
2408 N/A*	2443 Khan's Killers	2481 Dark Renegades
2409 Chaos All-Stars	2444 Albion Wanderers	2482 Gouged Eye
2410 Arctic Cragspiders	2445 Gouged Eye	2483 Gouged Eye
2411 Arctic Cragspiders	2448 Reikland Reavers	2484 Underworld Creepers
2412 Reikland Reavers	2449 Chaos All-Stars	2485 Arctic Cragspiders
2413 Dark Renegades	2450 Gouged Eye	2486 Arctic Cragspiders
2414 Arctic Cragspiders	2451 Gouged Eye	2487 Chaos All-Stars
2415 Khan's Killers	2452 Gouged Eye	2488 Albion Wanderers
2416 Arctic Cragspiders	2453 Gouged Eye	2489 No Championship
2417 Dark Renegades	2454 Gouged Eye	2490 The Marauders
2418 N/A*	2455 Albion Wanderers	2491 Darkside Cowboys
2419 Chaos All-Stars	2456 Khan's Killers	2492 Dwarf Giants
2420 Chaos All-stars	2457 Albion Wanderers	2493 Skavenblight Scramblers
2421 Icecastle Werewolves	2458 Dark Renegades	2494 Orcland Raiders
2422 Reikland Reavers	2459 Champs of Death	2495 Chaos All-Stars
2423 Reikland Reavers	2460 Gouged Eye	2496 Chaos All-Stars
2424 Reikland Reavers	2461 Reikland Reavers AND Champs of Death**	2497 Chaos All-Stars
2425 Reikland Reavers	2462 Champs of Death	2498 Reikland Reavers
2426 Reikland Reavers	2463 Reikland Reavers	2499 The Flesh Hounds
2427 Reikland Reavers	2464 Dark Renegades	2500 The Marauders
2428 Dark Renegades	2465 N/A*	2501 Lustria Croakers
2429 Icecastle Werewolves	2466 N/A*	2502 Orcland Raiders
2430 Arctic Cragspiders	2467 Champs of Death	2503 Wind Riders

*Results lost due to dimensional shift. **Dual results after a dimensional duplication of the game.



ASK LORD BORAK!

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

Dear Lord Borak,

Just out of curiosity, what do you think is the strongest laxative on the market? Particularly one used to put in an opposing team's drinks during half-time?

Ivon Apoo

Dear Ivon,

Now I have resorted to some dirty tricks before, but I have never stooped to pulling a Number 2 in someone's Gatorcade. Not that I haven't thought about it, it's just that unstrapping all this armour is a real pain since it is eternally bound to my thrice damned flesh. Try and be a little more subtle, perhaps by using the head of a beloved mascot or an Ogre's sweaty boot. You still get the shock factor and it will help mask the hideous taste of Gatorcade if you are feeling thirsty too.

Bottom's up,

Borak

Dear Lord Borak,

No matter what I try, I just can't seem to pick up the ball when it matters the most. If I drop it one more time, my coach is going to have me drawn and quartered by the bull centaurs! Do you know of any good illegal substances that can help me 'cling' to what little chance I have of avoiding complete and total annihilation?

Humbly yours,

Jockitch the Hobgoblin

Dear Jock,

It seems you are having trouble since I removed your hands during our match last week. Living with a handicap can be a challenge but don't let it get you down! With a little practice you'll be able to pick up the ball with those green stumpy arms of yours in no time. For the time being I'd suggest you stick to fouling duties. You may not have hands for ball handling, but you do have two new clubs you can use to beat people when they're down.

Always looking on the bright side,

Borak

Dear Lord Borak,

I AM LORD VORTHRAK, FELLOW CHAOS LORD AND TEAM CAPTAIN OF THE DARK REALM SLAYERS. TOMORROW MY TEAM AND I PLAY OUR FIRST MATCH IN OUR VERSION OF THE CHAOS CUP: THE MAYHEM MUG. NATURALLY I WISH TO LOOK MY BEST, WHAT WOULD YOU SUGGEST TO GIVE MY ARMOUR THAT EXTRA SHINE?

LORD VORTHRAK

Dear Lord Vorax,

IT IS OFTEN CONSIDERED IMPOLITE TO TYPE IN ALL CAPITAL LETTERS. IN FACT IT IS QUITE ANNOYING AND CAN BE INTERPRETED AS SHOUTING OR YELLING. FOR EXAMPLE IF I TYPE "STOP TYPING THIS IN CAPITAL LETTERS YOU IDIOT!", IT COMES ACROSS AS RUDE AND ABRASIVE, WHEREAS IF I TYPE "Stop typing in capital letters you idiot!" IT SEEMS MORE SUBTLE AND SARCASTIC. PLEASE BE MORE CONSIDERATE IN THE FUTURE!!

WHERE IS MY CAPSLOCK KEY?!

Borak

Hey Borak,

My mum never mentioned your name. She does mention the names of Griff, Thrud and even Prince Moranion quite often, however. I guess you didn't impress her much.

"Mama's Boy"

Dear Mama's Boy,

Of course she doesn't remember me, I wouldn't touch that bag with a ten foot pole. I, unlike those other desperate morons, have standards when it comes to women.

Say hi to your sister for me,

Borak

Feeling the heavy weight of a Great Unclean One? Blinded by ineptitude and middle-management wherever you look? Can't find your subscription to PlayElf? 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/>

XIII BLOOD BOWL



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