

2489 MAW DAY BELLY BALL GRAND EXHIBITION MATCH

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!



BIGGUNS!

When Ogres take to the Blood Bowl pitch, even the most fearsome teams tremble. The Fire Mountain Gut Busters set includes four Ogres and twelve Gnoblar to kick about. If you want to recreate the Badland Bruisers, it's the perfect place to start!



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 second-day opening match of the 2489 Maw Day Belly Ball festival, which saw the Talabecland Eagles take to the pitch against the Badland Bruisers. The match would prove to be one of the most eventful of that calendar year, though neither team was especially showered in glory. At least only two team members were eaten ...

LET THE FESTIVITIES BEGIN

This article includes new background on the extraordinary match that took place between the Talabecland Eagles and the Badland Bruisers. It also features new rules so that you can recreate this epic festival-day clash in the comfort of your own stadium, no doubt complete with half-time snacks and thieving Gnoblar. New rules include Food Induced Rage (don't loiter around in the dugout), Gnoblar Mob (don't loiter around on the pitch) and Giant Rodeo (which is just as bizarre and entertaining as it sounds).

In this article you'll also find team rosters for the Talabecland Eagles and the Badland Bruisers. Both teams are highly experienced, with loads of skills and even a few upgraded stats. Watch out for Greata Nailtooth, the Giant-riding Ogre and Biffle 'The Kid' Forroson, the dirtiest player on the pitch.

Blood Bowl is played across the Old World and beyond, with all manner of strange rituals and outlandish practices foisted upon visiting teams when they travel to lands far from their own. For the Ogres, a race infamous for their corpulent and braggadocio nature, the crowning event of the Blood Bowl year is the Maw Day Belly Ball, a three-day grand festival celebrating their rapacious deity and the violent sport it loves so much, all while allowing the Ogres to point out how much better they are than everyone else.

Of course, an Ogre event would not be an Ogre event if it didn't include competition and vast amount of food – often at the same time. In line with this, the Maw Day Belly Ball provides both in healthy quantities, with wide tables straining under the weight of Ogre 'delicacies' to allow the visiting teams to load up for the main attraction of the event – Blood Bowl. Brought together in worship of the Great Maw, Ogre teams of all types converge to prove their superiority over any challengers. Along the way, the Ogres 'convince' non-Ogre teams to come along and participate, regaling them with grand tales of an unmissable spectacle while looming menacingly over them. In the case of the Talabecland Eagles, a Human team still waiting for their big break, such tactics weren't needed, for, despite loud protests from his players, their head coach eagerly signed the team up for the event – for a 70% finders fee, of course! It was in this manner that the Talabecland Eagles found themselves surrounded by bawdy Ogres during the 2489 Maw Day Belly Ball, their team set to face the Badland Bruisers in the opening exhibition game of the second day.

After a fitful night of sleep, regularly interrupted by the echoing bellows of brawling Ogres and the occasional attempt by a particularly intrepid Ogre to 'sample' a visiting player, the Eagles shuffled into the Gaping Maw stadium, unsure of what awaited them. Numerous attempts to gain insight into their opponents had been met with raucous laughter the previous evening, leading the Eagles to conclude they faced an impressive team of Ogres. Hoping to retain most of their bones and put on a show good enough to stave off being devoured by a displeased crowd, the Eagles weren't quite prepared for the sheer absurdity of the Badland Bruisers.

Known less for their amazing plays and more for their amazing ability to cause trouble before, during and after each of their games, the Badland Bruisers are often touted as the 'Bad Ogres' of Blood Bowl. Showcasing their penchant for trouble, the Bruisers had decided that a game against Humans was hardly a decent opening match for the second day. After much arguing with Bubbart Flayer – the Ogre Butcher organising the Maw Day festivities – the Bruisers convinced Flayer that he was being too 'square' with his thinking and that the exhibition game needed to be spiced up a little. Thus, when the Talabecland Eagles strode out onto the dust-covered pitch of the Gaping Maw stadium, the look of disbelief on their faces as they beheld their new temporary teammate was met with loud mirth from the Badland Bruisers dugout.

The cause for such laughter was a huge Slave Giant, the towering behemoth dragged into the game under the pretence of aiding the Human team. It was quickly announced that the sixteen-foot-tall giant with a lumbering gait was to remain on the field until either the game ended or the giant was unable to play. Realising they had little choice, the Eagles spent the first twenty minutes trying to communicate that the giant should go stand on the white line,

eventually settling on using a Gnoblar painted red to lure the beast to his assigned spot. With that, the drums sounded out the start of the game.

It was then that the Eagles were introduced to the favourite pastime of the Bruisers – crowd baiting. Deciding that the presence of a giant was only the beginning of the Eagles' troubles, the Bruisers committed what was perhaps their most heinous act to date – stealing an Ogre's food. Before the game, as the crowd surged their way into the stadium, a team of leather-clad, mohawk-sporting Gnoblars crawled through the stadium's piping in search of the larder. Targeting the Stonehorn steaks and Mournfang sausages, the snacks of choice for crowds in the Ogre Kingdoms, the Gnoblars escaped with their prize, sneakily hiding them under a cover in the Eagles dugout. Moments after the game had begun, discontent gripped the crowd as news filtered down of the missing food. It was then that the stolen food was dramatically revealed, several Gnoblars having managed to steal some equipment from the resident Necromancers Broadcasting Circle to ensure the discovery was seen on the big screen.

Seemingly having found the perpetrators of grand larceny (of the meat-related kind), the frenzied crowd descended upon the Eagles' dugout, the Human team's reserves finding themselves brawling with Ogres far quicker than expected. Meanwhile, the players on the field began the difficult job of fighting off the Badland Bruisers with their new intellectually challenged teammate. In this, the giant proved to be more of a hindrance than a help, for it held only a loose understanding of the game of Blood Bowl and even less of an understanding of Reikspiel, making it rather difficult to give commands, even if it wanted to listen. Battling both the Bruisers and their own giant, the Eagles found themselves severely outclassed, three of their players brutalised by the dynamic duo of the Ogre Bruiser Blitzers Sabre and Grindle before the Runt Punter Folgrag sent a Gnoblar sailing into the Eagles' End Zone with the ball clutched in its tiny hand.

With the Eagles trailing by one in the first few minutes, half their reserve beaten by the crowd and a lumbering giant to watch over, desperation gripped the team. A glimmer of hope was swiftly planted within the Humans when the Badland Bruisers, bored at actually winning a game, decided to have a go at punting Gnoblars into the gaping mouth of the slave giant. Not paying much attention, Folgrag managed to kick the ball carrier, an intrepid Gnoblar who had managed to wrestle it off a small, skinny Human everyone called 'Kid', straight into the giant's gob. Moments later, the ball, sticky and covered in questionable substances, fell out of the behemoth's mouth straight into the hands of Markus Peercof, the Eagles' only catcher. The Gnoblar on the other hand, did not emerge.

With the ball in their possession, the Eagles formed a classic cage, slowly moving up the right wing in the hope of equalising. Weathering the onslaught of the charging Bruisers, who spent much of their efforts trying to belly flop into the middle of the cage, the Eagles scored in the closing minute of the first half, tying the game 1-1.

As halftime began and Nigelus Minkleporrt, head coach of the Eagles, was subjected to a barrage of angry rants by his team for his terrible choice of fixtures, the Bruisers set into motion their

next lot of shenanigans. As the Bruisers' cheerleaders took to the sideline to announce the Ogre team's re-emergence on the pitch, a hail of rusty spoons and shiny knick-knacks rained down, eliciting piercing cries from the crowd as a frenzied mob of Gnoblar descended upon the pitch and the unfortunate Human team positioned there. Several bite-related wounds and dozens of dead Gnoblar later, the Talabecland Eagles jump-started the second half with a firm kick towards the Ogre line, their eyes searching the stadium for the next round of mischief.

For this they didn't have to wait long. Deciding that chasing after the ball wasn't a worthwhile use of their time, the Bruisers set their sights on loftier goals. As their Gnoblar frantically chased after the ball, the Ogres made for the Slave Giant. In a feat of agility so unbecoming of an Ogre that she was nicknamed 'Highlegs' as a result, Greata Nailtooth climbed the giant's chain, clinging on as it desperately sought to shake her off. In that moment the sport of giant rodeo was invented, as Greata manoeuvred the giant through the Eagles clustered around it, trampling them beneath its stomping feet. Though Greata's trip was short-lived, her considerable bulk deposited back onto the ground after only a few steps, the damage was done. It allowed the Gnoblar Shakey to carry the ball into the End Zone, bringing the score to 2-1.

The rest of the game became dominated by a rampaging giant, as each Ogre player aimed to outperform Greata's feat, resulting

in seven injured Humans and the disappearance of Rockus the Masher down the giant's trousers. He hasn't been seen since. In the midst of the screams and chaos and as the Bruisers bellowed obscenities to the crowd, delighting them with expletive-laced chants, the Eagles scored three touchdowns. The Bruisers were far too caught up in their own fun to care about the number of squashed Gnoblar. In the final minute of the game, the Eagles finally gave in to frustration, stealing a Leadbelcher's gun from the stadium's security and firing a Gnoblar slathered in seasoning across the eyeline of the giant. Extremely hungry and driven mad by the constant wrangling, the giant gave chase, squishing six of the Bruisers' Gnoblar and breaking the leg of Sabre before smashing its way out of the Gaping Maw stadium.

For this act of sheer destruction, the Talabecland Eagles became honoured guests during the second night of feasting, given choice cuts of meats and endless strings of stuffed Rhinox guts. As befitting the winner of a match at the Maw Day Belly Ball, the Eagles were allowed to choose a delicacy of their choice for the Butchers to prepare. After an awkward evening of overeating and avoiding ending up on the menu, the Eagles left before their hosts rose the next day. They fled back to the Empire without their head coach, who they blamed entirely for landing them in their situation. Their absence was hardly noticed, but to this day, the tribes of the Badlands speak highly of the so-called Minkleporrt broth the Humans requested be served during the feast.

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:

BAD OGRES OF BLOOD BOWL

Even the highly celebrated and somewhat religious nature of the Maw Day Belly Ball is not enough to dissuade the Badland Bruisers from causing all sorts of trouble – in fact it's encouraged!

At the start of each half, do not roll on the Kick-off table. Instead, the following Kick-off events occur.

Food-induced Rage: In the first half, roll a D6 for each player within the Talabecland Eagles' reserves box. On a 4+, the player is KO'd and moved to the KO'd players box.

Gnoblar Mob: In the second half, both coaches roll a D6 for each opposing player on the pitch (except for the Slave Giant) and add their FAME. On a 6+, that player is Stunned.

Roll on the Kick-off table as normal for any other Kick-off.

Giant Rodeo: At the start of the game the Talabecland Eagles player can add a Slave Giant to their roster for free.

When making a block against the Slave Giant, an Ogre or Runt Punter on the Badland Bruisers team may attempt to ride the giant. They must announce they are attempting this before rolling any dice. If they do so, and the result of the block is a  or , the giant can be turned to face any direction and moved two squares.

During this movement, if the giant would move into an occupied square, the giant will throw a block as normal, resolving blocks against each player individually if the giant moves into more than one. Prone or Stunned players in an occupied square the giant moves into are pushed back and an Armour roll is made for them. If, at any point during the move the giant is Knocked Down, roll an Armour roll for the giant and the player who was riding the giant.

After this move has finished, place the player who was riding the giant in an unoccupied square adjacent to the giant. If all the adjacent squares are occupied, the player counts as being KO'd – the giant managed to catch them and fling them into the crowd!

	NAME	POSITION	MA	ST	AG	AV	SKILLS	
1	WULFGANGSUREHEART	BLITZER	7	3	4	8	BLOCK,DODGE	
2	MERTLEBAKERSON	BLITZER	7	3	3	8	BLOCK,GUARD	
3	LUISASUREHEART	BLITZER	7	3	3	9	BLOCK	
4	MARKUSFISHERSON	BLITZER	7	3	3	8	BLOCK	
5	STEFAN'ONE-LEG'	THROWER	6	3	3	8	PASS,SUREHANDS	
6	KLARAVONRUFFLE	THROWER	6	3	3	8	PASS,SUREHANDS	
7	MARKUSPEERCOF	CATCHER	8	2	3	8	CATCH,DODGE	
8	PETARPETARSON	LINEMAN	6	3	3	8	GUARD	
9	HENRIJOSKURA	LINEMAN	6	3	3	8	GUARD	
10	'FIRMFEET'JONAH	LINEMAN	6	3	3	8	STANDFIRM	
11	LUKAEAGLESON	LINEMAN	6	3	3	8		
12	MIKASCHMIDTSON	LINEMAN	7	3	3	8		
13	KLAUSKRAUSE	LINEMAN	6	3	3	8		
14	FREDRICHVONLITTELSBURG	LINEMAN	6	3	3	8		
15	BIFFLE'THEKID'FORROSON	LINEMAN	6	2	3	8	DIRTYPLAYER	
	TALABECLANTEAGLES		5	ASSISTANTCOACHES			5	RE-ROLLS
	HUMANTEAM		1	CHEERLEADER			0	FAN FACTOR
	HEADCOACH:NIGELUSMINKLEPORRT		1	APOTHECARY			TOTALCOSTOFTEAM	1,620,000 GP

	NAME	POSITION	MA	ST	AG	AV	SKILLS	
1	SABRELONGTUSK	OGRE	5	5	2	9	BLOCK,BONE-HEADMIGHTYBLOW, THICKSKULL, THROWTEAM-MATE	
2	GRINDLEWOLFTAMER	OGRE	5	5	2	9	BONE-HEADMIGHTYBLOW, STAND FIRM, THICKSKULL, THROWTEAM-MATE	
3	ZULGREAEARTHTAMER	OGRE	5	5	2	9	BONE-HEADGUARD, MIGHTYBLOW, THICKSKULL, THROWTEAM-MATE	
4	GREATANAILTOOTH	OGRE	6	5	3	9	BONE-HEADMIGHTYBLOW, THICKSKULL, THROWTEAM-MATE	
5	ROCKUSTHEMASHER	OGRE	5	5	2	9	BONE-HEADMIGHTYBLOW, THICKSKULL, THROWTEAM-MATE	
6	FOLGRABIGFOOT	RUNT PUNTER	5	5	3	9	BONE-HEADLEADER, KICK TEAM-MATE, MIGHTYBLOW, THICKSKULL	
7	SHAKEY	GNOBLAR	6	1	3	5	DISPOSABLEDODGE, RIGHTSTUFF, SIDE STEP, STUNTY, TITCHY, STAB	
8	NIBGLITS	GNOBLAR	5	1	3	5	DISPOSABLEDODGE, RIGHTSTUFF, SIDE STEP, STUNTY, TITCHY	
9	NASHER	GNOBLAR	5	1	3	5	DISPOSABLEDODGE, RIGHTSTUFF, SIDE STEP, STUNTY, TITCHY	
10	MURG	GNOBLAR	5	1	3	5	DISPOSABLEDODGE, RIGHTSTUFF, SIDE STEP, STUNTY, TITCHY	
11	BZZIT	GNOBLAR	5	1	3	5	DISPOSABLEDODGE, RIGHTSTUFF, SIDE STEP, STUNTY, TITCHY	
12	SNIRSNARL	GNOBLAR	5	1	3	5	DISPOSABLEDODGE, RIGHTSTUFF, SIDE STEP, STUNTY, TITCHY	
13	YISSISSIT	GNOBLAR	5	1	3	5	DISPOSABLEDODGE, RIGHTSTUFF, SIDE STEP, STUNTY, TITCHY	
14	‘CUTTER’	GNOBLAR	5	1	3	5	DISPOSABLEDODGE, RIGHTSTUFF, SIDE STEP, STUNTY, TITCHY	
	BADLANDBRUISERS		2	ASSISTANTCOACHES			3	RE-ROLLS
	OGREKINGDOMTEAM		5	CHEERLEADERS			6	FAN FACTOR
	HEADCOACHZUKOGREASEFLINGER		1	APOTHECARY			TOTALCOSTOF TEAM 1,650,000 GP	
							(1,490,000 WITHDISPOSABLE)	