

2459 LUSTRIAN SUPERLEAGUE SEMI-FINAL

The game of Blood Bowl is filled with heroes and villains, epic showdowns between bitter rivals and unexpected weather phenomena. In Classic Plays, we look at some of these great Blood Bowl games and give you the tools you need to recreate them on the tabletop!



Of the countless games of Blood Bowl played since the first fateful clash in what is now the Temple of Nuffle, few are remembered beyond a single season. Most are entertaining affairs, but they hold little value for the history books and even less for the popular Cabalvision replays.

Those matches that secure their place in the annals of history usually do so through death-defying plays or bone-crunching violence. Some, however, are remembered solely for their sheer absurdity. Such was the case with the 2459 semi-final of the Lustrian Superleague, which saw the impressively rotten Queekwell Queasers take on the wholly unimpressive (and frankly out of their depth) Tlanxla Terradons. The pundits expected the match to be a walkover for the Skaven team. In reality, it was a pretty bizarre match for all concerned.

NEW TEAMS, PLEASE!

The Lizardmen are the latest team to make it onto the Blood Bowl pitch, with a whole range of new models including Saurus Blockers, Skink Runners and the notoriously sneaky Chameleon Skinks. You can find the team on the Games Workshop website.



A MATCH WORTH REMEMBERING

This article includes new background on the extraordinary match that took place between the Queasers and the Terradons. It also features new rules so that you can recreate this epic semi-final clash in the comfort of your own stadium. New rules include Terradons dropping rocks on the pitch (Head Coach Jabutumiono claimed he had nothing to do with it), the disappearance of the referee (Jabutumiono was apparently asleep at the time), and the Skaven team's use of unsanctioned weapons (they did nothing to deny this at all). Over the page, you'll also find team rosters for the Queekwell Queasers and the Tlanxla Terradons. Both teams are highly experienced, with loads of skills for you to sink your teeth (or claws) into. The Poisoned Wind Globadier and Plague Monk make especially interesting (and pungent) additions to the Skaven team.

The prelude to the 2459 semi-finals of the Lustrian Superleague was a lacklustre affair. True to the pundits' predictions, the Queekwell Queasers – a Skaven team more reminiscent of Nurgle's foul spawn than the Horned Rat's – romped their way to victory in their initial games. Having shown nigh-impeccable form in the qualifying rounds, the Queasers easily overcame every team they faced, outfoxing the Pukavalley Panthers to win 5-0 in the quarter-finals.

Meanwhile, the Tlanxla Terradons – a team better known for the jaw-dropping sights of their stadium rather than the eye-catching feats of their playing ability – had an altogether different journey to the semi-finals. They had scraped into the quarter-finals thanks to a last-minute touchdown in overtime versus the Painted Merchants. The Terradons had a much easier time in the quarter-finals, thanks to astronomical signs that dictated the opposing Lizardmen team could apparently not play for another 351 months. Winning by default, the stage was set for a semi-final match between two teams of dramatically differing skill.

And so, against the backdrop of their magnificent eyrie stadium, the Tlanxla Terradons faced the Queekwell Queasers, with few expecting a surprise result. The noise within the stadium built up to a crescendo as hardened fans from both sides filled the stands, waiting for the ancient rivalry between races to play out once more. Terradons soared above the stadium, advertising banners flapping in their wake, and the two teams lined up across the scrimmage line. As the game was set to begin, a single Skink looked skywards, his prehensile tongue licking his eyes in an elaborate signal to the reptiles soaring above.

From the onset, it was clear the Lizardmen were outmatched, just as pundits had predicted. Moments after the gong sounded, the ball sailed towards the Skaven's half, straight into the hands of Grapkit Manyhands, the Queasers' star Thrower and Skavenblight's preeminent motivational speaker. Faster than a rat chased by a Sabretusk, the ball was passed to Stipplebreath, a rather noxious Gutter Runner even by the Queasers' less-than-scrupulous standards, who slipped between the Lizardmen's defensive line and made a wild dash towards the end zone. Cheers tore through the crowd, and three minutes later, another broke out as Stipplebreath snatched the ball from a stunned Skink and scored his second touchdown.

Stipplebreath's vulgar celebrations were swiftly cut short, however. As he danced and jeered, a squawking Terradon flying overhead snatched the Gutter Runner up in its claws before tossing him into the crowd, where frenzied fans ended his career once and for all.

After the Queasers had stopped snickering at Stipplebreath's fate, the teams lined up once more as the Tlanxla Terradons attempted to salvage the game. Serendipity – or blatant cheating, depending on your viewpoint – smiled upon the Lizardmen as flocks of flying Terradons turned their attention to the game. As the third drive began, a rock plummeted onto the pitch, nearly crushing Groog Ratjaw, Blitzzer for the Queasers. As he looked up to determine where the rock had come from, he was greeted with the sight of a second falling upon him, the Terradon that once carried it heading back to its roost. Quick as a flash, Quitizititzi, Chameleon Skink for Tlanxla, leapt over the fallen rock, giving a firm kick to the still-squirming Groog beneath it on his way to a score. And just like that, it was 2-1.

Things only escalated from there as freak Terradon attacks, which the Tlanxla Terradons later claimed were 'purely coincidental', disrupted the Queasers' plan of attack; they could only watch as Boilchewer, their second star Gutter Runner, was crushed by an expertly dropped rock just as he dived for a bouncing ball. Worse still, the Lizardmen appeared emboldened by their touchdown as they went on the offensive, ignoring the ball in favour of hitting and kicking any Skaven in reach, even those squirming on the ground. Soon, three Lizardmen players had drawn the wrath of Yungrim – the referee overseeing

the game – and were sent off. As the Tlanxla Terradons' numbers dwindled, the Terradons above increased in number. They unleashed greater havoc upon the pitch, going so far as to abduct an assistant coach of the Queekwell Queasers as a tasty snack moments after he claimed to have seen Quitizititzi himself flying on a Terradon.

As the first half waned with the score still at 2-1 in favour of the Queasers, Yungrim could take no more. Refusing to believe that the Tlanxla Terradons were not responsible for the flurry of assaults by flying creatures, he stormed towards the slumbering Jabutumiono, their Slann head coach. After several minutes of shouting laced with Khazalid curses, Jabutumiono briefly awoke. Irrate at the disruption of his slumber – for he had been dreaming of his favourite flavour of jungle-grub – he croaked a few arcane words and caused a flaming rock to descend from the skies to crush the still-cursing referee.

With no other officials willing to take the place of Yungrim, the first half drew to a close and both sides retreated to their changing rooms. From there, the Queekwell Queasers disappeared into their warrens beneath the stadium to plot their victory.

As the second half began, the Tlanxla Terradons' captain, an irritable Saurus bequeathed the name Quatagrupy, narrowed his eyes at the emerging Queekwell Queasers. He noticed, with a hint of trepidation, the large barrel covered in horseflies strapped to the back of Yikkirt the Rat Ogre, as well as the chanting Skaven clad in mottled robes, his paws clutching a censer spewing virulent fumes.

Aware that the remaining officials refused to take the pitch, the Queekwell Queasers had come armed with their own tricks. As the whistle sounded and a kick delivered the ball towards the Lizardmen end, the Skaven launched their assault. In a mirror of the route the ball had taken, a hissing globule, slung by the powerful arm of Yikkirt, slammed into Quekyneundos as the Skink scrambled for the ball. The crowd roared with excitement as Quekyneundos fell to the floor choking, consumed by the gas once held within the now-shattered globule. As the Tlanxla Terradons realised what had happened, the robed Skaven sprang into action, bludgeoning his way through the Lizardmen line with forceful swings of his censer. Following in his wake came Skiritch the Knife – appropriately clad in a fume-defying mask – who darted for the ball before scoring a touchdown, the poisonous knife held in his tail fending off the Terradons attempting to scoop him up.

From there, the game became a maelstrom of underhandedness not seen before, or since, in the Lustrian Superleague. Fur-clad bodies were thrown into the crowd by diving Terradons or carried off to feed the young nesting above, answered with the fall of any Lizardmen not quick enough to dodge the whirling plague censer or thrown poison globules. In the kerfuffle, the ball lay all but forgotten. It was picked up only twice – once by Skiritch, who scored a third touchdown for the Skaven only to be transformed into a frog by a cabal of Skink Priests in the stands, and then by Snukiwoki, the Chameleon Skink scoring his first-ever touchdown before slinking away to avoid the Skaven's ravenous jaws. By the end of the game, the score sat 4-2 in the Queasers' favour, but only six of the Skaven remained standing, and few others were likely to recover in time for their next game.

As the Queasers retreated to their dugouts, the sound of drums caught their attention. Behind them a vast golden plaque was raised by the home crowd that bore reliefs depicting the 2459 Lustrian Superleague, both past and future games upon its surface. It was then that Nitgrik the Pustulent, head coach of the Queekwell Queasers, realised what had happened; the Lizardmen had meant only to weaken the Skaven in preparation for their final against the Temple Lizards, for the Great Plan demanded the Lizardmen win. And who are the Tlanxla Terradons to question the Great Plan?

MATCH SPECIAL RULES

When recreating this famous game, no rolls are made on the Weather table. Instead, the weather will be Nice throughout the game, exactly as it was historically on the day of the game.

Additionally, the following special rules are used during the game:

Death From Above: At the start of each of the Skaven coach's turns, the Lizardmen coach rolls a D6, adding 1 to the roll for each Lizardmen player sent off this game (to a maximum of 3). On a score of 1-4, nothing happens. On a 5, randomly select a Skaven player currently on the field. That player must make an Agility test. If the test is passed, the player is placed Prone. If the test is failed, the player is removed from the pitch and treated as if they had been pushed into the crowd. On a 6+, the Lizardmen coach chooses a square and places a marker representing a boulder. They then scatter the boulder a single square.

If the boulder comes to rest in a square occupied by a player, that player is immediately Knocked Down and the opposing coach rolls an Armour roll for them. If the boulder lands in an unoccupied square, or an occupied one where the player is removed from the pitch as a result of the boulder, leave a marker in the square to represent where the boulder fell. No player

can occupy a square with a boulder in it; it is treated as being occupied by an opposing player without a tackle zone. At the start of each drive, the Skaven coach rolls a D3 and can remove that many boulders from the field.

Let Slumbering Slanns Lie: As the game progressed, Yungrim, the Dwarf referee, decided he wasn't having any of the Tlanxla Terradons' shenanigans and gave their head coach a telling off. Unfortunately for him, his shouting awakened the Slann, who, in a moment of lucidity, pelted the Dwarf with fiery missiles from the heavens! None of the other officials present felt brave enough to venture out onto the pitch after that.

During the second half of the game, both teams gain 2 bribes.

Underhanded Substitutions: Both Yikkirt and Pestix the Pestilent weren't originally on the roster of the Queekwell Queasers. Instead, the two were hurriedly drafted into the team at half time to aid the fight back against the tricks of the Lizardmen.

As such, both Yikkirt and Pestix the Pestilent cannot be set up on the pitch during the first half of the game. During the second half, they can be used as normal.



	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	GROOG RATJAW	BLITZER	7	4	3	8	BLOCK
2	REEKIK STRONGCLAW	BLITZER	7	3	3	8	BLOCK
3	STIPPLEBREATH	GLITTER RUNNER	10	2	5	7	DODGE, WEeping DAgGER, SPRInt, STRIP BALL
4	BOILCHEWER	GLITTER RUNNER	9	2	4	7	DODGE, WEeping DAgGER
5	SKIRITCH THE KNIFE	GLITTER RUNNER	9	3	5	7	DODGE, WEeping DAgGER
6	HIKKLEFES	THROWER	7	3	3	7	PASS, SURE HANDS
7	GRAPKIT MANYHANDS	THROWER	7	3	4	7	PASS, SURE HANDS, EXtRA ARMS
8	GRONTIK	LINEMAN	7	3	3	7	
9	ECKATHRO BLACKHAND	LINEMAN	7	3	3	7	GUARD
10	VISTRIT TWOMOUTHS	LINEMAN	7	3	3	7	TWO HEADS
11	SNEUKI SNEOKK	LINEMAN	7	3	3	7	GUARD
12	VISTLEWORT	LINEMAN	7	3	3	7	DISTURBING PRESENCE
13	GRISTLTHROX	RAT OGRE	6	5	2	8	FRENZY, LONER, MIGHTY BLOW, PREHENSILE TAIL, WILD ANIMAL
14	YIKKIRT	POISONED WIND GLOBADIER	6	3	3	7	LONER, BOMBARDIER, SECRET WEAPON
15	PESTIX THE PESTILENT	PLAGUE MONK	3	3	3	6	BALL AND CHAIN, NO HANDS, SECRET WEAPON, DISTURBING PRESENCE
	QUEEKWELL QUEASERS	2 ASSISTANT COACHES				4 RE-ROLLS	
	SKAVEN TEAM	5 CHEERLEADERS				6 FAN FACTOR	
	HEAD COACH: NITGRIK THE PUSTULENT	1 APOTHECARIES				TOTAL COST OF TEAM 2,040,000 GP	

	NAME	POSITION	MA	ST	AG	AV	SKILLS
1	QUATAGRUPY	SAURUS BLOCKER	6	5	1	9	BLOCK
2	KROXMIOK	SAURUS BLOCKER	6	4	1	9	GUARD
3	HUAVIGOK	SAURUS BLOCKER	6	4	1	9	GRAB
4	QUIHAGRY	SAURUS BLOCKER	6	4	1	9	CLAWS, FRENZY
5	WIXBLOXX	SAURUS BLOCKER	6	4	1	9	BLOCK
6	MIZISNUPU	SAURUS BLOCKER	6	4	1	9	
7	QUITIZITITZI	CHAMELEON SKINK	7	2	4	7	DODGE, PASS BLOCK, SHADOWING, STUNTY, LEAP, SIDE STEP
8	SNUKIWOKI	CHAMELEON SKINK	7	2	3	7	DODGE, PASS BLOCK, SHADOWING, STUNTY, SURE HANDS
9	QUEKYNE LINDOS	SKINK RUNNER	7	2	3	7	BLOCK, DODGE, STUNTY
10	LITZ-LIT	SKINK RUNNER	8	2	3	7	DODGE, STUNTY
11	TIPTOK	SKINK RUNNER	8	2	3	7	DODGE, STUNTY, SIDE STEP
12	UNAMUTOPIA	SKINK RUNNER	8	2	3	7	DODGE, SPRINT, STUNTY
13	QUAC'KI' CQUC	SKINK RUNNER	8	2	3	7	DODGE, STUNTY, SIDE STEP
14	KROXIMOXI	KROXIGOR	6	5	1	9	BLOCK, BONE-HEAD LONER, MIGHTY BLOW, PREHENSILE TAIL, THICK SKULL
	TLANXLA TERRADONS	5 ASSISTANT COACHES				4 RE-ROLLS	
	LIZARDMEN TEAM	5 CHEERLEADERS				4 FAN FACTOR	
	HEAD COACH: JABUTUMIONO, GRAND MAGE OF THE THIRTEEN EYRIES	1 APOTHECARIES				TOTAL COST OF TEAM 1,900,000 GP	