

BLOOD BOWL®

SPIKE!

THE FANTASY FOOTBALL JOURNAL

ISSUE
01



CHOSSEN OF THE GODS!
CHAOS CHOSEN STORM ONTO THE PITCH
IN THE NAME OF THE DARK GODS!

CHAOS LEGENDS
THE STAR PLAYERS OF CHAOS
REVEALED IN ALL THEIR DARK GLORY!

ISSUE ONE!

EVEN MORE OFFICIAL CONTENT FOR THE GAME OF FANTASY FOOTBALL



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GREETINGS, SPORTS FANS!

Welcome to the very first issue of *Spike! Journal*, and what better way to kick off the series than an entire issue dedicated to the latest team to hit the big leagues – the Chaos Chosen! In past years the arrival of spiky-armoured warriors, braying mutants and slobbering horrors from the north would have had soft southerners rushing for their pitchforks; these days of course, it just means that another glorious season of Blood Bowl is upon us!

In this, the inaugural issue of *Spike! Journal*, we find out what it really means to play for the Chaos gods. We ask the hard questions, such as – when did you get your first mutation? Horns or tentacles? Just what attracted you to an eternity of damnation? Just how mad are the mad gods? You'll learn all about the Chaos Chosen, including some teams you might be familiar with – such as the legendary Doom Lords – and some you might not, like the Skulls of Katam. Over the years, we've seen a lot of great Chaos players come and go – I know, I've personally written the obituaries of more than a few (some more than once!), but there are always those who stand out. Who hasn't heard of Lord Borak, Lord of Ultimate Evil and Sports Agony Uncle to the Masses (who, as I'm contractually obliged to remind my readers, has just released his latest self-help book: *So Your Navel has Become a Tiny Mouth and is Keeping You Up at Night?*). Of course, the Chaos Wastes have vomited up more than their fair share of Star Players – those fickle Chaos gods are always getting behind the latest thing! Some of those blessed by the Dark Ones have really made their mark. After all, who can forget Scyla (both before

and after Khorne decided that he was too pink and not quite spiky enough), or Grashnak Blackhoof, the muscle-bound Minotaur with anger issues. For the first time, our reporters have been able to sit down and chat with these Chaos legends of the pitch (some of the reporters even came back mostly intact!), along with a host of up-and-coming talent and long-time luminaries such as Gobbler Grimlich, Lewdgrip Whiparm and Bilerot Vomitflesh.

So, sit back and enjoy their gathered wisdom on the best Chaos plays, their fond memories of particularly bloody matches and even the surprisingly tricky world of Chaos team colours (who wore red and black best?). Crack open these pages and delve into the wondrously brutal and varied world of Chaos Chosen teams and discover their place in the great game of Blood Bowl – just be careful not to sprout any new appendages along the way. Note: *Spike!* accepts no responsibility for any mutation(s) gained as a result of reading this publication.



**Johan T. Mad, Head Coach
of the Nordland Raiders,
and this issue's Guest Spike! Editor**

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THE CHOSEN OF CHAOS!



Spike! Journal presents its first in-depth exploration of the many and varied teams that take part in this most bloody of blood sports. There are so many in fact that several volumes of official rules exist to categorise them all, just to ensure that no one is cheating, or not too much at any rate! From Fishmen to Frost Giants, there exists a veritable cornucopia of killers, most with fans as blood-crazed as the players!

Join us then as we open the *Great Book of Nuffle* to learn about one of the most violent and entertaining teams of them all... the Chaos Chosen!

Deep within the dark forests of the world, far off the well-beaten paths travelled by more civilised folk, lurk the myriad unhallowed servants of Chaos. These terrible creatures are half-beast and half-man, the twisted descendants of people and animals, who have been mutated by the power of the Chaos gods and have fled from civilisation into the trackless wastes.

Some are Beastmen – cloven-hoofed, goat-headed savages; others are outcast humans swollen beyond recognition by Chaos into barbaric mountains of flesh and sinew. While Beastmen are trueborn children of Chaos, the human champions have sold their souls to the fickle gods in return for superhuman strength, or have often been rewarded with other gifts, in the form of magical abilities and grotesque physical mutations, including horns or extra limbs and heads.

The followers of Chaos are the servants and playthings of the Chaos gods who, while they love Blood Bowl, are insanely jealous of its patron deity – their cousin, Nuffle. Driven to prove themselves superior to Nuffle, Khorne, Tzeentch, Nurgle and Slaanesh dote upon their 'chosen' teams, sending them out from the forests and wastes to seek out and defeat the greatest teams of the leagues in their name.

When famous Chaos Chosen teams and hordes of their adoring fans travel south, it is not to lay waste to civilisation, but to conquer their rivals on the Blood Bowl pitch. When the greatest of these teams set out on campaign, their armies of followers darken the horizon and often vandalise, ravage and drink dry the lands they pass through, not necessarily because they intentionally wish to bring about such destruction, but in high

spirited exuberance at the prospect of the games to come!

The purposes and motivations of the strange and powerful creatures who play for these teams cannot be easily understood – suffice to say they are following the will of their gods, but trying to understand further is a doorway to damnation! However, one thing is certain – they all enjoy a good game of Blood Bowl!

There are many highly potent Chaos Chosen Blood Bowl teams in the leagues, though not many last more than a few seasons before the often dubious 'rewards' of their patrons overwhelm them. Such teams aren't noted for their subtlety, or the originality of their game play. A simple drive up the centre of the field, maiming and injuring as many opposing players as possible, is about the limit of the typical team's game plan. Nonetheless, such tactics often prove surprisingly effective, and in any case, for most Chaos Chosen teams there are no truer words than those uttered by Rudy Chitterlings: *"It matters not who won or lost, but how much pain you caused!"*

CHAOS CHOSEN BLOCKERS

Chosen Blockers are the heart of the team, and the only players capable of delivering an even vaguely coherent post-match interview. Born to human parents, these players have at some point sold their souls to the Chaos gods and taken their leave of civilisation, fleeing into the vast forests or the frozen wastes, to begin their journey along the Path to Glory, at the end of which awaits damnation or ascension. The ultimate aim of most Chosen Blockers is to play a few seasons in the 'civilised' leagues (a relative term in the world of Blood Bowl), earning themselves some notoriety and a few

choice mutations, before heading north to the Realm of Chaos. There they hope to compete for the coveted Chaos Cup, directly under the sanity-shattering gaze of their dark patrons.

BEASTMAN RUNNERS

Beastmen are pure children of Chaos – 'beasts who walk like men' rather than 'men who walk like beasts'. Though they take many bizarre forms, most appear distinctly goat-like, with impressive horns, a large frame, shaggy fur and cloven hooves. They are drawn to Chosen Blockers, in whom they recognise the blessing of the Chaos gods, and make up the bulk of a Chaos Chosen team. Beastmen are notoriously unruly, drunken, smelly and lewd, and most stadium owners only suffer them because of the huge gate fees that the Chosen invariably bring in, and make sure to give the dugouts a good sluicing after each match. It is rare for Beastmen to form teams which are not centered around a core of Chosen Blockers, and even rarer for such teams to be allowed into a stadium without them. However, there are a few teams made up entirely of Beastmen, and some even feature others of their kind, such as the wiry Ungors, the surly Bestigors and the inebriated Centigors in their line-up.

DID YOU KNOW...

There was a time when any player could try out for any Blood Bowl team, during the annual post-season 'Crush'. This was outlawed however, when Minotaur 'Hungry' Massif Bovine was, somewhat foolishly, given a place on the Halfling team, the Bluebay Crammers...

MINOTAURS

The teams most blessed by the Chaos gods include a Minotaur. These huge, bull-headed creatures delight in violence and have an insatiable appetite for raw flesh. They live in the very deepest parts of the old forests, the spider-haunted depths where even the wild-born Beastmen fear to tread. Most of the time they are slow and ponderous creatures and although they can speak, they do so only rarely. When their blood is up however, they are transformed into raging monsters, bellowing savage war cries and attacking anybody who gets too close!

A Minotaur's enormous strength, minimal intelligence and vicious, depraved mentality would appear to make them almost perfect Blood Bowl players. Fortunately for most other players however, few coaches allow them in their team. This is mainly because of their disconcerting habit of going berserk before, during and after the match, and attacking and eating anyone or anything that gets in their way: friends, foes – even their coach!



FAMOUS CHAOS CHOSEN TEAMS

The Skulls of Katam: Previously known as 'Katam's Conquerors', the Skulls of Katam were owned and coached by the mighty sorcerer Katam until ownership of the team passed into the hands of the players themselves following a notably lackluster season whilst campaigning in the Troll Country. The veteran players rebelled against their owner's poor leadership, slaughtered him, and took his skull as a trophy, changing the team name and logo accordingly. However, the skull of Katam is still possessed of a measure of his former power, and it constantly whispers bad advice and disheartening mockery to his ungrateful and treacherous players!

The Chaos Thugs: A somewhat unconventional team, even for one of their type, the Chaos Thugs are made up not of Chosen and Beastmen, but of fans who one day became so disillusioned with their team's performance that they invaded the pitch en masse, slaughtered the entire squad and took their place mere minutes before the end of a crucial match. Consisting as it does of rabidly enthusiastic, if entirely unskilled, amateurs, there are many pressing for the team to be reclassified as a Chaos Renegades team if their line-up is to stay as it is. Many experts await with interest what form the team will take when it next gets on to the pitch, and officials have deferred a decision on the matter until then.

The Everchosen: This Chaos Chosen team has been coached to mixed success by a pompous upstart warlord from the north, who claims at every opportunity that he is far superior to Lord Borak and should be at least as well known, if not more so. The Everchosen have enjoyed several successful seasons, won numerous trophies and no doubt have plenty more glory ahead of them. Their detractors claim that any success they enjoy is wholly due to the mystical artefact their patron possesses, the Eye of Shearer, which grants him the power to see future opposition plays.

The Claws of Chaos: Captained by a former rising star of the Ostermark Bulls, Kurt Leitzig, the Claws of Chaos are based in Norsca. They are best known as a team which travels widely, having spent several winter seasons avoiding the bitter cold and blizzards of their home by campaigning in Estalia, Tilea and Araby, and have even competed in tournaments in places as far away as Nehekhabra, the Land of the Dead. The Claws' fixture list reads like the vacation itinerary of a very wealthy playboy sports star, which, some say, is exactly what it is...

TEAM ROSTER

QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS	NORMAL	DOUBLE
0-16	Beastman Runners	60,000	6	3	3	8	Horns	GSM	AP
0-4	Chosen Blockers	100,000	5	4	3	9	None	GSM	AP
0-1	Minotaur	150,000	5	5	2	8	Frenzy, Horns, Loner, Mighty Blow, Thick Skull, Wild Animal	SM	GAP

0-8 Re-roll counters: 60,000 gold pieces each

STAR PLAYER REFERENCE



NAME	PLAYS FOR	SKILLS	COST (GP)	MA	ST	AG	AV
Lord Borak the Despoiler	Chaos Chosen, Nurgle	Block, Dirty Player, Loner, Mighty Blow	300,000	5	5	3	9
Grashnak Blackhoof	Chaos, Chaos Dwarf, Nurgle	Frenzy, Horns, Loner, Mighty Blow, Thick Skull	310,000	6	6	2	8
Lewdgrip Whiparm	Chaos Chosen, Chaos Renegades, Nurgle	Dodge, Loner, Pass, Strong Arm, Sure Hands, Tentacles	160,000	6	3	3	9
Max Spleenripper	Chaos Chosen, Nurgle	Chainsaw, Loner, Secret Weapon	130,000	5	4	3	8
Bilerot Vomitflesh	Chaos Chosen, Nurgle	Dirty Player, Disturbing Presence, Foul Appearance, Loner	180,000	4	5	2	9
Withergrasp Doubledrool	Chaos Chosen, Chaos Renegades, Nurgle	Loner, Prehensile Tail, Tackle, Tentacles, Two Heads, Wrestle	170,000	6	3	3	8
Scyla Anfingrimm	Chaos Chosen, Norse	Claws, Frenzy, Loner, Prehensile Tail, Thick Skull, Wild Animal	250,000	5	5	1	9
Gobbler Grimlich	Chaos Chosen, Chaos Renegades, Underworld Denizens	Big Hand, Disturbing Presence, Leap, Loner, Monstrous Mouth, Regeneration, Tentacles, Very Long Legs	230,000	5	4	2	9
Morg 'n' Thorg	Any except Khemri, Necromantic and Undead	Block, Loner, Mighty Blow, Thick Skull, Throw Team-mate	430,000	6	6	3	10
Guffle Pusmaw	Chaos Chosen, Chaos Renegades, Nurgle	Foul Appearance, Loner, Monstrous Mouth, Nurgle's Rot	210,000	5	3	4	9

A LITTLE RED DRESS

Ever wondered how those nimble Chaos Warriors get about in all that red armour? Tilean Fashionista Tatzina Babarini answers all your Chaos apparel questions!

TATZINA: All eyes are on the Chaos teams this season as they parade down from the Realm of Chaos. Forget about touchdowns and victory on the pitch – what everyone really wants to know is what fabulous fashions are coming out of the Northern Wastes! This issue I try to answer some of those pressing fashion questions:

SPIKES OR HORNS? The eternal question – and like last year, the answer is still both! Drive those spikes into your armour and flesh but don't forget a set of sharpened horns – a fashion accessory that is both practical and attractive, just ask the Beastmen!

WHO COVERED IT IN BLOOD

BEST? A tough question! As always, Grashnak gets top marks for effort, but few things set off some already crimson armour like a spray of arterial gore, so I'm going to have to say Lord Borak!

HOW DO YOU SHOW OFF YOUR GIFTS OF THE GODS? A torn shirt to let your mutation spill out? That's so ten years ago – these days the height of Chaos mutation fashion is specially fashioned shoulder pads made for multiple arm joints or helmets crafted to take two heads – just keep your eyes on the field and you'll know who I'm talking about.

IS IRON THE NEW BRASS?

Will anything ever replace that little Chaos-crafted brass number – I think not!

DIRT FROM THE DUGOUT

CHAOS WEDDING ON THE WINDS OF CHANGE?

SPIKE!: Is romance on the cards for Lord Borak? Has the enslaver of kingdoms finally been enslaved by the power of love? Or have the gates to the city of matrimony been firmly barred against his amorous legions? We ask ace gossip columnist Mindy 'Yes I'm from the Moot' Piewhistle for more details!

MINDY: Well after shadowing Lord Borak on his latest book signing tour of the Empire I can tell you that there is indeed a very special woman in the big red warrior's life – and I'm not talking about his mother Lady Borak the Butcher of Erengad.

SPIKE!: Do tell!

MINDY: Well, Lord Borak has been seen in some clandestine meetings with none other than Zara the Slayer, the notorious vampire hunter and famously trouser-averse Blood Bowl star player.

SPIKE!: Wow! Zara the Slayer! Now why don't you remind our readers just who she is?

MINDY: Well, you might have seen her running with teams like the Arbour Bay Amazonians or the Reikland Riot Girls – she's the tall one holding the ball in one hand and a spike in the other. She also has a

thing about vampires, and likes to drive sharpened bits of wood into them every chance she gets.

SPIKE!: So what have the two lovebirds been getting up to – anything that might draw the attention of the Lord of Dark Delights?

MINDY: Well as you know, Lord Borak is an honourable man when it comes to the ladies – and as he says in his famous self-help book '*Even Bloodthirsters need to be Loved*'; never make friends where you murder. It seems so far, apart from some lingering looks on the Blood Bowl pitch – and who can forget the tension when the Reikland Riot Girls and Skulls of Katam met during the Chaos Cup last month – they have been keeping their relationship on the QT.

SPIKE!: So what do you think is really going on? Is this a publicity stunt by the savvy Lord Borak, intended to sell another sensational autobiography? Or has Zara perhaps mistaken the Chaos Lord for a vampire – it must be hard to tell just what he looks like under all that metal?

MINDY: Personally, I think it is altogether more scandalous than either of those things – my inside sources tell me that certain oaths have been made to the Dark Gods and a certain northern temple has been reserved for Geheimnisnacht – so make up your own mind if you will!

SPIKE!: Well, there you have it – wedding on the way for the famously single Lord Borak, or more social manoeuvring on the part of the man that has rewritten what it means to be a Blood Bowl celebrity? – you decide!

THE DOOM LORDS

2492-2493 SQUAD

We here at *Spike! Journal* challenge our readers to think of the names of more than a handful of famous Chaos Chosen teams – go on, you can’t, can you?* There are several reasons for that – one is that most Chaos Chosen teams that rise to notoriety in the south head north to compete in the Chaos Cup after a few seasons, as the chance to play under the very gaze of their dark patrons is simply too big a draw to resist.

Another reason is that many of these teams burn brightly, but briefly, devolving into mindless Chaos Spawn under the weight of the mutations bestowed upon them by the appreciative Chaos gods.

There’s one more reason however – all Chaos Chosen teams pale into insignificance when compared to the mighty, the dreadful, the truly chaotic... Doom Lords!

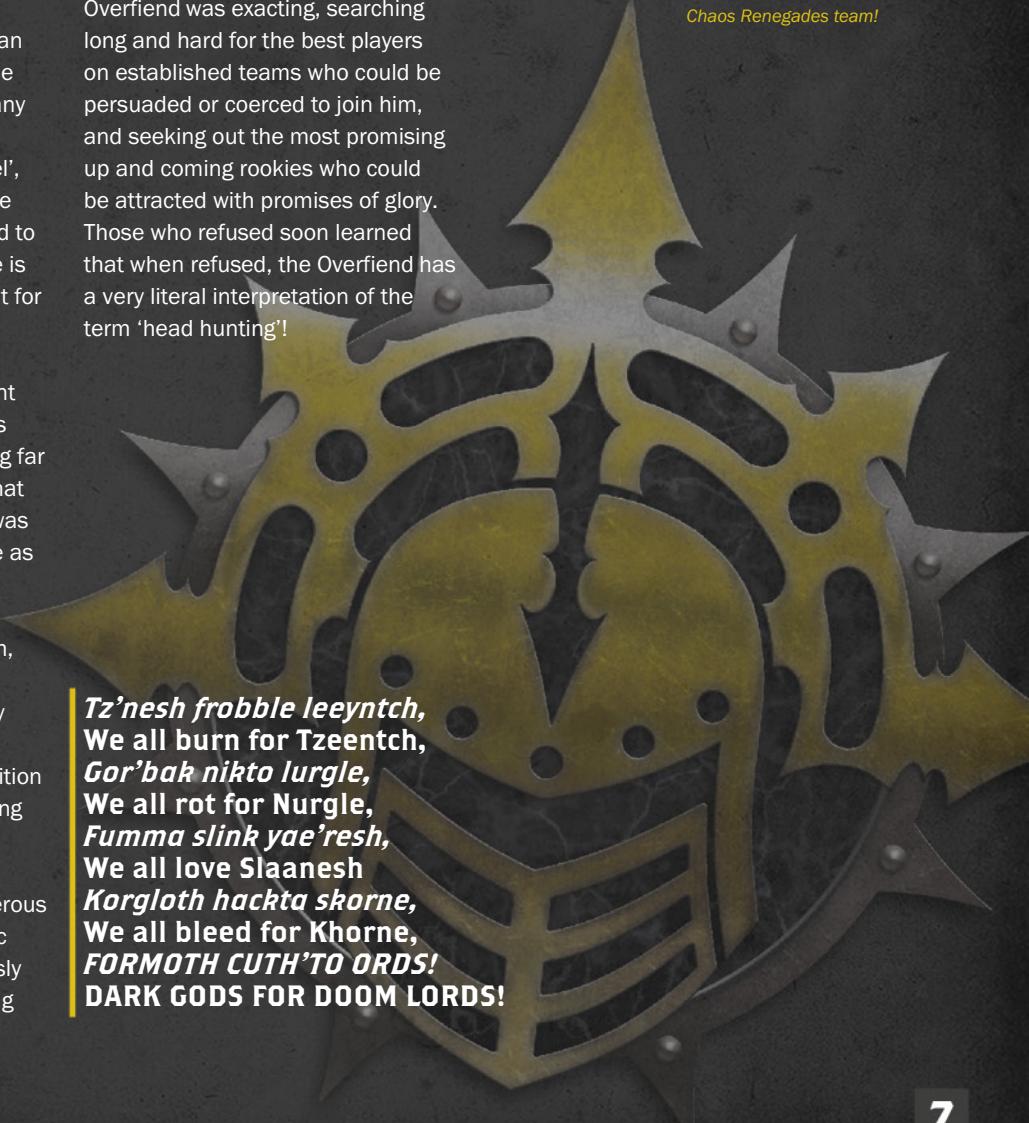
The exact identity and origin of the owner of the Doom Lords is somewhat of a mystery. No two commentators can agree from where he hails and the theories as to his motives are many and varied. Known commonly as ‘The Overfiend of the Lead Citadel’, or simply as ‘The Overfiend’, some speculate that he is an Orc turned to Chaos, while others insist that he is a Skaven warlord with a penchant for sports entertainment.

Whoever he is, it is apparent that he wields great influence; his web of power and wealth reaching far and wide. It is no surprise then that when his interest in Blood Bowl was piqued, his presence in the game as a team owner was soon felt.

When establishing his team, the Overfiend cut no corners. He hired the best head coach money could buy, convincing Harry the Idolator to leave his previous position with Khaine’s Killers and equipping him with the best familiars and assistants that dark magic could bring forth. He entered into numerous dark pacts with various daemonic entities and ran auditions tirelessly until he had the best cheerleading

squad in the NAF. When it came to hiring the players themselves, the Overfiend was exacting, searching long and hard for the best players on established teams who could be persuaded or coerced to join him, and seeking out the most promising up and coming rookies who could be attracted with promises of glory. Those who refused soon learned that when refused, the Overfiend has a very literal interpretation of the term ‘head hunting’!

**The Chaos All-Stars don’t count, they’re officially categorised as a Chaos Renegades team!*



**Tz’nesh frobble leeyntch,
We all burn for Tzeentch,
Gor’bak nikto lurgle,
We all rot for Nurgle,
Fumma slink yae’resh,
We all love Slaanesh
Korgloth hackta skorne,
We all bleed for Khorne,
FORMOTH CUTH’TO ORDS!
DARK GODS FOR DOOM LORDS!**

TEAM PROFILE: THE DOOM LORDS

TEAM COLOURS: Red and Black

OWNER: The Overfiend of the Lead Citadel

HEAD COACH: Harry the Idolator

PLAYERS: Beastman Runners, Chosen Blockers and Minotaurs

TEAM HONOURS: 2486 NAF AFC North divisional Champions, 2487 Orcidas Cup Winners, 2489 Bugman's XXXXXX Cup 3rd place, 2491 World's Edge League runners up; Norsca Challenge Cup 3rd place; Halfling Thimble Champions (and sole survivors), 2493 Chaos Cup Champions

HALL OF FAME: Lord Kaon, Frank Brutal, Rot T Weiler

SPIKE! TEAM RATING: 324

NAME	POSITION	MA	ST	AG	AV	SKILLS
Dieter Frunch	Chaos Chosen	6	4	3	9	Big Hand, Block, Break Tackle, Extra Arms
Stronghoof	Beastman	6	3	3	8	Block, Horns
Whiteface	Beastman	6	3	2	8	Dirty Player, Horns, Sneaky Git
Frank Brutal	Chaos Chosen	5	4	3	9	Block, Horns, Tackle, Wrestle
Dumbgluck	Beastman	6	3	3	8	Diving Tackle, Horns, Tentacles
Sharkey	Chaos Chosen	5	4	3	9	Guard, Stand Firm, Tentacles
Skrunk	Beastman	6	3	3	8	Extra Arms, Horns, Two Heads
Skullface	Beastman	6	3	3	8	Disturbing Presence, Horns
Rot T Weiler	Chaos Chosen	5	4	3	9	Block, Claw, Mighty Blow, Pro
Razorhorn	Beastman	6	3	3	8	Horns, Juggernaut
Blackleg	Beastman	6	3	3	8	Horns, Sprint, Sure Feet
Packmaster	Beastman	6	3	3	8	Horns, Leader, Pass
Rut Slamdunk	Minotaur	5	5	2	8	Claw, Frenzy, Guard, Horns, Juggernaut, Loner, Mighty Blow, Thick Skull, Wild Animal
The Doom Lords		1	Assistant Coach		4	Re-rolls
Chaos Chosen team		6	Cheerleaders		5	Fan Factor
Head Coach Harry the Idolator		1	Apothecary		Total Cost of Team 2,110,000 gp	

BENEFITS OF DARK PATRONAGE: The Overfiend is both popular and influential. Fans love him and match officials are somewhat afraid of him. He is rarely seen outside of the Lead Citadel however, although he makes an exception to this rule to watch his team's performance in person!

Roll a D6 at the start of the Pre-match sequence. On a 3+, the Overfiend is present in person, watching the game from a VIP hospitality suite.

If the Overfiend is present, the Doom Lords will automatically win +2 FAME with no dice needing to be rolled.

Additionally, the referees are unnerved and the Chaos Chosen team's coach may successfully Argue the Call on a D6 roll of 5+, rather than the normal 6.

CAREER HIGHLIGHTS

2486 The Doom Lords make their first appearance in the NAF AFC North Division and quickly establish a name for themselves with several stunning victories against far more seasoned squads, thanks in equal part to talent, determination, and a healthy dose of daemonic assistance during crucial plays. Pundits are soon tipping them as a team to watch – for signs of daemonic possession, that is!

2489 Following the collapse of the NAF, the Doom Lords are quick to re-establish themselves as a force to be reckoned with, entering and dominating several independent leagues and tournaments. Unfortunately, several provincial stadiums are razed to the ground as well, much to the fans' delight.

2491 With a strong core of veteran players and several new signings showing great promise, head coach Harry the Idolator sets his sights on bigger and better things for the Doom Lords. Their season is frustrated, however, when they are in the

wrong place at the wrong time and fail to make the qualifying stages of the 2492 Chaos Cup. By way of consolation, the team travels to the Halfling Moot and forcibly enters the Thimble Cup, where they work out their frustrations on fifteen unfortunate Halfling squads.

2492 Determined not to repeat the previous season's failings, Harry the Idolator enters into several dark pacts to learn the location of the 2493 Chaos Cup. With this insider knowledge, the Doom Lords take to the road, arriving at the chosen stadium in plenty of time to set up camp. Ahead of the qualifying rounds, they engage in some good old fashioned raiding, scouring the local villages and hamlets for sacrifices to secure their success. They finish their season crowned

the Chaos Cup Champions of 2493, having racked up an impressive 22-game season, suffering only two losses and one draw!

PRESENT Since their Chaos Cup glory, the Doom Lords have suffered a few sub par seasons. Several players have transferred to other sides or cashed in on their success to become freebooters. However, Harry the Idolator is not one to give up, and with the support of the Overfiend, recruitment of fresh talent continues – sometimes forcibly! Still a relatively new team in the grand scheme of the great game, the Doom Lords remain a team to watch!





BORED BORAY THE DESPOILER

SPIKE! EXCLUSIVE (THE AGONY UNCLE AND UNCLE OF AGONY)

JOIN US, DEAR READER, AS WE SPILL THE BEANS ON THE SPIKE!
MAGAZINE GREATEST PLAYER EVER TO TAKE TO THE PITCH IN THE
SERVICE OF THE DARK GODS OF CHAOS!

STAR PLAYER SPOTLIGHT

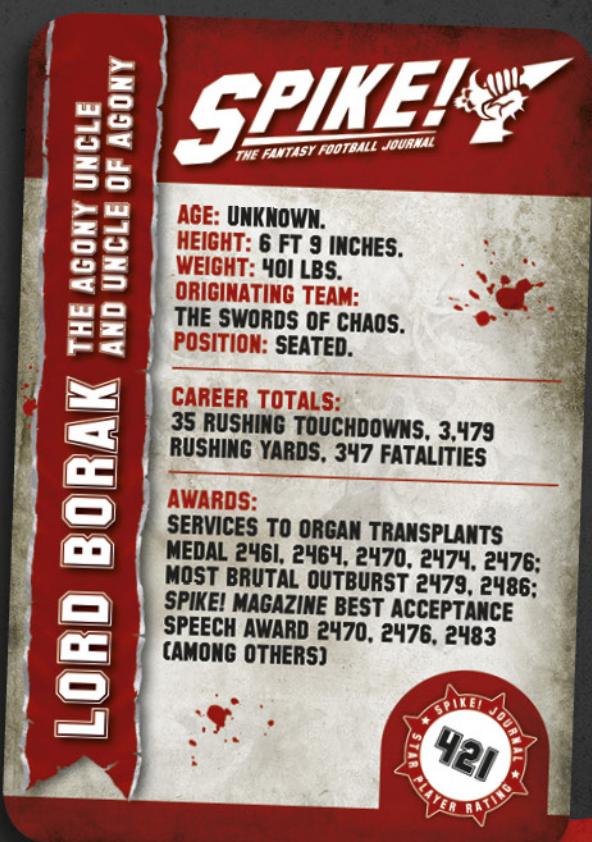
Long ago, Lord Borak the Despoiler was a mighty champion of Chaos, one of many warlords vying for glory in the eyes of the Chaos gods. When the will of his masters brought Lord Borak south however, it wasn't at the head of a world-shattering Chaos incursion, but as captain of the Swords of Chaos, the first true Chaos team 'chosen' by the Chaos gods and made up of his own greatest champions. It was the first such team to run amok through the ordered ranks of NAF competition, and the fans loved it. Later, Borak became a freebooter, selling his prowess to any Chaos-aligned team in need and furthering the machinations of the gods.

With a career as old as the modern game, and a reputation for on-field brutality and carnage as well deserved as his reputation off-field for controversy and courting cheap publicity, Lord Borak was the first player to sign a corporate sponsorship deal, the first to write an autobiography and the first to make a celebrity appearance. One may wonder why he would do these things, but the answer is blindingly simple – in doing so,

he corrupts the purity of the sport while his celebrity cult status wins ever more followers for the Dark Gods, all the while running roughshod over the rules, regulations and institutions of the NAF.

These days, Borak is best known for his regular feature responding to readers' questions and problems in our weekly sister publication *Spike! Magazine*, a feature which refuses to grow dull thanks to the psychotic and schizophrenic way in which Borak doles out careful and well-reasoned advice, or (more often) rants and rages like a Daemon from the outer hells. This regular column has in turn led to Lord Borak becoming a prolific author of self-help books, simple guides to a better life through tricks to improving memory, eating better, taking regular exercise, or pages and pages of block capitals urging the reader in the most graphic language imaginable to kill everyone they know and lay waste to civilisation – often all before the end of the first tortured chapter!

Truly, no mere mortal can sell their soul to celebrity culture with the flair and panache of a Lord of the Ruinous Powers.



2409 Enraged by the publishing of the first official NAF rules, the Chaos gods compel Lord Borak to lead his team south to teach the weak leagues and divisions of the NAF a lesson they won't forget.

2420 Following an unaccustomed loss (blamed on the machinations of Tzeentch's somewhat impenetrable sense of humour), the majority of the Swords of Chaos are transformed into mindless spawn. Sensing that this might have a negative impact upon future performance, Lord Borak leaves to become the first true freebooter of the modern game.

2431 Lord Borak publishes his first autobiography. In the rush of publicity that ensues, he gleefully signs his first corporate sponsorship deal. In the following months, he makes his first celebrity guest appearance to open a delicatessen in downtown Altdorf and launches a new career as an after-dinner speaker by addressing a host of excited Goblins at a Young Mushroom Farmers gala evening under Mount Gunbad.

2465 After publishing his fourth autobiography, Lord Borak appears on the pitch wearing so many corporate sponsorship logos and insignia that it is impossible to tell which team he plays for and the NAF is forced to take action, introducing strict guidelines on the wearing of team kit.

THE MISTS OF TIME Blood Bowl is unleashed upon the world and Lord Borak the Despoiler takes part in the first game played for the entertainment of the Chaos gods. In the decades that follow, leagues spring up across the Northern Wastes and the first proto-tournaments take place as the uncivilised northerners take to a form of violence even more bloody and fun than war!

2471 Orcidas takes over sponsorship of the Chaos Cup. To the surprise of no one, Lord Borak is unveiled as their newest company spokesman, taking advantage of the well-attended press conference to announce his sixth autobiography.

2476 Lord Borak signs a deal to appear as a regular columnist in *Spike! Magazine*. At the press conference, he guests alongside another new columnist, the self-help writer Clarice Wranier. During the Q&A section, Lord Borak unexpectedly interjects with some heartfelt advice to a young man asking a question of Borak's co-panelist. In the stunned silence that follows, *Spike! Magazine* editor Estuardo Schetvel is struck by inspiration. His contract renegotiated, Lord Borak becomes the new correspondent to readers' letters. Response is positive to the bizarre mix of thoughtful advice and psychotic tirades Borak delivers weekly without any apparent rhyme or reason.

2477 Lord Borak publishes his eighth autobiography alongside his first self-help book, *Lose Weight or Die Trying*.

2489 The NAF collapses. Deep into work on his eleventh autobiography and his twenty-first self-help book, as well as a whirlwind schedule of celebrity appearances, Lord Borak celebrates by signing thirteen new sponsorship deals, something the NAF never would have allowed.

"It's five gold pieces if you want me to sign your copy of the book and an extra ten if you want it signed in your own blood!"

-Lord Borak the Despoiler





Is the game of Blood Bowl your only escape from the oppressive misery of your feeble existence? The Dark Gods on your case? Or is the pre-industrial oligarchy getting you down? Then ask Lord Borak; a murderous tyrant who listens...

QI'm a 23 year old Blood Bowl fan from Nuln. Every time the Chaos teams are in town I'm always the first to get tickets to see them play, and right there in the stands cheering my hardest alongside the other fans. I'm worried though that my obsession with Chaos has started to affect my work at the artillery foundries, and I find myself casting eight-pointed stars

into armoured plates, scrawling the forbidden names of the Dark Gods onto blueprints and making blood sacrifices when I should be having my lunch. Last week my engineer overseer dragged me into his office because, to quote him, "the steam tank you're building has too many tentacles". To complicate matters, I think I might be getting a mutation – there is an itchy red lump on my neck that keeps getting bigger, and looking at it in the mirror, I'm sure it has a little face that is grinning at me! Everyone around me says Chaos is bad and does bad things, but I just want to watch my favourite teams play Blood Bowl. What should I do?

-Confused about Chaos from Nuln

AHello Confused about Chaos. Blood Bowl is a thrilling game and we all have our favourite teams and players, and you shouldn't feel ashamed that you (quite rightly) favour the glorious servants of Chaos over those southern weaklings. However, I understand that worshipping Chaos can be a tricky business – take it from someone who has made his fair share of offerings to the Ruinous Powers. It can also be hard when those around you don't understand how devoted you are or don't believe in the same things you have pledged your eternal soul to; the stories I could tell you about sharing a locker room with Khornate and Slaaneshi cultists!

My advice to you would be to go with your heart – if you hear the Chaos gods calling to you in the roar of the crowd, or see a prospective warlord to swear your life to among your favourite team, then a little thing like being born in the Empire shouldn't stop you. And once you cast off the shackles of morality and reason imposed on you by your own 'people', then who knows where you might go (probably the Chaos Wastes to die), or what you might achieve (your own special place on a Chaos Warrior's banner pole).

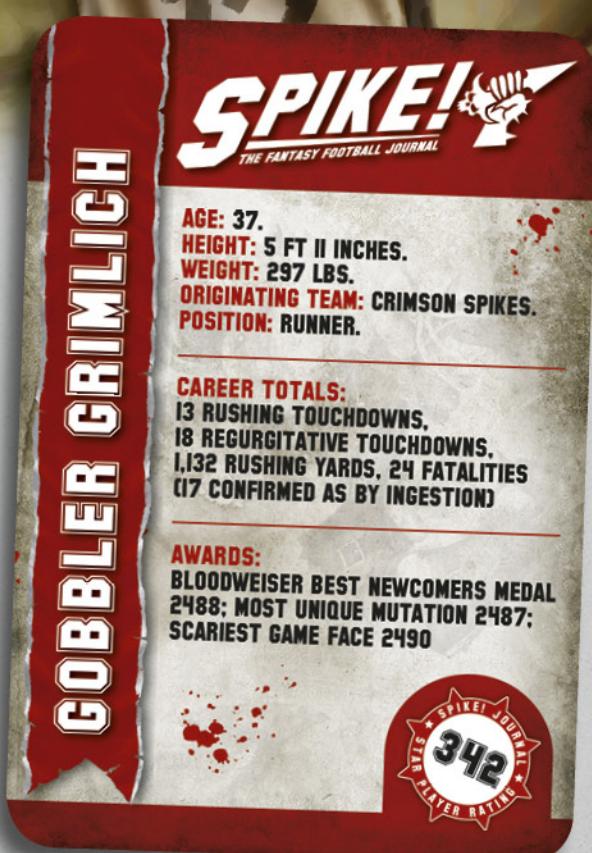
**-Lord Borak,
Conqueror of Problems**



STAR PLAYER SPOTLIGHT

GOBBLER GRIMLICH

Here's a treat for you, *Spike! Journal* readers! The Blood Bowl Powers That Be have recently completed investigations into a fearsome player that Chaos Chosen team, the Crimson Spikes, have been including in their starting eleven now for some time! This investigation has found that the player in question just about qualifies as eligible to take part in official Blood Bowl fixtures, circumnavigating regulations on owners fielding their own pets after IQ tests revealed him to have a level of intelligence somewhat higher than anticipated. Never judge a monstrous human/toad hybrid by his looks, readers!



In the dark, dark tunnels below a Chaos Chosen team's dugout, all sorts of things can be found squirming about in the filth. It certainly doesn't help that Chaos Chosen team coaches tend to throw everything from their old socks to the mangled remains of 'retired' players down the dugout drains (often unheeding the feeble protestations of the players themselves!). Sometimes, things worm their way up from these horrible deeps, drawn by the roar of the crowd and the intoxicating smell of a bloody pitch.

The mutant player known as Gobbler Grimlich is one such creature to crawl up out of these reeking offal pits. Gobbler is a hellish cross between some unfortunate, debased human and a horrifically overgrown blight toad – some claim he is an escapee from the laboratories of Skaven Clan Moulder. When the head coach of Chaos Chosen team the Crimson Spikes, Ghol Three-eyes, came down into his dugout to berate his reserve Beastmen for

tardiness during a qualifying round of the Chaos Cup, and discovered that only a couple of drool-drenched boots and chewed helmets strewn about a squatting, toothy toad thing, he took the only course of action a self-respecting Chaos Chosen coach could – he manhandled the brute into a team shirt and herded him onto the field for the second half.

The rest, as they say, is Blood Bowl history. Gobbler Grimlich went on to win the Chaos Cup that year for the Crimson Spikes, slapping down opposing players with his dripping tongue, bounding clumsily down the pitch, and even occasionally swallowing the ball, before vomiting it up into the End Zone for a very messy touchdown. Since that fateful match, numerous Chaos Chosen, Chaos Renegades and even Underworld Denizens teams have drafted Grimlich for their squads, their coaches luring him to play for them with piles of stinking offal, before

pushing him out onto the field. That Gobbler freaks out the other players with his fishy-eyed stares, and smells exceptionally bad, is of little concern to his coach, for when it counts, the mutant hops into action, his toadish mind somewhat keener than his milky eyes would suggest. A rubbery hide and prodigious girth means that he can bully his way down the field with surprising speed, leap over opposing players on disturbingly elastic legs, snatch up the ball with his long and sticky tongue, carry it in his mouth and sometimes he will even remember to spit it out in the End Zone rather than eat it!

DID YOU KNOW...

Gobbler Grimlich once swallowed the Snotling announcer Ibby Stickyfingers halfway through the Chaos Cup final. Professional that he was, Ibby continued commentating the game, giving fans a gullet eye view of Gobbler's famous game winning touchdown – shortly before Gobbler remembered to chew.

CAREER HIGHLIGHTS

2464 Gobbler Grimlich joins the Crimson Spikes after their victory at the Chaos Cup, accepting a steady diet of severed limbs, punctured Blood Bowl balls and used socks in lieu of pay.

2466 During the semi-final of the Chaos Cup, Gobbler Grimlich gets slammed in the gut by a Beastman and throws up a season's worth of Blood Bowl balls. In the confusion, both teams make scores of touchdowns as players on both sides rush back and forth carrying a ball, the game ending with a record score of 127 to 111 in favour of the Crimson Spikes.

2469 After licking an overripe Dryad player, Gobbler experiences a lost summer during which he plays in Halfling and Elven leagues, poses for the cover of *Mootland Harvester* magazine and travels to the land of the Fishmen to 'find himself'.

2477 Droter Retch, Clan Moulder coach of the Underworld Denizens team the Fungal Cowboys, claims ownership of Gobbler Grimlich, presenting a slew of witnesses and baby sketches that 'prove' the mutant toad was his creation. In an NAF press conference, Grimlich has a tearful reunion with Droter, before eating the Skaven coach.

2485 Gobbler Grimlich joins the Doom Lords after their match with rival Chaos Chosen team the Crimson Spikes, the Doom Lords' coach convincing the mutant to change sides during the half-time show. The game ends with both sides claiming Grimlich was on their team and sparking a stadium-wide brawl. In the confusion, Gobbler crawls back into his pit for a nap.

STAR PLAYER SPOTLIGHT

SCYLA ANFINGRIMM, CHAMPION OF KHORNE



The origins of Scyla Anfingrimm remain something of a mystery to both his team-mates and spectators – is he a Daemon vomited up from the Realm of Chaos, a Khornate fan with a serious case of sports-rage or a snow troll with alopecia? All that is certain is that when the servants of the Dark Gods scream out their devotion to the Ruinous Powers, when Chaos coaches paint their dugouts with the innards of their underlings, and when large sums of gold are deposited into certain off-shore accounts, Scyla will appear. With nary a word (apart from monstrous roars liable to make even a Black Orc soil its armour), Scyla bounds down the pitch, hurling players out of the way with massive claws, and sometimes even goes after the ball.

DID YOU KNOW...

Chaos Spawn are considered an act of the gods according to the official rules of Blood Bowl and teams cannot be disqualified from competitions because of their actions. In 2426, this briefly led to a number of all-spawn teams, though this was quickly abandoned as it was too difficult to get the spawn into their uniforms before each game.

That Scyla is a servant of Khorne is beyond doubt; the dull brass collar, bloody red skin and psychotic disposition all dead giveaways – not to mention the symbol of Khorne he wears on a chain around his neck. And Scyla likes to bring all the Blood God's fury to the matches he plays in, making him both a fan favourite and popular among Chaos teams looking for a bit more 'murder' in their line-up. Both the Asgard Ravens and the Doom Lords have employed the hulking Scyla more than once, and even Lord Borak endorses him – though admits that the locker room banter can be somewhat lacking.

To further fuel the mystery that surrounds Scyla, there are persistent rumours of his coming from a northern kingdom ruled by raider tribes, or maybe a shattered realm under the dominion of the Chaos gods (opinions vary). The story goes that Scyla was once a Norscan chieftain, blessed excessively by Khorne for his great deeds of murder and pillage. It is indeed true that Scyla has an affinity for the Norse, and will sometimes play alongside them – whether they want him to or not. Some Norse even claim to know the village that Scyla comes from, and halfway through the 2492 Chaos Cup there was an awkward moment when the Norse shield

maiden Hylda Anfingrimm turned up claiming to be Scyla's wife, forcing the Khornate player to look sheepish and go and hide in the Chaos dugout.

Despite these minor scandals, Scyla has proven to be an exceptionally deadly player, and there is no shortage of teams clamouring to sign him up, while sponsors have put the Scyla brand on everything from blood-based energy drinks, such as Slaughterade (with that real arterial taste!) to a range of fashionable brass neckwear (Collars by Khorne – battle accessories for the bloody-minded). If Scyla cares about the attention, he never shows it, and when the roar of the crowd dies away, the winners carry off their trophy, and Goblins come out to scour the pitch for gold teeth, Scyla returns to his far-off realms to serve Khorne elsewhere.

"Khorne really broke the mould with Scyla – then Scyla picked up the broken mould and used it to beat the opposition to death!"

– Bob Bifford

SCYLA ANFINGRIMM

FAVoured of KHORNE
250,000 Gold Pieces



MA	ST	AG	AV
5	5	1	9

SKILLS:
CLAWS, FRENZY, LONER, PREHENSILE TAIL,
THICK SKULL, WILD ANIMAL

TEAMS:
CHAOS CHOSEN, NORSE

SCYLA ANFINGRIMM

SPIKE!
THE FANTASY FOOTBALL JOURNAL

AGE: HE'S NOT TELLING!
HEIGHT: 7 FT 1 INCH.
WEIGHT: 458 LBS.
ORIGINATING TEAM:
BLUCHEN BERSERKERS OR
KHORNE'S KILLERS.
POSITION: BLITZER.

CAREER TOTALS:
157 FATALITIES/SERIOUS INJURIES

AWARDS:
MOST BLOOD SPILLED 2471, 2473,
2477, 2478; MOST BRUTAL OUTBURST
2475, 2478, 2480



AN INTRODUCTION TO COACHING CHAOS CHOSEN

The Chaos Chosen are a team that strikes terror into the hearts of even the most deranged of opponents. The massive bulk of the Chosen Blockers forms a wall of seemingly immovable muscle, while the horns of the Beastman Runners are sharp and imposing enough to make even a brain dead Troll pause. But it's a foolhardy coach who throws their players straight at the opposing side without consideration of their strengths and weaknesses. This playbook, penned by veteran Blood Bowl coach and celebrity Sports Mortician Paulus von Geggster, aims to set Chaos Chosen coaches well and truly on the path to glory, providing advice on basic tactics and set-ups, as well as guidance on developing a team as it progresses through a league.

DID YOU KNOW...

Grashnak Blackhoof once had his own line of swimwear, known as Hoofwear. It was popular among Beastmen because of its high quality hoof protectors and generously sized horn caps.

BRASS TACKS (AND IRON SPIKES)

Chaos Chosen are a team that need to cause damage. This particular loveable blend of homicidal maniacs doesn't really have a Plan B out on the pitch, so their coach must consider how best to dismantle the opposition, allowing them to run the ball in against dwindling numbers.

Blocking is the answer. But Chaos coaches should be forewarned. Without the Block skill, every block made has an increased chance of going awry and triggering a turnover. This means that Chaos players are distressingly likely to fall over and end their team's turn when trying to remove even a lowly Skaven Lineman from the field. Block is an essential skill to take.

Until the team has a few players with the Block skill – and this might seem counter-intuitive – the Chaos coach must be cautious throwing blocks. Hitting everything that has the temerity to get too close at the beginning of the turn is a recipe for running out of re-rolls. Of course, if no one gets hit, no one can get hurt, making it hard to score touchdowns and more difficult to earn Star Player points through causing casualties. There has to be a balance between violence and re-roll preservation.

Early in a team's career – and this is true for any team – the coach should learn to make particular use of moves that have no risk involved, whether this is moving Beastmen to stand in front of the ball on offence or re-arranging the defence. When a turnover happens, don't immediately reach for a team re-roll. Consider the positioning of players at the time, the importance of the Action and the number of turns left in the half – if the turnover isn't a disaster and the re-roll might be of more use later, do not be afraid to accept the dice.

The first few games with a Chaos Chosen team are often about keeping dice rolls to a minimum. When a Chaos Chosen team has possession of the ball, it will need to grind forwards in a cage formation, picking on opposition players standing in the way and moving into the space vacated. A good defence will re-arrange continually ahead of the Chaos Chosen team's advance, leaving it with no channels to drive through. So the Chaos Chosen coach will have to create a route. This is where a Chaos Chosen team's strength comes into play to outmuscle the opposition!

SO YOU WANT TO SELL YOUR SOUL TO CHAOS? - STARTING A CHAOS CHOSEN TEAM

With the lack of skills on a rookie team, the Chaos Chosen coach will find three re-rolls essential. This should leave them with exactly the right amount of gold pieces for four Chosen Blockers and seven Beastman Runners.

The first purchase once the league has started and the gold is rolling in should be an Apothecary, and it should be said that this is true for any team able to take one; an Apothecary will prove invaluable in keeping players around longer, even if they can't keep them fully intact! Next will come new or replacement players. Another Beastman is a quick way to get to a spare player (eleven just isn't enough!), although this could be bypassed in order to start saving for a Minotaur.

These frothing lunatics are unreliable and their usefulness depends on the rest of the team and some lucky dice rolling. It is worth remembering that a Beastman with Mighty Blow is just as likely to cause an injury on a successful block as a Minotaur, however the Beastman doesn't suffer from Wild Animal – which will cause valuable Blocks or Blitzes to be lost. Also, the Beastman has easy access to team re-rolls. However, Strength 6 when blitzing with a Minotaur (and Strength 7 with a single assist against the majority of players) is not to be sniffed at, plus he starts with Mighty Blow. Also, Frenzy not only adds to the block count, but makes the opposition cautious of getting too close to the sidelines, providing some room for the rest of the team to advance. So it is hardly surprising that many Chaos Chosen coaches can't resist recruiting one – besides, it's a Minotaur! Blood Bowl fans love to see an enraged Minotaur rampaging across Nuffle's sacred turf.

TREADING THE PATH TO GLORY

Chaos Chosen teams have an incredibly wide choice of skills. With full access to General, Strength and Mutations, there are many ways to develop them. Here are some examples, based on the role a player might fulfil in a team:

PLAYER ROLE	SINGLE SKILLS	DOUBLES
Killer	Block, Claw, Mighty Blow, Pro	
Hunter	Block, Mighty Blow, Tackle	
Ball-carrier	Block, Extra Arms/Sure Hands, Two Heads	Dodge
Muscle	Block, Guard, Stand Firm, Tentacles	Diving Tackle
Tackler	Tackle (you may want to develop a tackler fairly early), Wrestle	
Dirty Player	Dirty Player (much more is a bit of a waste)	
Minotaur	Break Tackle, Claw, Guard, Juggernaut (unless Block), Tentacles (evil)	Block

As mentioned previously, the first priority when gaining new skills should be the Block skill on at least a couple of players. Once this is achieved, it becomes far easier to hit opposition players each turn without such a high risk of falling over as well!

At this point, Chaos Chosen coaches can begin to focus on the other aspects required to turn their team into a real winner: damage-dealing, ball-carrying and muscle.

Chaos Chosen coaches should bear in mind that skills such as Mighty Blow and Claw, especially in combination, can increase the chances of Knocking Out or injuring an opposition player four-fold! Chaos Chosen teams are unique in that not only does every single player have access to both skills, but they have access to both without needing a double when rolling for advances. Chaos Chosen coaches will certainly want to take both in the fullness of time, but with the choice of either, which should they take first?

There are situations where Claw is better than Mighty Blow, but unless the Chaos coach finds

themselves in a league overrun with Dwarfs and Orcs, they should consider Mighty Blow first.

Additionally, it's common for key opposition players to have either high Armour or the Dodge skill, but few will have both, so at least one player with Mighty Blow/Tackle in combination to take down the opposition's Dodge players is essential, as is another player with the Mighty Blow/Claw combination for high Armour. Taking Mighty Blow first allows the coach to develop that player down either route, depending on how quickly other players grow around them and whether the team has any other advancement rolls that change a player's direction (such as stat increases or a double).

A skilled opponent will target the best injury-causing player on a Chaos team by way of self-preservation, so whether on offence or defence, the casualty-machine should lie in wait just behind the front line of players, allowing it to blitz out from cover, attack an opposing player, then return to safety to repeat the trick the following turn. It is best to avoid getting stuck in an opposing tackle zone or having to

Dodge away, so picking on stragglers on the periphery of the action to whittle down opposition numbers is a valid tactic. If a key player should end up stuck in a tackle zone, it may be time to commit several team-mates to assist, to reduce the chance of retaliations and potential injuries suffered rather than inflicted!

Most opponents are unlikely to line up their players to be hit time and time again by psychopathic Chaos Chosen players. The Chaos Chosen coach might need to initiate contact, but if care is not taken they may find that their Chaos Chosen team is suddenly taking more blocks than it is dishing out! This is where the Guard skill comes into play. Giving Chaos Blockers Guard as a second skill means that they make the Beastmen around them tougher and can enable other players to pile in with more confidence. Remember that Blitzing casualty-machine unfortunately stuck in a tackle zone and awaiting reprisal? He could benefit from a friendly Guard right about now. Again, every single Chaos Chosen player has access to Guard so there is no excuse not to take Guard a few times as the team develops.



In a perfect world, Chaos Chosen shouldn't have to worry about the ball, instead they should simply kill the opposition and win by default – but having a decent ball-handler, especially early in development when the team lacks other key skills, allows the Chaos Chosen coach to concentrate on dealing out the damage. It should ideally be a Beastman as these are the quickest player type available and the limited numbers of higher Strength players are needed elsewhere. In the absence of an early Agility improvement, go with Sure Hands or Extra Arms (and eventually both).

Agility is what the team is missing, so an AG increment is really useful, especially

on a Beastman. A Chaos Chosen coach rolling such an advance on a Beastman player should concentrate on developing that player into the team ball carrier. His increased Agility can also make him a useful 'safety' player, able to Dodge and Blitz if needed.

As strange as this may seem, doubles rolled for advances are not always useful for a Chaos Chosen team, so the coach should feel free to ignore them and focus on other skills. However, a Chosen Blocker with Block, Stand Firm and Diving Tackle is a real threat to a fast and agile opposing team. Anything that prevents tricky opposition players from dodging away is going to increase the number of blocks considerably – and this guy fits the bill.

Finally, the Chaos Chosen coach should consider other blocking skills such as Frenzy or Jump Up. The former can help in several ways – if the first block doesn't work, the second one might, or the second block might push an otherwise safe opponent into the crowd! But beware that Frenzy can cause players to be drawn out of formation or, even worse, into a dangerous position. The latter can be of great use when a player the opposition had discounted due to being Prone suddenly Jumps Up and rushes to assist a block or deliver an unexpected blitz.

The Chaos Chosen coach should also consider the remaining mutations or other skills like Strip Ball or Grab. A player with Tentacles can hold a fast and agile opponent in place, severely hampering their plans. Strip Ball can free up the ball even without knocking down the opposing ball carrier. Grab can set up a key opposition player for a journey through the crowd!

When added to other options, they create even further choice. There is much variation amongst Chaos Chosen teams, so experimentation is encouraged – a Chaos coach wouldn't be representing Chaos very well if they stuck to the same skill choice as everyone else anyway!

DID YOU KNOW...

Lord Borak is on the board of directors for the Regulation of Blood Bowl Celebrity Endorsements. While some have claimed this to be a conflict of interest, Borak has always been quick to point out the board needs a celebrity just to keep track of all the bribes!

TOURNAMENTS AND EXHIBITION MATCHES

The advice for standalone games can be almost as varied as the potential skill selection, because between the freedom coaches have when determining what they will allow for an exhibition game, and the wide variety of rules packs seen at tournaments, there exists tremendous leeway. But there are a couple of principles to bear in mind that are always useful to follow.

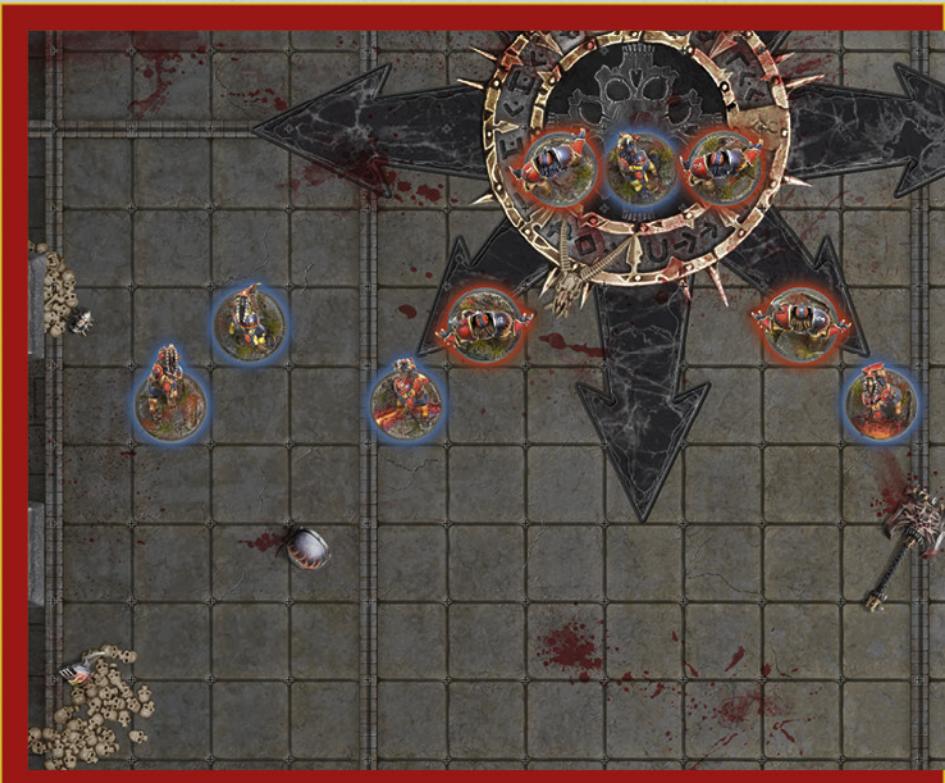
A common Team Value used at tournaments, and a recommended Team Value for Exhibition games, is 1,100,000 gold pieces. This will allow coaches to play with three team re-rolls, a Minotaur, four Chosen Blockers and six Beastmen Runners. If coaches are allowed a set of skills in advance (where this happens at a tournament, six is typical, and it should be mentioned that these are added for free, not paid for from the starting treasury. Coaches can have great fun playing standalone exhibition games like this), the Chaos Chosen coach could do worse than give four players Block, one Beastman Wrestle (to sack the opposing ball-carrier) and a Minotaur Claw for access to the Mighty Blow/Claw combination.

Where Team Value increases to 1,150,000 or 1,200,000 gold pieces, the Chaos Chosen coach can afford a twelfth player, but should consider that an Apothecary has value to revive/repair a player instead. Perhaps both, if possible...

As value increases, Chaos Chosen coaches have the opportunity to use Star Players. Don't be tempted by Morg 'n' Thorg – he's far too expensive to consider unless gold is truly plentiful! But there are others at much lower costs that all bring something to the pitch!

OFFENSIVE LINE

When setting up to receive against a team that relies on its speed and/or agility to win, Chaos Chosen coaches have a couple of things to consider. They want to inflict as much damage as possible in every turn, but they must also be capable of countering against a Blitz! result on the Kick-off table. A Blitz happens once in every twelve kick-offs and Chaos Chosen coaches will need to learn how they can set up to reduce the impact when it does happen. Setting-up as shown will mean that wherever the ball lands, even an agile opponent will struggle to get it through the Chaos Chosen team's defence, while the Chaos coach can still block every opposing player they wish to. It also means that even a Perfect Defence Kick-off table result doesn't get the Elves out of blocking danger.



KEY:



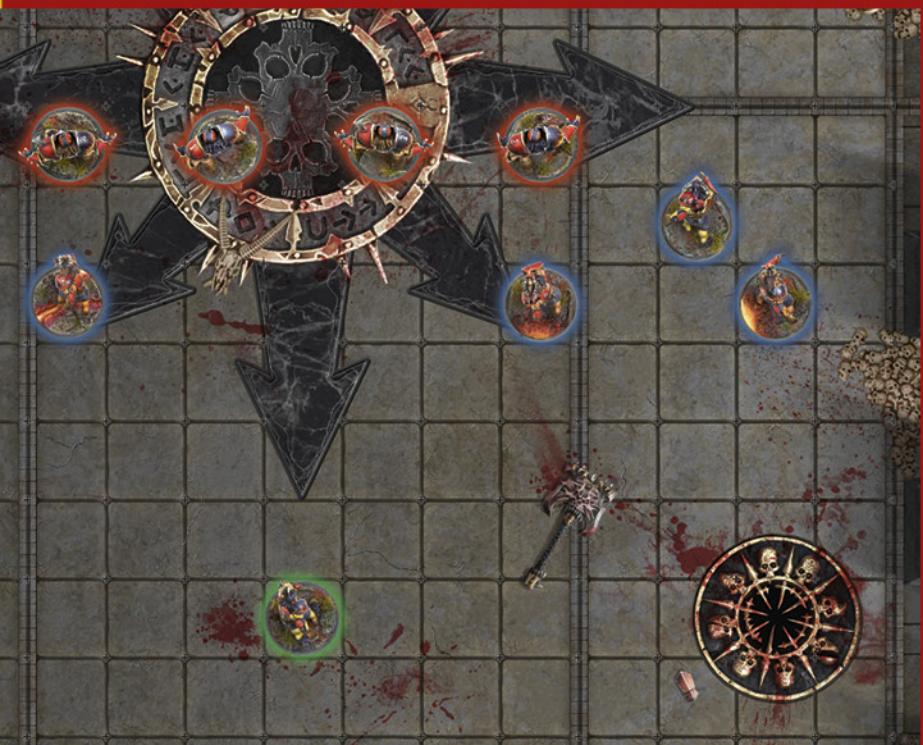
Chaos Chosen



Beastman Runner



Beastman Runner with ball



SUMMARY

So what have we learned about the Chaos Chosen? They lack ball-handling skills but that's not a problem because they are violent, blood-crazed mutants that want little more than to rip the opposing team limb-from-limb. True, it can present a challenge that they lack helpful blocking skills initially and therefore aren't particularly good at ripping opposing players apart – but that can be managed and, over the course of a league, countered. And then the opposition had better watch out!

Even the most experienced coaches can struggle with a rookie Chaos Chosen team, so it's important not to get disheartened with a few challenging games. Take solace that you are building your own unique tribute to the Chaos gods and that one day they may even rival the Chaos All-Stars or the Doom Lords themselves. Experiment with your own versions of skill combinations and enjoy the ride – because the journey is every bit as fun as the destination!

DEFENSIVE LINE

When setting up to defend against an agile team such as Elves or Skaven, who tend to score quickly, there is sometimes little that can be done. Depending on the opposition the Chaos Chosen coach is facing, they might place their Chaos Blockers on the line of scrimmage as they are the most heavily-armoured players. However, it does make them a target, and there is a risk of losing them at the start of a drive to Big Guys or of them being outnumbered and out-blocked. As always with less-violent opposition, the Chaos Chosen coach should focus on getting their players into contact to force an opponent to dodge or face being blocked.



STAR PLAYER SPOTLIGHT

GRASHNAK BLACKHOOF



GRASHNAK BLACKHOOF

THE GREAT BLACK BULL

310,000 GOLD PIECES



MA	ST	AG	AV
6	6	2	8

SKILLS:

FRENZY, HORNS, LONER, MIGHTY BLOW, THICK SKULL

TEAMS:

CHAOS, CHAOS DWARF, NURGLE

The origin of the Great Black Bull is one of much conjecture. Various coaches, fans and other Star Players have gone on the record to say they knew Grashnak when he was just a calfling, or that their brother's wife's haberdasherist once made a pair of horn warmers for Grashnak's herd-father, or that they played in the Forest of Shadows Under-15 Hands league and personally helped a young Blackhoof to stay off the howling mushrooms, or one of a dozen other unlikely stories. Perhaps the most believable tale is that Grashnak once protected the great Syp'ar B'rawl Herdstone, a huge menhir deep within the Drakwald Forest, with a stony base piled high with gore-stained footballs. Then one day, Nuffle himself appeared to the Minotaur, taking the form of a coach's bloody face upon the rock, and urged Grashnak to break free of his bonds, go out into the world, and play Blood Bowl – in the most exceptionally violent way possible. Whether any of this is true or not, one thing that has never been in doubt is the impact Blackhoof has made on the sport.

SPIKE!

THE FANTASY FOOTBALL JOURNAL

GRASHNAK BLACKHOOF

AGE: UNKNOWN.
HEIGHT: 9 FT 5 INCHES.
WEIGHT: 457 LBS.
ORIGINATING TEAM: UNKNOWN.
POSITION: BLITZER.

CAREER TOTALS:

427 FATALITIES (AUTHORITIES STOPPED
KEEPING TRACK OF SERIOUS INJURIES
CAUSED IN 2490)

AWARDS:

BLOODWEISER BEST NEWCOMERS MEDAL
2483; MOST VICIOUS PLAYER 2483,
2486, 2490, 2491, 2492;
MOST BRUTAL OUTBURST 2488, 2490,
2491, 2493, 2494, 2495



ANNOUNCER: We now go to Altdorf Griffons' star Ted Hammerstein and former Black Gulf Howlers Blitzer Grug Bonesplitter for today's thrilling Blood Bowl game.

TED: It's a glorious day for some Blood Bowl here in the Valmir von Raukov Memorial Stadium in Wolfenbürg!

GRUG: Valmir!

TED: That's right Grug, named after the Elector Count himself; though I'm not sure he likes the memorial bit...

GRUG: Teams!

TED: Right you are, Grug; we have two formidable opponents on the pitch for you today. To my left you can see the Ostermark Bulls, playing for their home crowd and the honour of the province. To my right, straight from the Northern Wastes, are the Skulls of Katam. And that mountain of muscle on their front line is none other than legendary Minotaur Grashnak Blackhoof!

GRUG: Begin!

TED: You're right Grug, that's the kick-off and you can already see Hans 'Sure Hands' Greta, the Bulls' talented Thrower sending the ball barrelling down the field and into the waiting hands of Jager Lightfoot. Another of the Bulls' young stars, Jager is making some real headway, his teammates making a hole in the Skulls' defence.

GRUG: Beastmen!

TED: You have a good eye, Grug, the servants of the Dark Gods don't seem to be able to lay a finger on Jager and it looks like...

GRUG: Blackhoof!

TED: Now that's a hard tackle... they won't be calling him Lightfoot for a while, at least not until they find both his

legs! Grashnak's not stopping though, is he... no, he is ignoring the dropped ball and seems to be going straight for the opposing team.

GRUG: Carnage!

TED: The Beastmen and Chaos Warriors are giving Grashnak a wide berth, and is that Vorg Darkheart, the Skulls' coach, tearing up his playbook? Probably the right move, Vorg, it looks like nothing is going to stop Grashnak now!

GRUG: Irony!

TED: Ha! Nice one Grug. I think you're right, and I'm sure the irony of a team called the Bulls being torn apart by a Minotaur is not lost on the Ostermarkers!

GRUG: Blood!

TED: There is indeed a lot of blood. The Ostermark Bulls seem to be trying to rally around Hans and making for the fallen ball. They've made it past the Beastman lines, Hans is just dancing around those Chaos Warriors... they just can't seem to... and Grashnak's got him!

GRUG: Crunch!

TED: Too true, Grug, I'm sure they heard that spine breaking all the way over in Middenheim!

GRUG: Over!

TED: Yep, it's pretty much all over here in Wolfenbürg, and pretty much all over for the Ostermark Bulls. I think a Beastman is walking the ball to the End Zone but no one is really paying much attention. Another victory for the Skulls of Katam, and a stunning display of violence from Grashnak!

GRUG: Thanks, Ted, and thanks to our fans for watching!

G rashnak has cut a swathe of destruction through leagues and tournaments, his unstoppable blitzes and penchant for hyper-violence racking up an impressive tally of kills second only to the great Morg 'n' Thorg. Often, the sight of the towering Minotaur snorting and stamping on the line of scrimmage is enough to send lesser players running for their dugouts, and more than one team has refused to take to the field upon discovering the bestial Star Player opposing them. When Grashnak faced the Norgit Nosepickers, a particularly cowardly Goblin team (now that's saying something - Ed), they all faked injury just to get sent off - despite the game having yet to begin. The Skaven of the Snick-tail Scuttlers were only slightly more cunning, barricading

themselves in their dugout after a terrible first half, believing its door to be too small for Grashnak to get through - they were wrong!

They say a Minotaur never forgets (who says that? - Ed), and Grashnak certainly never forgets a grudge. The few times the mighty player has been brought down, usually by a foolish Ogre or Troll too stupid to realise what they are doing, Grashnak marks his adversary out for some special punishment. When Blackhoof takes to the pitch again, often in the second half, as he never stays down for long, the raging bull makes a beeline for his target, goring them on his horns or hurling them into the crowd, where they are promptly torn apart by Blackhoof's adoring fans. This brutality is not just

reserved for Blood Bowl players, and in one infamous match, Grashnak got hit by a stray Khorne dog thrown from the crowd - resulting in what became known as the Running of the Fools; thousands of screaming fans stampeding the pitch as they tried to escape Blackhoof's wrath.

All of these violent episodes are precisely why Grashnak likes playing for Chaos-aligned teams - not just because the Beastmen tend to worship him as a god and bring him gifts, but because their kind of bone breaking, knee stomping and skull dislocating play is not just encouraged, but is pretty much mandatory!



CHAOS ON THE FIELDS OF NUFFLE!

Hackspit 'the Scribbler' Quillchewer is our ace Skaven reporter on the pitch, scrabbling around in the dirty dugouts to get to the juiciest histories of the game and bringing you the real story on today's Blood Bowl superstars. In this instalment of his infamous 'Chat with the Rat' series, he talks with famed sports arcanist Rudy Chitterlings about the strained relationship between the Chaos gods and blessed Nuffle!

CHAT WITH THE RAT

WARNING! THE FOLLOWING PASSAGE CONTAINS RUMINATIONS ON THE NATURE OF THE VERY DARKEST OF POWERS AND REVELATIONS OF A KIND SENSITIVE READERS MAY FIND UNSETTLING. THE OWNERS OF SPIKE! JOURNAL, SPIKE! MAGAZINE, CRIMSON MINOTAUR AND THE ASTROGRANITE CORPORATION ACCEPT NO LIABILITY FOR THE ETERNAL DAMNATION OF READERS' SOULS...

QUILLCHEWER: "The game of Blood Bowl as we know and love it is a somewhat modern version of an ancient practice from thousands of years ago, and as every litterling knows, the modern game came to be when a long-lost temple of Nuffle was discovered. Soon the worship of Nuffle became commonplace and His great game, referred to colloquially in the world above Blood Bowl, became the pastime of all races. But we at the *Spike! Journal* wanted to find out - who *is* Nuffle?"

RUDY CHITTERLINGS: "Well, to answer that in depth would take several eons and burn your soul to ash, but I think it is sufficient to say that he is one of the gods of our world, a cousin to the Dark Gods of Chaos with whom he shares more in common than the staid and boring Gods of Law. Nuffle attracts followers to his cause and grants them boons in the mortal realm, though he prefers not to bless his followers with mutations. Instead, he appears as a God of luck, giving and taking in equal measure. His sacred number, 11, is present in many aspects of his worship, such as the rule that only 11 'champions', 'priests' or 'players' play for each team on the pitch."

QUILLCHEWER: "Ok, got it-got it! So how do the other gods feel about our lord Nuffle?"

RUDY CHITTERLINGS: "Well, it must be said that Nuffle's relationship with the other Chaos gods is somewhat strained. For millennia he was absent from our world, until fluke chance saw him reborn and his following and influence exploded almost overnight. The other Chaos gods were justifiably quite put out by this. For thousands of years they worked quietly on the destruction of the world for their own amusement, and some say their plans were close to fruition when the mortal races rediscovered Blood Bowl and lost interest in warfare. Imagine how this enraged the Chaos gods!"

QUILLCHEWER: "Indeed, it's enough to make me squirt the musk of fear! What happened next-next?"

RUDY CHITTERLINGS: "It's a classic case of if you can't beat 'em, join 'em! In response to the popularity of their upstart cousin, the Dark Gods decided to encourage their followers to partake in the sport of Blood Bowl, using it for their own purposes. After all, what better way to gain power over mortal souls than to enslave them to the spectacle of the most violent sport ever invented!"

QUILLCHEWER: "Well, that's good for us, the fans-fans, because as we all know, Chaos teams of all types bring tremendous entertainment to the game!"

LESSER-KNOWN
(BUT DON'T SAY THAT TO THEIR FACES!)

CHAOS STAR PLAYERS

By their very nature, Chaos players show tremendous variation in physical appearance and ability, not to mention in the play style and standards of sportsmanship they bring to the game. Some display huge natural talent, often enhanced by favourable gifts from their patron gods, whilst others bring raw determination and a desire to succeed in spite of the hideous attributes the gods bestow upon them.

The following Star Players have all earned their share of fame and renown amongst both fans and pundits alike down the years, and their services are often in high demand for their wonderful ability or memorable brutality, though it is fair to say that they have yet to reach the heights of superstardom that some of their peers have attained.



Once a promising young player, Bilerot fell foul of the temptations of the celebrity lifestyle, living a life of excess. In a particularly seedy den of vice, he picked up some unpleasant little infections of an embarrassingly personal nature, which he foolishly kept secret and chose to leave untreated.

Driven from one team after another due to locker room fallouts caused by his poor personal hygiene, he eventually came to be signed by the Diseased Destroyers and embraced Grandfather Nurgle as his patron.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE: BILEROT VOMITFLESH

AGE: 47. **Height:** 6 ft 1 inch. **WEIGHT:** 296 lbs.

ORIGINATING TEAM: No record. **POSITION:** Blocker.

CAREER TOTALS: 28 fatalities, 41 serious injuries, 179 times being blamed for passing on nasty skin infections.

AWARDS: Chaos Cup Winners Medal 2487.

SPIKE! STAR PLAYER RATING: 259.

BILEROT VOMITFLESH

LEWDGRIP WHIPARM

LEWDGRIP WHIPARM

SLAANESHI CHAMPION
160,000 Gold Pieces



MA	ST	AG	AV
6	3	3	9

SKILLS:
DODGE, LONER, PASS, STRONG ARM,
SURE HANDS, TENTACLES

TEAMS:
CHAOS RENEGADES, CHAOS CHOSSEN, NURGLE

There was once a slender youth from one of the innumerable tribes of the great north who set out to become a star of Blood Bowl. For years he travelled the Northern Wastes, taking work where he could and learning his craft. And there his story might have ended like so many others, except that this young journeyman was particularly devout and prayed often to the gods for their blessing, and Slaanesh, for whatever chance reason, listened to his prayers...

Over time his body changed to better suit his desires, and in due course Lewdrip Whiparm followed the path marked out for him by his patron and came to join the Chaos All-Stars, where he was truly able to become a legend of the game.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE: LEWDGRIP WHIPARM

AGE: Eternally youthful. **HEIGHT:** 6 ft 4 inches. **WEIGHT:** 190 lbs. **ORIGINATING TEAM:** Chaos All-Stars. **POSITION:** Thrower. **CAREER TOTALS:** 107 completions, 88 passing touchdowns. **AWARDS:** Chaos Cup Winners Medal 2471; Ingrid the Pious Award for Inspirational Achievement 2471.

SPIKE! STAR PLAYER RATING: 231.

MAX SPLEENRIPPER

MAX SPLEENRIPPER

CHAOS CULTIST
130,000 Gold Pieces



MA	ST	AG	AV
5	4	3	8

SKILLS:
CHAINSAW, LONER, SECRET WEAPON

TEAMS:
CHAOS CHOSSEN, NURGLE

Said by many to have once been a member of some insidious Chaos cult, and by others to be woefully inept as a rookie, Max nevertheless dreamed of gridiron glory, but was unable to find his niche with any team.

He was, however, very quick to take up the new-fangled chainsaw to increase his usefulness to possible employers, and as his desirability increased, he was thrilled to discover that mighty Chaos Chosen teams, the dedicated and blessed champions of the gods he secretly prayed to, were suddenly taking an interest in the skills he had to offer. Since then, Max has cut quite a swathe through more reputable players in his numerous mercenary appearances for various Chaos teams.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE: MAX SPLEENRIPPER

AGE: 41. **HEIGHT:** 6 ft 2 inches. **WEIGHT:** 210 lbs. **ORIGINATING TEAM:** None (has always been a free agent). **POSITION:** Chainsaw-wielding loony. **CAREER TOTALS:** 47 player fatalities (28 decapitations, 11 amputations, 8 disembowelments), 56 serious injuries. **AWARDS:** Innovation Award 2485; Mesmerizing Mutilation Award 2487; Most Blood Spilled 2486, 2487. **SPIKE! MAGAZINE STAR PLAYER RATING:** 187.

WITHERGRASP DOUBLEDROOL

TURNSKIN BLITZER

170,000 Gold Pieces



MA	ST	AG	AV
6	3	3	8

SKILLS:
LONER, PREHENSILE TAIL, TACKLE, TENTACLES,
TWO HEADS, WRESTLE

TEAMS:
CHAOS CHOSEN, CHAOS RENEGADES, NURGLE

More than a few Beastmen are actually born of human parents. Hideously mutated by the warping influence of Chaos, these unfortunate infants are cast out into the cold, dark forests to perish whilst their parents blame one another for their misfortune or, more commonly, refer to disliked in-laws as Daemons and blame them! Withergrasp Doubledrool was one such turnskin, and he was one of the luckier ones, the cries coming from his twin throats attracted others of his kind, who found the infant and reared him to maturity.

In the fullness of time, Withergrasp gravitated towards Blood Bowl, his natural gifts making him a very desirable player on many Chaos teams operating in leagues close to the forest of his upbringing.

SPIKE! EXCLUSIVE STAR PLAYER

PROFILE:

WITHERGRASP DOUBLEDROOL

AGE: 27. **HEIGHT:** 6 ft 3 inches. **WEIGHT:** 227 lbs.

ORIGINATING TEAM: Drakwald Beasts. **POSITION:** Safety.

CAREER TOTALS: 376 rushing paces,
24 interceptions, 18 sacks. **AWARDS:** Most Unique
Mutation 2485; Scariest Game Face 2487;
Finest Form (contested) 2488.

SPIKE! MAGAZINE STAR PLAYER RATING: 244.

**"WHAT ARE YOU LOOKING AT? AIN'T YOU SEEN A PLAYER WITH TWO HEADS BEFORE?
HE SAID, AIN'T YOU SEEN A PLAYER WITH TWO HEADS?"**

Doubledrool, An Evening with the Stars, Network 7 Studios, 2487

**"ONCE I GET MY SUCKERS ON A BALL,
YOU'D BETTER BELIEVE I'M NOT
LETTING GO!"**

Whiparm, pre-game interview for NBC, Skull Stadium, 2475

"DON'T SCRATCH, YOU'LL ONLY MAKE IT WORSE!"

Vomitflesh, Middenheim Arena locker room, 2473

**"BRING YOUR PRETTY SPLEEN
TO MY CHAINSAW!"**

Spleenripper, Altdorf Old Bowl, 2486





MAGICAL MOVEMENTS WIZARDS IN BLOOD BOWL

Like you, we here at *Spike! Journal* are big fans and regular viewers of ABC's tortuously titled 'World Wide Sports Wide World'. We tune into this beloved Cabalvision classic every week to watch the amazing clips and share in the ecstasy of victory and the agony of defeat, not to mention the funny moments and bloopers!

Over the years, Wizards in Blood Bowl have brought sports viewers more joy than almost* any other form of outside interference, and we never tire of seeing our favourite stars turned into hopping amphibians or sticks of charcoal. It's hilarious!

Join us then, as we delve a little more deeply into these ever-popular pranksters and the role they play in our favourite game.

Wizards, just like everybody else in the known world, are keen sports fans and many are fanatically loyal in support of their chosen team. It is hardly surprising then, that in the early days of Blood Bowl, Wizards of all stripes would 'help out' the team they supported with carefully selected spells. Soon, games were awash with magic as rival Wizards battled to give their team the edge. In the end, the Colleges of Magic were forced to step in at the NAF's request and insist that in order to have magical aid, teams must have purchased, at an exorbitant fee to cover admin costs and handling, a special permit from the new governing body for such things (the Colleges of Magic, as it turned out!). They limited this aid to one spell per match, and even this had to be chosen from a very limited spellbook and cast by an officially appointed Colleges of Magic Sports-Wizard, whom in turn had to have a special license from the new governing body for such things (also the Colleges of Magic, unsurprisingly enough!). Wizards and fans alike decided that they really wanted to see a proper Blood Bowl match rather than a spellcasting contest, so the new rules were soon universally accepted.



NEW INDUCEMENTS

Any team is allowed to hire a Hireling Sports-Wizard for a match. Some teams have access to special Wizards they may hire instead; such as the Chaos Sorcerer detailed here (more specialised Wizards will follow in future supplements).

A Wizard is an Inducement, available for purchase during the Pre-match sequence of league play and Exhibition Matches (note that the use of Inducements varies between leagues and in Tournaments, and coaches should read the rules pack or ask the League Commissioner/tournament organisers if unsure). No team may hire more than one Wizard per match. Note here that Horatio X. Schottenheim is a Wizard. All Wizards are (In)Famous Coaching Staff, and hiring a Wizard will take up one of the 0-2 (In)Famous Coaching Staff permitted. Wizards other than Horatio however are not named characters, and there is no restriction on both teams fielding the same type.

Wizards should be represented in games by a suitable model on the sidelines, both for the look of the thing and to act as a reminder that a Wizard stands ready and waiting to help out! All Wizards can be used once per game to cast one spell from their repertoire in either the first or the second half, but not both. Once the Wizard has been used, remove the model.

*** The most-viewed Cabalvision bloopers of all time remains the final moments of the 2477 Marienberg Invitational, a game that ended when the entire stadium was flooded when an over-eager Weather-wizard's spell went awry. An awakened kraken rose up from the frothing deeps, slaughtered both teams and over half of the crowd before a brave pitch attendant managed to open one of the trapdoors and drain the water away.**

CHAOS SORCERER

(150,000 GOLD PIECES)

**AVAILABLE TO CHAOS CHOSEN,
CHAOS RENEGADES, CHAOS DWARF
AND NURGLE TEAMS.**

The Sorcerers of Chaos are potent spell-slingers who are able to bend the raw stuff of magic to their formidable will. There is little that is subtle about their craft, and it can be as devastating and destructive as it can be fickle. Such masters of dark magic can be found among most of the tribes of the north, and readily answer the call of the Dark Gods to accompany Chaos Chosen teams. What separates these Sorcerers from the mages of the south is that their power is instinctual, a gift bestowed by their gods rather than an art carefully studied and managed. This can lead to some unexpectedly amusing spell effects when things go wrong, and as a result Chaos Sorcerers are ever-popular with the fans, who love nothing more than seeing a player turned into something very odd mid-game!

THUNDERBOLT: Cast either at the start of any of your turns, before any player performs an Action, or immediately after your turn has ended, even if it ended with a turnover. Pick a standing opposition player anywhere on the pitch, and roll a D6. If the score is 3 or higher, then the player has been hit by the Thunderbolt. If the roll is 1 or 2, then the player manages to duck or dodge the attack. A player hit by the Thunderbolt is Knocked Down and an Armour roll must be made (and possibly an Injury roll as well) as if hit by a player with the Mighty Blow skill.

RAMPANT MUTATION: Cast at the start of any of your turns, before any player performs an Action. Choose a player on your team and roll a D6. On a 2+, that player gains two Mutations of your choice until the end of the drive. If the result is 1 however, the player becomes a writhing mass of flesh as raw Chaos energy flows through them momentarily. The player gains Disturbing Presence until the end of your opponent's next turn, but the spell has no other effect.

HIRELING SPORTS-WIZARD

(150,000 GOLD PIECES)

AVAILABLE TO ANY TEAM

Wizards of the various Arcane Colleges find ready employment with the many Cabalvision networks as it takes huge amounts of magical energy to capture the action and beam it globally to the crystal balls and magic mirrors of Cabalvision subscribers around the world. Consequently, there are always Wizards to be found at any given fixture, card-carrying members of the Colleges of Magic, all more than happy to moonlight for a team wishing to secure their assistance. The spells they use are carefully selected to amaze and amuse the fans in equal measure. Many spectacular fireballs explode on pitches just as often as opposition players are turned into frogs. A player turned into a frog can be turned back quite quickly with no more lasting consequences than an inexplicable desire to sit on a log and eat flies (if they're lucky enough to be changed back at all, that is!).

FIREBALL: Cast either at the start of any of your turns, before any player performs an Action, or immediately after your turn has ended, even if it ended with a turnover. Choose a target square anywhere on the pitch. Roll a D6 for each standing player (from either team) that is either in the target square or a square adjacent to it. If the score is a 4 or higher, then the player has been hit by the Fireball and is Knocked Down. If it is 3 or less, the player manages to dodge the Fireball's blast. Make an Armour roll (and possibly an Injury roll as well) for any player that is Knocked Down, as if they had been Knocked Down by a player with the Mighty Blow skill. If a player on the moving team is Knocked Down by a fireball, then the moving team does not suffer a turnover unless the player was carrying the ball at the time.

SPIKE! FLASHBACK THE CURSE OF THE CHAOS KHAZI!

Who can forget the infamous event that's come to be known by official sports historians as the 'Curse of the Chaos Khazi'? In a crucial Chaos Cup 2472-3 match between the Doom Lords and the Lowdown Rats – played during a season remembered by many because the Winds of Magic were blowing especially strong – play was interrupted when one of the stadium's public conveniences spontaneously mutated into a gaping-mouthed, clawed ravening horror (causing some discomfort to the Rats fan using it at the time!). The 'Chaos Khazi', as fans instantly dubbed it, charged onto the pitch, forced its way onto the line of scrimmage alongside the somewhat confused Doom Lords and played for a full three drives before match officials managed to eject it from the field.

The Chaos Khazi went on to enjoy a brief spell of after-dinner speaking before retiring to the Midden Moors, where, some say, it resides still, waiting for the inevitable call to take to the gridiron once more...

ZAP!: Cast either at the start of any of your turns, before any player performs an Action, or immediately after your turn has ended, even if it ended with a turnover. Target any opposition player and roll a D6. If the score is equal to or higher than that player's ST, that player turns into a frog for the remainder of the drive, after which the coach will secure emergency magical assistance in the Dugout to turn the player back into their original form. A natural roll of 1 always fails and a natural roll of 6 always succeeds, regardless of the target's ST.

If the player was carrying the ball when they were turned into a frog, it is dropped and will bounce once. If the frog is Injured, it will be Badly Hurt and miss the rest of the game. At the end of the game, the player is returned to normal shape with no ill effects. The frog has the following profile:



COFFIN CORNER

IN COFFIN CORNER, WE REMEMBER THOSE PLAYERS THAT ARE NO LONGER WITH US – BECAUSE THEY WERE TRAMPLED INTO THE PITCH, TORN APART AND POSSIBLY SET ON FIRE!

RE-SPAWNED

We remember Drakwold Dan and the starting line-up of the Stirland Hot-spurs. In a memorable exhibition match against the Slaaneshi Sidewinders, Dan and his teammates ran rings around the pale-skinned Beastmen players.

Finally, perhaps after some desperate sacrifices to the Dark Prince, half of the Sidewinders line of scrimmage spontaneously mutated into Chaos Spawn. Dan was last seen running for his life before being enveloped in tentacles – while the Hot-spurs still make occasional appearances as screaming faces in the distended flesh of the Sidewinders' spawns.

THE HEAD-BUTT HEARD AROUND THE EMPIRE

We remember Hellion Groin-ripper, Dark Elf Blitzer for the Dark Ark Serpents. A grandstander of the highest order, Hellion had a reputation for fatally wounding his opponents before dancing around them as they slowly died.

Hellion finally met his match against the Worlds-end Warriors and their star Minotaur, Udder Destruction. After Hellion stabbed Udder in the nether regions, he only had a moment to realise his mistake before the beast head-butted him all the way into the second half. A week later, they were still wiping Hellion's smug grin off the pitch.

Have you witnessed any memorable deaths on the pitch? – because *Spike! Magazine* wants to know! Send in your outrageous obituaries, funny fouls and mirthful murders to 'Coffin Corner, *Spike!* Tower, 30 Neustrasse, Altdorf'.

MIGHTY BLOW!

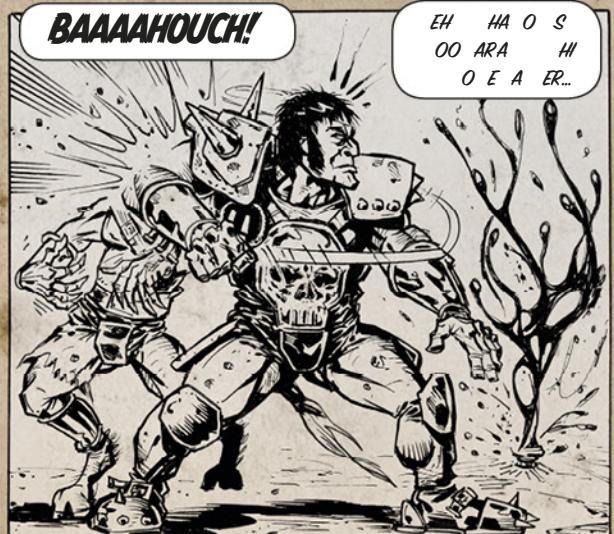
TALES OF SPORTING GLORY FROM THE CAREER OF ALL-TIME STAR PLAYER BOB BIFFORD

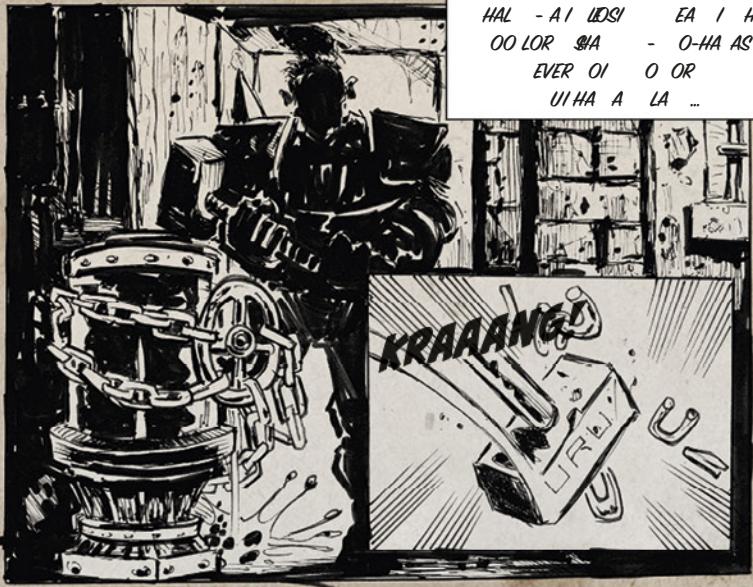
Well, that's almost it for this incredible inaugural issue of *Spike! Journal*, but wait – there's one more treat in store for aficionados of Nuffle's sacred game.

Turn the page and you'll find our all-new comic strip – *Mighty Blow!* Over the coming issues, we'll be regaled with tales of sporting glory by none other than veteran celebrity commentator Bob Bifford, who, lest we forget, was once a Star Player to rival the biggest names in today's game.

But that's not all, for dedicated fans will recognise the hand of none other than celebrated comic artist Pete Knifton as he makes a long-overdue return to the world of Blood Bowl. Pete is aided and abetted by official *Spike! Journal* sports-scribe Nick Kyme, whose task it was to turn Bob's late-night drunken ramblings into tales of sporting glory to put Jeremiah Kool himself to shame.









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FOR KAREN.X

CITADEL HOUSE OF FINE FIGURINES:
**DOOM LORDS
COLLECTORS SET**

Each piece lovingly crafted by the skilled Dwarf artisans of the Citadel House of Fine Figurines, these exquisite miniatures capture the dark glory of the 2492 season Doom Lords team. Da'ark Helm mid-leap as he catches the ball with one hand, while simultaneously beheading an opposing player with the other, Tanglehorn scoring the semi-final winning touchdown, and Eygor Gorelust snapping Elven Union player Vulum Zepherstride's spine, all sculpted in amazing detail!

Order now and receive a unique gift – **Lord Borak Book Tour Edition**, showing the legendary Star Player signing the flayed skin of his fans to their delighted screams.



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'BRUTAL' FRANK
CHOSEN BLOCKER, DOOM LORDS



DAVE THE MERCILESS
CHOSEN BLOCKER, DOOM LORDS



RUT SLAMDUNK JR
MINOTAUR PLAYER, DOOM LORDS



EYGOR GORELUST
CHOSEN BLOCKER, DOOM LORDS



'SHADY' DA'ARK HELM
CHOSEN BLOCKER, DOOM LORDS



SKULLFACE
MUTATED BEASTMAN PLAYER, DOOM LORDS



DIETER FRUNCH
MUTATED CHOSEN BLOCKER, DOOM LORDS



SHARKEY
MUTATED CHOSEN BLOCKER, DOOM LORDS



ROT T. WEILER
MUTATED CHOSEN BLOCKER, DOOM LORDS



RAZORHORN
MUTATED BEASTMAN PLAYER, DOOM LORDS



DUMBLUCK
MUTATED CHOSEN BLOCKER, DOOM LORDS

The six players presented here have been converted using bits from the Citadel Chaos Spawn kit to represent their mutations.