

ISSUE 1

JULY 2011

BL!TZ



**Massive
Match
Report**

**ADBC
Dungeonbowl
Rules**

**Sandgroper 5
Tournament
Wrap**

**National
League
Pages**

**Welcome to
the BL!TZ**

ISSUE 1 JULY 2011

BL!TZ

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Thank you to all contributors to this issue.

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**Contact the BL!TZ editor at:
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Welcome to the **BLITZ**



I am a masochist!

OK, fair enough, detailing my own proclivities is probably not the best way to start the first issue of BLITZ, the new e-magazine for the Australian Blood Bowl community. And I must admit, I never even knew it. But getting this thing together proves it beyond a shadow of a doubt.

I am definitely a masochist!

And at this point that's probably all most people across Australia know about me, which is actually a little disturbing really.

But now it's out of the way, I guess you'd like to know a little bit about the tome you are currently holding...

And tome it is! Over one hundred pages of content devoted to two things I absolutely love: Blood Bowl and the Australian miscreants that play it. Oh, and those other scions of infamy across the Tasman too.

In this first issue of BLITZ, which is intended as a quarterly e-magazine, you will find a wrap up of the recent Sandgroper Cup 5, variant Dungeonbowl rules as used in the ADBC as well as an article charting the creation of the most massive Dungeon pitch, a massive match report, a spotlight article on the Sydney League of Blood Bowlers (SLOBB), additional spotlight arti-

cle on Lord Makk (CCKUP), and the beginnings of a series of Stadium Cards..

If this wasn't enough, we've assembled as many League Commissioners as we could find from around the country, flogged them to within an inch of their lives, and set them to work providing details about their league. These 'League Pages' can be found in the relevant sub-magazine devoted to the state the league is in. Also in these sub-mags is an editorial from the local AusBowl Committee representative/s, who detail the goings-on in their local area.

And, finally, we've also included a whole slew of additional information, from dates and details of upcoming tournaments to a NAF wrap up, to a series of helpful coach resources, to your horoscopes and classifieds (BLITZ-style).

It truly is massive and, at a bargain basement discount price of absolutely nothing, you can't say you're not getting your money's worth!

I truly hope you enjoy what we've been able to pull together.

To some parts of the country, BLITZ may seem as if it has spontaneously appeared from nothing. But, in actual fact, it is the logical extension of another, more parochial, magazine that I started producing in

mid 2010 called the Southern Strike.

The Strike was far more successful than I ever expected, amassing a global subscriber list despite being primarily about the exploits of a bunch of Adelaide coaches (and you thought nothing ever happened in Adelaide!). It was even given a shout out by the Zlurpcast!

The Strike lives on in this magazine, as the sub-mag for South Australia, and it is fitting that it is not forgotten. But the BL!TZ is far more than the Strike ever was.

Aside from the fact that it is approximately double the size, BL!TZ is now the work of a small army of amazing people. Primarily this is the members of the AusBowl Committee - recently formed to assist with the ongoing management and development of Australia's premier online discussion board for

Blood Bowl coaches. They have worked like Trojans to do their part to get this thing up and running.

Several others have also helped, however, and it would be remiss of me, in particular, to fail to mention Brad Whillance's (skritter) incredible work on the BL!TZ logo and Erin McKee's (Carnivean) work in suggesting the idea in the first place... and aiming it high.

So, to everyone involved, please accept my sincere thanks and I look forward to taking this journey with you. To all our prospective readers, I hope you enjoy the chaos we intend to create! And don't forget that this is **your** magazine. If you have anything to contribute please contact me.

Brett Whittaker (SinisterDexter)
Chief Editor - BL!TZ

NEWS

Games Workshop - WTF?

Games Workshop has changed its terms of service to traders to try and stamp out Australia's access to GW miniatures at an internationally competitive price. They have also raised local prices (again) to coincide with the release of their "Finecast" resin range that replaces their metal range.

The sum total of these changes on Australian Blood Bowl basically means that GW minis sold by third party traders will likely cost an arm and a leg. In other words, there isn't much change and local coaches will probably continue to purchase mainly non-GW miniatures at largely reasonable prices while GW continues to price itself out of the market.

Ethereal Realms Closes

Damien (Slothman) recently announced that this pillar of Blood Bowl in Albury, WA, will be closing its doors, the Global Financial Crisis and Games Workshop's recent changes having taken their toll. This is a great loss to the community and everyone at BL!TZ wishes Damien all the best.

Great Australian Blood Bowl Census

In March and April, data for the GABBC was collated via email and the AusBowl site. Approximately 90 coaches responded and this data is currently being compiled into a report that will be available online to anyone soon (no names will be applied to the data).

Got news? Send it to southernstrikeeditor@gmail.com

NAF Full Time Siren

Hi! Babs here.

I want to clear up some myths, false perceptions and confirm some truths. If you have a question to be answered about the NAF, Blood Bowl tournaments or other matters, please email them to babs@feudball.com.

What the hell is the NAF?

NAF stands for Nuffle Amorical Football. It has been referred to in the background storyline of the Blood Bowl game since the first edition, and you can find reference to it in the rulebook that you get when you purchase the game.

In this background, the NAF was the official organisation responsible for reviewing and clarifying rules, organising the large tournaments and the NAF league. It handled large amounts of money – and at the top was the commissioner – the

most infamous of whom was Nikk Three Horn – who was instrumental in providing the ‘fluff’ reason for the restructuring of the way leagues ran and operated between 2nd Edition and 3rd Editions of the rulebook.

The Real World NAF is merely named after this fictional organisation. It is a not-for-

profit organisation who is run entirely by volunteers. The main functions of the NAF are to:

- Provide a structure for organising Blood Bowl tournaments (where people like you and me take their boards and miniatures and play several games of Blood Bowl for prizes and fun and glory).
- Rank Blood Bowl coaches in a somewhat controversial ranking system, where all coaches are ranked according to which team they play (so each coach can have up to 24 rankings)



A painted example of one of the NAF's pieces of prize support – the NAF trophy – only awarded to the winner of a NAF approved tournament with more than 12 NAF coaches participating.

- Organise the Blood Bowl World Cup – the largest Blood Bowl tournament in the world – run and organised every four years in various locations. (The NAF are also responsible for running and organising some other large Blood Bowl tournaments as well).

- Give away Blood Bowl block dice, in varying colours, every year with membership.

Please note the real world NAF has NOTHING to do with developing rules in the rulebook. The only rules they have any control



The NAF provide three block dice in the year's current colour as a gift with 12 months membership, as well as prize support to tournaments.

over (and even then they choose a very softly, softly approach) is advising tournament organisers which rules are better for running tournaments.

Why Join the NAF?

The most common reason to join is to receive the three coloured block dice that you gain with every 12 months worth of membership. Many coaches also enjoy the 'bragging rights' that comes with having a solid ranking with a particular team. Still others enjoy supporting the hobby and the work the NAF does.

The NAF also advertises upcoming tournaments across the world and has a number of tools and functions on their website that are useful for the active Blood Bowl coach.

The NAF website is not as useful for the local BB coach as it used to be primarily for the outstanding work of www.ausbowl.com, which has advertised tournaments and organised the local Blood Bowl community amazingly effectively, and is free. If you are not currently a member of this website, I cannot recommend it highly enough.

How do you join the NAF?

There are three main ways to join.

- Sign up through the website www.thenaf.net and pay US\$10.
- Sign up at a reputable tournament (many, but not all, have someone taking NAF signups at them). AUS \$15
- Sign up directly through me (see my email address up the top). AUS\$15

Options two and three are more expensive, however AUS \$5 of your signup money from these two methods of signup is sown back into the Blood Bowl community in Australia and New Zealand as prize support for local tournaments – and you can choose which tournament to support!

Coming up next time: How do I organise a tournament?

Stephen Babbage (Babs)
Australian NAF Coordinator

Resources



AusBowl discussion board
www.ausbowl.com

TalkFantasyFootball
discussion board
www.talkfantasyfootball.org



Zlurpcast
podcast

www.zlurpcast.com



Three Die Block
podcast

threedieblock.libsyn.com

BLOOD BOWL

PLAY-CREATOR.COM

VERSION 1.2 - BY PHILIP FARRER-FARRER



Bloodbowl Playbook tactical website bbtactics.com

**Got a cool
resource to
add?**

Contact us.

Roze El's Hall of Fame
miniatures archive
rozeelhall.blogspot.com



IMPORTANT DATES

July 2011:

- **Brisbowl (Qld) 16-17,
Mitchelton (Beaso73)**

August 2011:

- **Eucalyptus Bowl (NSW)
6-7, Burwood (Virral)**

September 2011:

- **Redneck Rumble (WA)
10-11, Albany (Slothman)**

- **Southern Shrike Bowl (SA)
17-18, Windsor Gardens
(Olaf the Stout)**

- **Bushranger Bowl (NSW)
24-25, Kellyville
(tribalsinner)**

November 2011:

- **Blood Bowl World Cup II
(Global) 18-20, Amsterdam
(Babs)**

Want your tournament promoted in BL!TZ?

To get your tournament listed in the Important Dates section, either ensure the details are updated in the [Tournament Listing on AusBowl](#), or contact southernstrikeeditor@gmail.com with the details.

Contribute to BL!TZ

Got an article idea? A letter for the editor? A team you want to show off? Some tactical advice to impart? Or an upcoming event to promote?

BL!TZ is always looking for contributions from the Australian or New Zealand Blood Bowl community.

Contact Brett (SinisterDexter) on
southernstrikeeditor@gmail.com



BrisBowl II



Sponsored by
Shadowforge miniatures
Shadowforge



Brisbowl is back on the **16th & 17th July**.

Cost is **\$35** for six rounds, 1.1 mil progressive / res hybrid tourney.

Player pack can be downloaded by [clicking here](#).

Venue is the **Brook Hotel Mitchelton**.

That's right Blood-bowl and beer all in the one convenient venue!

Contact [Jason](#) for further info.

EUCALYPTUS BOWL



Date: 6 - 7 August 2011

Location: Burwood RSL, Sydney

<http://eucalyptus-bowl.doubleskulls.net/index.php>

Eucalyptus Bowl is returning for it's seventh year and it promises to be the biggest yet. With more than 50 coaches already registered and some of the best prizes and trophies on the tournament scene, it's an absolute must for avid Blood Bowl fans and newcomers alike. Eucalyptus Bowl is independent from any club or society, meaning all proceeds go back into delivering the best experience we can for the players. This year we've kicked things up a notch by not only giving away a custom limited edition miniature ("Big Kev" the Wombat), but a host of other free player gifts including dice, tokens and a special Dog Tag/Bottle Opener made by US Challenge Coins. Our signature medals and painted miniature trophies will also be returning, along with an astonishing array of prizes and several mini games and other surprises that will take place alongside the main tournament.

Eucalyptus Bowl would like to thank it's generous supporters, [CNC Workshop](#), [Darkson Designs](#), [Greebo](#), [Impact Miniatures](#), [KOed Dice Bags](#), [KR Multicase](#), [Micro Art Studio](#), [Milsims Games](#), [Neomics Miniatures](#), [Q-Workshop](#), [Shadowforge](#), [The Army Painter](#), [The Combat Company](#), [Thomarillion](#) and [War and Peace Games](#).



SSB11

COSTS

\$35 by 17 August
\$40 after 17 Aug

\$20 under 18

\$10 'bring a friend'
discount (bring a
friend who hasn't
attended before)

17 - 18 September 2011

Windsor Gardens Community Hall
Danby Avenue, Windsor Gardens, SA

Six-game resurrection tournament, CRP rules, 1.15m available to
spend on players and inducements, skill package also applied, max
one Star player (two for Stunties), no Wizards.

Player gifts and prizes for every single coach!

southernshrikebowl@hotmail.com

SOUTHERNSHRIKEBOWL2011

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24 - 25 SEPTEMBER 2011

GLENROWAN Inn, KELLYVILLE, NSW

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SOFT DRINK PROVIDED, BYO ALCOHOL



RESURRECTION TOURNAMENT USING CRP RULESET. 1.2M TEAM ROSTERS.

MAXIMUM OF 5 SKILLS CAN BE PURCHASED. NO DOUBLES OR STAT
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ALL PLAYERS RECEIVE A FREE MINIATURE. FIRST 40 PAID ENTRIES WILL
RECEIVE A FREE BUSHRANGER BOWL MINIBUBBA REG.

tribal07@tpg.com.au

bushranger.ausbowl.com

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UPCOMING TOURNAMENTS

SANDGROPER CUP 5

This year the Sandgroper Cup celebrated it's fifth birthday. Who'd of thought it would get this far. It has also continued to grow each year, with 46 players turning up this year, including five traveling from over east, and six from Albany, on the South coast.

One of the highlight's early on was Ian Williams (Doubleskulls), losing to Bruno Schuts (Brunificus) in the grudge match round, and then having to wear the "Sombrero of Shame" for the rest of the tournament.

In the end there was a countback as scores were tied going into the final round, and Peter McAndrew faced off against James Russell-Wills for the title. After a thrilling 3-3 all draw between these two players earlier in the event, this was a tighter affair, with James winning 1-0.

For the first time the Sandgroper Cup was leaving WA. I'm sure there will be many trying to win it back next year.



Damien Watson, brought his team the Pron Stars this year, and even grew a dodgy moustache to go with his outfit.



Results

Top Ten

1. James Russell-Wills (Rabid_Bogscum)
2. Peter McAndrew
3. Joel Brokaw
4. Michael Watson
5. Luke Retallack
6. Richard James
7. Ian Williams (Doubleskulls)
8. Peter Arentsen (tribalsinner)
9. Kevin Cross
10. Tim Mannassah

Stunty Cup Champion
Neil Wellburn

Best Custom Pitch
Drew Lovell (Reaper)

Most TDs
James Russell-Wills (Rabid_Bogscum)

Most Casualties
Justin Martin

MVP (Best Sportsman)
JJ Layfield

Wooden Spoon
Jackson Lovell

Best Painted Team
Brad Warnock

Drew Lovell
Sandgroper
Commissioner



Between Rounds

While the name of this column will likely give away some hint as to what I will be looking at, it can equally be applied to that time before you start to play at an event or after a league game when time doesn't permit for a second round.

Each month I will look at a game for one or more people to sink their teeth into. Something quick. Something nasty. Most of all enjoyable and easy to learn.

There are often a few players hanging around waiting for something to happen at league and tournament, so this space will be about those "filler" games. Games that can occupy a short interval at an otherwise hectic event. We don't always have the luxury of many exhibitors and vendors to visit, so why not use this time playing more games? A lot of the games we will look at will be easily played over 10 or 15 mins

No Thanks!

No Thanks! is an extremely simple game to learn the concepts of, but as with any game where people have a vested interest in denying their opponent something they need, the strategies around the play open up and make mastery a difficult thing indeed. There is enough decision making in the game to keep things interesting and if you like the push-your-luck style games, you will find this game a lot of fun.

No Thanks! comes with a deck of cards numbered three to 35 and a packet of small poker chips (55 in fact). Nothing special but sometimes the simplest of games can give some of the best experiences.

Here is all you need to know to play the game. The objective of the game is to score as few points as possible. The poker chips are worth one point each and each player starts with 11. Place these in your hand and hide them from other players. This is important and makes "chip counting" interesting.



The deck is shuffled and then nine cards are removed from the deck and set aside, the rest of the cards are placed in the middle of the table. Don't look at the nine cards removed from the deck (we usually put them into the game box right away).

Once you have determined who the first player is, that player flips over the top card of the deck. Each card is worth points equal to the number on the card (and remember, points are bad). The player then has a choice to take the card or not, if the player doesn't want the card, he puts a poker chip on that card. The next player can choose to either take the card and the chip, or add another chip to it and keep sending it around until finally someone decides that he wants to take the card and all the chips on it. This is where bluffing and keeping your chips hidden comes into play, if a player runs out of chips he must take the card on his turn.

At this point the game sounds very plain, but those nine cards we removed are about to have a big impact on strategy. With the

scoring, if you can get a sequence of numbers (e.g. you take 19-20-21 and 14-15), that sequence is only worth points equal its lowest number. So rather than scoring 89 points, the example player would score 33 points (19+14). At the end of the game players total up their scores and subtract the number of chips from the score, and whoever has the least points wins.



So how does it play?

I love the play against others and the push-your-luck component. With the nine cards missing, it makes second-guessing straights that are in play very interesting. But when you take a gamble on the 33 with eight tokens on it and then see the 34 flip over, it's a lot of fun. The players then know you are going to milk them for tokens, let it go around the table twice but will you let it circle around a third time?

Do any of the other players have no tokens left, so that they have to take the 34 before it does a second round?

Or will someone take the 34 with ten tokens before it gets back to you? A chip advantage for cards they don't want later. Maybe they just take it to deny you the win! Or take it the other way. You may tip over the 31 after the 33 you grabbed. You don't even know if the 32 is in the deck. How far do you push it? Do you continue to push until someone can't resist, but then fight them for the 32 if it comes up?

No Thanks! is a game I take almost

everywhere because of how simple, well designed and fun it is. It's size helps immensely and it recently became a staple in Phuket while around the pool drinking into the night.

The people I played with have never played anything beyond Monopoly and the like, yet after a hand of No Thanks! they all went at it with gusto. Backstabbing flew in denying people the win. People pushing too far and not counting chips as well as they thought.

No Thanks! is an incredibly simple game and easily taught, allowing for a fast start-up if someone just passes by as you are starting. It is also very quickly played so someone who wants to join in doesn't have to wait too long. It is not really that much different from other card games like Uno for example. One thing that shines though is the good game design. After two or three games you really appreciate the simplicity of the design and the depth it creates. I have to pick up two copies for people I went to Phuket with, and they are non-gamers.

It is a great beer and pretzels game. An excellent filler. And perfect for Between Rounds.



Next Month: A co-operative game for one or two players.

Erin McKee (Carnivean)
Editor

MEET THE AUSBOWL COMMITTEE

The AusBowl Committee was recently formed to assist with overseeing the AusBowl discussion boards, create a core of national contact points for all things Blood Bowl in Australia and help to put together the BL!TZ. Below are names, internet handles and some details on their role for each of the AusBowl Committee members.

To contact any of these individuals, you can send them a personal message (pm) using the AusBowl discussion boards (www.ausbowl.com) using their internet handle (in brackets after their name below). Alternately, contact southernstrikeeditor@gmail.com

AusBowl Discussion Board Chief

Erin McKee (Carnivean)

SA Representatives

Adam Marafioti (Olaf_the_Stout)
Brett Whittaker (SinisterDexter)

BL!TZ Chief Editor

Brett Whittaker (SinisterDexter)

Tasmanian Representative

Brian Horton (Bevan)

ACT Representatives

Ben Vanzino (BeefyGoodness)
Rod Noy (Grimrod_Waaghfist)

Victorian Representatives

Kyle Harper (ksharper)
Andrew Godde (JoeKano)

NSW Representatives

James Russell-Wills
(Rabid_Bogscum)
Richard Andrew (Virral)

WA Representatives

Drew Lovell (Reaper)
Nathan Gall (Ratt)

Queensland Representative

Nick Ashby (Rednick)

New Zealand Representative

Paul Deacon (Smeborg)

Going Underground

The Adelaide Dungeon Bowl Cup (ADBC) was the brainchild of Alex Coombe (anc001), Commissioner of the Adelaide Fantasy Open Under Lights (AFOUL) league. First held in February 2011, it used a variant rule set for Dungeonbowl that was playtested by the AFOUL coaches. Those rules are presented here...

The Game

Dungeon Bowl is a variant of the normal Bloodbowl rules you know and love. Turns are quick and fluid and there is no need to keep track of turn number. After a touchdown is scored both teams setup and start again, time permitting.

Games go for 50 minutes or less and can end in the following ways:

- one team is 1 TD ahead after 40 minutes (points win 40pts)
- one team is ahead by 2 TDs anytime after 30 minutes (runaway win 50pts)
- one team is wiped entirely from the game (annihilation win 50pts)
- the score is tied at the end of 50 minutes (draw 20pts)

Scoring

To score, a coach needs to move a player in possession of the ball off the board through any passageway on his opponent's side of the dungeon (the opposite side to which he started).

On some boards a model doorway will be used to represent the dungeonbowl equivalent of an 'endzone'. Moving a player into the square occupied by the door scores a TD if the player has the ball.

Setup

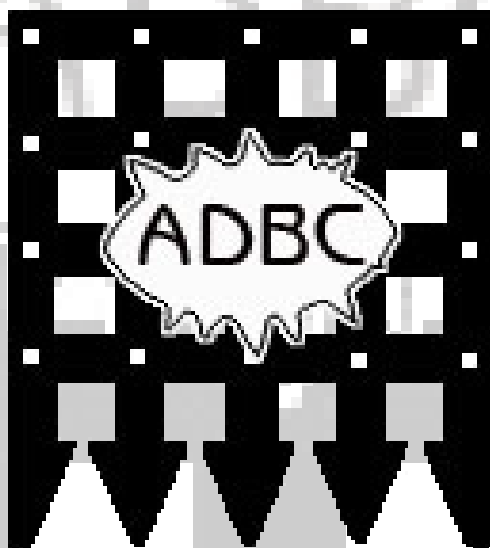
To start the game each team sets up 6 players in the 3 entrances to the board on his or

her side of the dungeon.

The kickoff table is not used.

A number of chests are distributed through the dungeon by the TO (usually 6). One of them contains the ball.

A number of teleports are placed in the dungeon by the TO (usually 6), they allow players to travel more freely.



Reserves

Beginning with a player's second turn reserves may be brought on. Choose one player from the reserves box, the player can make a move, blitz, pass or foul action action, starting from a random teleporter (roll a D6) or any of the entrances on his teams side of the dungeon. This can be done at any time in the coach's turn.

If the coach has a player in the Knocked Out box he may attempt to teleport the player into the playing field if he has not already made a reserves roll in that turn, roll a D6, if a 6 is rolled the player can take a move action, starting from a random teleporter (roll a D6). If the roll to return a player from KO is failed the coach can continue to roll for his other KOed players until one is able to return, any other players remain in the KO box. Only one player may enter the game for each team each turn either from reserves or the KO box. When a team has

no players on the pitch, in reserves or in the KO box it has lost the game (annihilation victory for opponent).

Fouls

In a dungeon the game officials have considerable difficulty keeping their eyes on everyone, players are only sent off for fouling if they roll double on the *injury roll*.

Casualties

Wizards keep a close track of each player's vital signs during the game and are therefore readily able to remove players from the game (via teleport) the moment a casualty occurs. All casualties in dungeon bowl are treated as Badly Hurt. Players that successfully regenerate are placed in the reserves box.

The Pitch

Rather than being played on an open paddock of grass with field lines, dungeon bowl is played in some variety of interconnected rooms and corridors. These may take any form, from a natural cave system to the inside of a building or a man-made catacomb or dungeon.

Different dungeon bowl pitches in the competition will offer different challenges, so coaches will need to be prepared to alter their tactics depending on the playing pitch.

Walls. Players will generally be pushed along walls, rather than into them. However if a player is blocked from a perpendicular position directly into a wall the following takes place.

If a push result occurs, with a player blocked directly into a perpendicular wall behind him, make an armour roll as his head is pushed into the wall. If the 2D6 roll does not exceed his armour value he remains standing.

If a player is blocked perpendicular, with a wall behind him and is knocked over with a

defender down or *defender stumbles* result, treat the block as being made by a player with *mighty blow*. If the blocking player already has mighty blow add one to armour and injury rolls.

Crowded places, some natural formations like caves are not as well structured as man made rooms. If a square is under half size it can not be occupied by a player. In crowded cave sections with irregular sized squares players may be placed in positions that are not aligned with the grid, as long as their bases clearly fit between the cave walls. The TO will settle disputes arising from tight cave sections. Use common sense and play fair.

For ease of play 25mm bases are recommended.

Doorways, players may always move diagonally through doorways or around corners as well as assist, follow up etc around corners.

Chests

When a player enters a square that contains a chest it will magically open. It will contain either the ball or an explosive trap. If a player moves onto the trunk that contains the ball he **must** attempt to pick it up, unless he is not standing as he enters the square, e.g. as the result of a block. If one of your players fails a pickup attempt in your turn this causes a turnover.

If the trunk contained a trap the player is knocked prone, make an armour roll. Adjacent players are knocked over on a 4+, make armour rolls for players knocked over. If one of your players is knocked down by an exploding chest in your turn this causes a turnover.

Teleporting a player

A player that enters the same square as a teleporter for any reason will be randomly relocated. A player can teleport as often as he or she wants in a turn.

Roll a D6 and place the player on the tele-

Optional Rules for Unusual Dungeon Features

Some pitches have special features that will be described below.

Spider Webs

To leave a square with a spiderweb in it a player must pass a strength test with +1, or remain in place as if held by tentacles. (e.g. Str4=2+, Str3=3+, Stre2=4+).

Furniture

All movable pieces of furniture, such as chairs, tables and bookcases are ignored in every way.

Cauldron of Blood

Any player who starts his turn adjacent to the cauldron of blood gains the dauntless, frenzy and wild animal skills until the end of his turn.

Pit

When a player enters a pit for any reason he or she is knocked prone (make an armour roll). When a player enters a spiked pit instead make an immediate injury roll. Any player in a pit can climb out if he rolls a 6 on a D6 during his turn. This costs all of the players movement.

Trapdoor

A player who enters the same square as a trapdoor must roll a D6. If the result is equal to or higher than his or her strength the trapdoor is not triggered. If the result is under then the trapdoor is triggered and the trapdoor marker should be replaced with a pit marker, with the player now considered to be in the bottom of the pit.

Sewers

Players leaving a square that contains a sewer (or other water feature) must spend two movement allowance points to move into any adjacent square. The ball will not bounce if it lands in the sewer, but will drift one square at the end of each player's turn.

Multiple Levels

Adjacent players may not block, tackle, stab, chainsaw, hypnotize or foul each other if they are on different levels of the dungeon, nor may they hand-off the ball (but passes can be made as normal)..

Descending

A player on a higher level may voluntarily move to a lower level, place the model in an adjacent square on the lower level and make a landing roll as if the player had used the leap skill.

Blitzing

A player on a higher level may blitz a player on a lower level. Regardless of the result of the block the blitzing player will move into the square occupied by the blocked player, as the player must jump down into this square to make the block. If the blitzing player is not knocked over during the block action he must make a land roll or be knocked prone. The blocked player is always knocked back, even if the result of the block is attacker down, and even if the player has stand firm skill.

Fouling

A player on a higher level may foul a prone player on lower level by moving onto that square, do not make a landing roll, but place the fouling player prone in an adjacent square to the victim on the lower level. The armour roll may be rerolled, as if the player had made a block with the pile on skill. Make no armour roll for the fouling player as his landing was cushioned by the victim.

Leap up level

A player with the leap skill may attempt to jump to an adjacent square of a higher level, make an agility roll at -1. If successful place the player on the higher level. If unsuccessful place the player prone in his starting square and roll armour.

Stairs

A player on a stair is considered to be on the same level as all adjacent squares. A player on stairs may therefore block any adjacent player.

Passing

Players on the lower level can not intercept a pass unless the thrower or the target is on their level, even if they are under the ruler.

porter marked with the number rolled. If the number rolled is the same as the teleporter of origin the player is lost for an unknown period of time, place this player in the KO box. If one of your players is lost in the teleporter network during your turn, this causes a turnover.

When a player is teleported, he or she is immediately scattered in a random direction (D8) from the destination teleporter (which can cause a push or series of pushes). Note that it is therefore impossible for any player to occupy the same square as a teleporter for more than an instant. Reroll scatter if there is no valid square for the player (e.g. a wall exists in the square indicated).

Teleporting a scattering ball

If a scattering ball enters a square with a teleporter it will teleport. If the number of the teleporter of origin is rolled the ball reappears..

Passes lost into the teleporter

If a pass is made with the range ruler passing over a square with a teleporter, roll a D6, on a 1 the ball disappears into the teleporter and appears elsewhere exactly as described for a scattering ball.

Player with ball enters teleporter

When a player in possession of the ball enters a teleporter *scatter the player as normal*. Then roll a D6 on a 4+ the player keeps the ball, on a 1-3 the ball is teleported independently (see Teleporting a scattering ball)

Losing the ball entering a teleporter

A player in possession of the ball who is knocked over into the teleporter's square (or pushed into the teleporter's square by a player with strip ball skill) will scatter as usual, and the ball will teleport as per a scattering ball.

Following up a block into a teleporter

As with all other scenarios when a player enters a teleportation square, he will teleport as described above. If a player is teleported away after a push by a frenzy player the second block can not be taken.

Movement Cost

Teleporting does not cost any movement points, only those as normal for moving into the teleporter's square.

Alex (anc001) and the AFOUL coaches



Advertising and Sponsorship

This issue of BLITZ is somewhat unique in that it does not include any advertisers or sponsors. In the future however, we do want to provide the capacity for Blood Bowl related organisations to promote themselves via BLITZ. We want to offer this in two ways.

First, any organisation that sponsors an Australian or New Zealand tournament or league in the six months prior to publication of an issue will be able to include their logo and web address on the "Sponsors Page" of that issue for free. The catch is, you (or the tournament/league organiser) need to contact us and provide those details (note to TOs, this may be something you can promote as an offering of your tournament).

Second, we also want to offer half and full page advertisements for the prices listed below.

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Note: all advertisers must be involved in a Blood Bowl related industry.

THE SECRETS OF THE DUNGEON

Building a Blood Bowl Dungeon with Hirst Arts products by Alex (anc001), ADBC organiser and AFOUL Commissioner

When we in the AFOUL league decided to turn our love for Dungeonbowl into an open tournament, the idea of playing in a three dimensional dungeon was a seemingly unattainable dream. Instead we play-tested different sized playing pitches with printouts like those available from [Skeleton Key Games](#). However, the more time we put into play-testing and rules development the more enthusiastic I became to produce a dungeon with 'wow factor'. When I first began to seriously look through the available products from [Hirst Arts](#) I was bitten by the bug and knew that I just had to make it happen.

Thankfully a Melbourne-based gaming supplier, [Griffin Grove Gaming](#), supplies the full range of Hirst Arts products as well as casting plaster and equipment. In most cases the molds were cheaper from Griffin Grove than they were from the US, even with the exchange rate. Griffin Grove's proprietor, Ian Plumb, is dedicated to making gaming more accessible to Aussie players and he also has a passion for making unique gaming products by harnessing the flexible Hirst Arts system. He also casts up molds to order for people who don't have the time to take on the casting side of the hobby but still want to use Hirst Arts pieces in their projects.

It's obvious therefore that I was delighted when Ian offered to not only provide a \$20 prize to every participant in the inaugural Adelaide Dungeon Bowl Cup (ADBC), but also to put his considerable talent into preparing custom products for Blood Bowl pitches, dugouts and grandstands. (see issue 5 of the Southern Strike magazine for Ian's instructions on how to build his Street Bowl false fronts).

Starting the Project

In a nutshell, Hirst Arts products are silicone molds into which you pour plaster. When it

sets you pop the pieces out and they generally make either floor pieces, wall pieces or accessories (like barrels, skulls, chests etc).

This is a gross oversimplification of a diverse range of products, but it is enough info for the time being. For my complete project I bought four molds at around \$30-\$35 each from Ian at Griffin Grove: two different floor molds and two different wall molds. (281; 282; 81 & 82). I also discovered a company called [Adelaide Moulding and Casting Supplies](#) that offers dental plaster, mixing sticks, mixing bowls and all sorts of bits and pieces that make your molding project more efficient. At the time of starting this project I had that gamer's holy grail-Xmas cash! So I decided to go the whole hog and stock up on the best plaster and some accessories.

Tools, equipment & the casting process

This is covered very well by Bruce Hirst on [his website](#), so I'll just add a couple of points:

- Kitchen scales are useful for quickly and accurately mixing plaster in large quantities.
- A flexible rubber mixing bowl makes

cleaning up afterwards an absolute breeze, definitely worth the money.

- A windup kitchen timer allows you to make efficient use of your time and squeeze in another cast whenever you have enough time and it also reminds you to not forget to scrape the molds before the overfill gets hard.
- Syringes can be used to squirt plaster to the very bottom of the few very fiddly pieces like buckets
- I didn't bother with a vibration table, in fact I rarely even tapped the molds to get the bubbles out and most of the time you'd never notice by the time they were painted. This may depend on your project, for a weathered cavern the odd imperfection is just not going to be evident.
- Don't bother with plaster of paris except just to practice, these pieces will be so soft you won't really be able to use them in my opinion. Hydrostone TB and other dental plasters are absolutely fantastic to use and hard as a rock when finished.
- As you will see as the article progresses I actually undertook a somewhat mammoth project and therefore some of these tools won't be needed for small projects. At some times I was mixing up 1kg of plaster and pouring it into about 8 different molds.

Since the casting process is covered in detail by people with more experience than me, I'll get on with showing you how my project evolved.

Getting started -

Cast up some floors and walls!

Depending on the plaster you use casting will take between 30-60 minutes from mixing the plaster to removing hard pieces from

the mold. I set up all my supplies in the shed and had two different approaches to casting.

Firstly, I'd spend a pleasant weekend afternoon casting while watching TV, painting miniatures or some similar leisure activity. The casting barely interrupts and over the course of a day you can get a lot of casts done.

Secondly, on weekday evenings I developed an efficient process to get more casting done

1. Spend five minutes mixing plaster and pouring it into molds.
2. Watch TV inside for 15 minutes.
3. Return when the timer goes off (spend a minute to scrape the molds).
4. Go inside for 30 minutes.
5. Return when the timer goes off (takes about ten minutes to empty the hard pieces from the molds, mix and pour another batch)
6. Repeat

This process takes about an hour with the slow setting plaster I was using, but the actual time working with the casting process is only about 15 minutes, so it doesn't really take much time once you have your process organised.

Again I'd say that you wouldn't have to do this much casting for most projects, you'll see how much plaster I cast in some of the photos below.

Creating molds to make more tiles

A trick I used to speed up my project was to create new molds with more of the pieces I needed lots of. I used Room Temperature Vulcanizing (RTV) silicon. It is very simple, you mix the two liquids in the appropriate ratio and pour it over the item you wish to duplicate, ensuring that there is a wall of some kind around it. Since I wanted large rooms I made a mold of a 6x6 square layout



Figure 1: a mold was made of a floor section.



Figure 2: the original mold creates enough tiles to cover 12.5 inch squares, the custom mold covers 36 squares, increasing my ability to cover large areas.

Painting

I was astounded at how easy the plaster pieces are to paint, they soak up paint brilliantly and the pieces themselves have excellently detailed surfaces that respond very well to even rough drybrushing. In some cases you don't even need a brush to paint pieces.

Early success with dipping led me to try the method suggested on the [Hirst Arts site for cavern walls and floors](#). I used green house paint, dipping each piece into the tin and allowing it to drain and dry, then I dry-brushed a 1:1 mix of the same green with cream house paint. Then drybrushed lightly with the cream paint. This method was quick and easy, allowing me to paint vast

(fig. 1). Perhaps not a totally legit thing to do, but I'm not selling anything here for personal gain, so I figured I could get away with it since I own the original mold.

Before long I built quite a stockpile of castings and it was time to test paint schemes.



Figure 3: assembled walls, ready to paint.

quantities of walls and floors in a very short time.



Figure 4: dipping pieces in watered-down cheap hobby paint or even house paint gives an excellent cover over plaster pieces.



Figure 5: finished barrel, after dipping both ends and painting the metal bands with a brush. This piece has not even been drybrushed, which could improve appearance.

For floors instead of dipping I watered down the green basecoat and painted it on liberally.



Figure 6: the result of about an hour spent painting (not including drying time).



Figure 7: each of the three stages took about ten minutes for this many floor sections



Figure 8: the 4x6 pieces were made with another custom mold, on the back of each piece I glued on a piece of felt. These were then used to make the three modular dungeons used in ADBC2011. (Figure 9, 10 & 11).

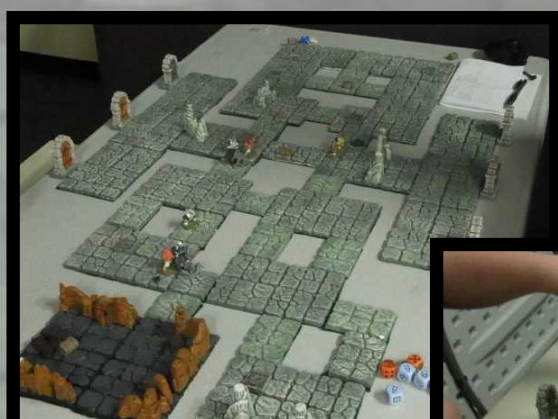


Figure 9:
The Narrows
dungeon used in
ADBC 2011

Figure 10:
The Expanse
dungeon used
in ADBC 2011

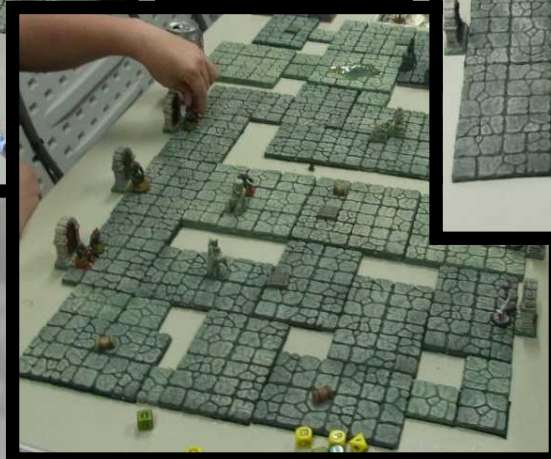


Figure 11:
The Catacombs
dungeon used in
ADBC 2011

Dungeonbowl requires a few items to scatter through the dungeon, primarily chests and teleporters. Thankfully Hirst Arts mold are full of such items and I had more than enough options to fill these functions. We also used the doorways as the 'endzone', (see the full ADBC ruleset for details: this issue).

Figure 12: by using a Dremel chests can be hollowed out to hold the ball, bomb or treasure in your dungeon adventures.



The Multi-Level Dungeon

With all the basic pieces cast up, I started on the next major challenge, making the dungeon truly 3D. To do this I used 'blue foam' from [Foamex](#). They supplied me with a sheet of the foam cut into 12x12 inch pieces, with a few offcuts also. The foam for this project cost around \$70.



Figure 13: each piece of the grand dungeon was set on a 12x12 inch base. In this I carved river sections, glued tiles for floor sections and glued more blue foam to build up the higher levels.



Figure 14: to create a stair section, as opposed to a cliff section, I used levels of blue foam and foamcard.



Figure 15: the rivers run to the centre of edges, and the cliffs meet at the halfway point also, making each piece modular.



Figure 16: the dungeon was painted just as described above, the river was a combination of white glue and Woodland Scenics E-Z water.



Figure 18: wall sections, bridges, doors, chests and teleporters were added to create the final dungeon.

Summing Up

Although this project took a lot of time to complete the only factor that made it time intensive was the sheer size. Most of the molds I used were cast at least 40 times over the two months of the project (and still look almost brand new). The casting, gluing and painting steps were each easy and quick to do, but added up. They were also extremely cheap, as I used only the lowest quality white glue and tins of old house paint.

A smaller project like a custom blood bowl pitch could be done in a weekend or two, a dugout in an afternoon. These projects can be made even shorter by getting your components cast for you by Ian at Griffin Grove, who now also does products specifically for Blood Bowl players (pitches in a variety of textures, dugouts, sidelines and coming soon a range ruler scaled to either 1 or 1.5 inch squares).

For a full account of my dungeon building project, including more tips and ideas, see the my [main building thread](#) or my [photos thread](#), both on AusBowl.

If you'd like to register your interest to play in the next Adelaide Dungeon Bowl Cup (2012), visit the [interest thread](#) on AusBowl.

The following section focuses on the various hubs of Blood Bowl action in Australia. Six sub-magazines representing various locations around Australia bring you a wrap-up of their community happenings, along with information on many Australian leagues. Then, book-ending the sub-mags, is a massive match report between Rabid Bogscum (James) and Virral (Richard).



A TASTE OF TURF

Match Report 1 "Grudge of Gum Tree"

By James Russell-Wills (Rabid Bogscum) and Richard Andrew (Virral)

Touchstone walked alone. The great Wood Elf Catcher was nervous. Eucalyptus Bowl, the Tournament that marked the team's greatest ever triumph was mere weeks away. Teams had gathered from near and far, rooms in the taverns were hard to come by, but not for the Echoes of the Great Song. Rooms had been set aside in the Cock and Bull (or Club Burwood as its proprietors chose to call it) for these past champions of Sydney's premier tournament. Rumours put the numbers of this years tournament at over 70 teams; this truly was going to be an epic challenge for all. Touchstone had wandered aimlessly, eyes on the floor, deep in thought, when a glint of light caught his eye. He looked up and saw it. The Eucalyptus Bowl Trophy. He scanned the names of the past champions. Pride filled him as he saw that the Echoes of the Great Song were inscribed not once but twice on this mighty relic. Only one other team shared this honour, The Necromantic team the

Stumps of Doom ! But theirs was early success in the tournament, and a lean trot of late. Back in those days the Echoes coach had mistakenly brought Lizardmen to the tournament, and rule changes over the years had seen the Stumps struggle to replicate their early form. So these two great teams had never met before.

There was a low growl, "Until tomorrow", said a pair of shimmering yellow eyes. The Stumps of Doom ! Werewolf and Team Captain Hercules stepped out of the darkness. Touchstone remembered, the reason so many teams had gathered early for Eucalyptus Bowl this year. Coaches Virral and Rabid Bogscum had organised a charity match (no one dared call it a "friendly") between the two greatest Eucalyptus Bowl champions. This was the eve of that game. Perhaps it wasn't nervousness for the tournament, the Wood Elves had always performed strongly, perhaps it was the fear of failure that tomorrow may hold. The grudge match between coaches that absolutely hated each other. Rabid had been training them hard. After some brutal matches at AusBowl One, the team thought they were on holidays to rest and recuperate before Eucalyptus Bowl. Indeed when Rabid announced they were all going to Western Australia, the team were looking forward to some peaceful days on the beach patting quokka's. Little did they know they had been signed up for Sandgroper V, the West's pre-eminent tournament. Success followed but something told Touchstone there was something more important on the horizon. As soon as a reporter let slip that this pre-tournament match had been arranged, the proud elf knew it wasn't Eucalyptus Bowl that his coach had been training them for.

"Indeed", Touchstone nodded in the direction of the Lycan and set off for his room. He wasn't banking on sleeping, especially after seeing the malevolence creeping out of those yellow eyes.



Introduction

Boggy...

With the release of Australia's very own Blood Bowl devoted BL!TZ Magazine and Australia's number one stand alone Blood Bowl Tournament, Eucalyptus Bowl, on the horizon, it occurred to me it was high time to tap into what is a big mostly underground community.

Most gamers I know have played and loved Blood Bowl at some point in their life, but with a lack of known opponents, or a fear of the tournament scene, they find themselves playing amongst friends or in online leagues.

One of the few articles that would get me to buy a White Dwarf magazine over the years is a good Battle Report, specifically a Blood Bowl match report (few and far between, and now nonexistent).

Playing in Blood Bowl tournaments is not as daunting as it first seems, I don't know too many people that have been to one and not enjoyed themselves. You can find a wide range of coaching abilities and with the Swiss matching (players with similar records play each other), new coaches can gauge their abilities against the best before settling into playing games against opponents of a similar standard.

It's a great environment to meet new like-minded people and for those with an involvement in the hobby online it's a really good opportunity to put some faces to names of people you have interacted with for years.

Eucalyptus Bowl is now in its seventh year, and this year looks like being the biggest and the best. There is a truly massive prize table and gifts galore, and it is a proven ruleset run by experienced commissioners. You can't go wrong.

Which brings me to the idea of this match report. I won Eucalyptus Bowl in 2008 and was runner up the following year using Wood Elves.

My opponent Richard Andrew (Virral) and I met and played at the very first EucBowl in 2005 (which he won), ran 2007 together, and is the organiser of this years tournament. He is a unique individual but I would consider him a friend, and it is this friendship building that is one of the reasons I am such a huge proponent of attending Blood Bowl tournaments. Richard also has a 3rd place on the perpetual trophy, using Necromantic, so it seemed appropriate for us to play each other with our signature teams at our signature tournament.

Eucalyptus Bowl was the first Resurrection tournament in Australia, a ruleset that sees injuries a moot point and for the most part teams reset for each match. It is a style that has been adopted at just about every tournament in the country besides the Nationals at Cancon.

Tournament play can be very different to league style play, especially when you know injuries to your players will not be permanent. So team choice, and player skill choice take on increasing importance compared to a progression style tournament, as you can't change your team if you get the make up wrong.

So enough of the introduction, here's hoping for a exciting game, and a settling of a grudge match as Richard and I have never played against each other with these teams.

Virral...

When James first suggested to me that we create a White Dwarf style match report for the first issue of BL!TZ, I was intrigued but slightly mystified. Unlike many gamers, I only discovered the hobby relatively recently. Until a few years ago, the closest I had come to Games Workshop was walking past one of their stores in a shopping centre, and my most challenging board game experience was playing Risk as a teenager. I had always had an interest in more advanced games, but never had a group of friends who shared that urge.

Fast forward to 2005, and my lovely wife "suggested" that I could do with finding a hobby and getting out of the house now and then. I decided it was high time I sought out some like minded individuals and play some games at last! I jumped online to find a gaming club, and after a few false starts I met a couple of great guys (both called Geoff) who introduced me to the wonderful world of Blood Bowl.

Soon I had joined a league testing the pre-LRB5 "vault" rules, headed by Doubleskulls and Chunky, who later that year ran the first Eucalyptus Bowl. No one was more surprised than me when I somehow walked away with the trophy, a feat I have frustratingly failed to repeat in the years since then.

That tournament in particular opened up a new world of friendship and community to me that I never could have predicted... it's now seven years later and I've gone from someone with no gaming experience to someone who has built multiple custom stadiums and built and painted several of my own teams.

And if there is one thing I could point to which has come to define my Blood Bowl experience, it would be my "rivalry" with James, sparked after his very first defeat at my hands in Eucalyptus Bowl 2005. I am happy to say that I still maintain a winning tournament record against "Boggy" to this day, however we have never actually played head to head with our two favourite teams (his is Wood Elves, mine is Necromantic). So for your enjoyment, we will now put our two pet teams to the test using Eucalyptus Bowl 2011 rule-set with bragging rights for the victor at stake!

Teams

Echoes of the Great Song: Rabid...

As stated earlier my first game against my opponent today was at my first ever tournament, Eucalyptus Bowl 1. I was playing Lizardmen and had had a strong early tournament and was thinking I was in with a chance to win the whole

thing until I ran into Richard on game three of day one.

Through no skill of his own, lots of arse and a mountain of luck, Virral was to defeat me that day. His playing style hasn't changed a great deal over the years and I have enjoyed much more success against him. He likes to crowd surf, so that's something I need to be aware of.

The danger with Wood Elf teams is knowing when to back off and force your opponent to create the TD for themselves and when to take advantage of a slight mistake in their positional play and go for that leap blitz play. It is especially risky against teams with an inbuilt strength advantage (Flesh Golems) and Frenzy players (Werewolves) as they can form a very dangerous moving cage down a wide zone that puts your whole team at risk if you over commit.

It's been a long time since I've faced Virral's Necros so I am actually at a loss to predict what team I am likely to face. Two Wolves with Block is a fair bet, Guard and Tackle Wights, and Flesh Golems with Guard or Block (probably Block knowing he is facing me). Putting Block on the Ghouls is usually a safe tactic, but I think I may see a Sure Hands Ghoul knowing full well I will have a Strip Ball Wardancer.

As to my team selection there are a few routes you can go down with Wood Elves but the following team is tried and tested for me.

Eucalyptus Bowl has a starting Gold figure of 1,250,000gp which you spend on players and any skills you wish to add. Only normal skills and only one skill max per player. It's a very flexible tournament rule-set allowing coaches to take a variety of different styles of team as suits them. I am selecting my team based on what I will take to Eucalyptus Bowl 2011, not on the team I am

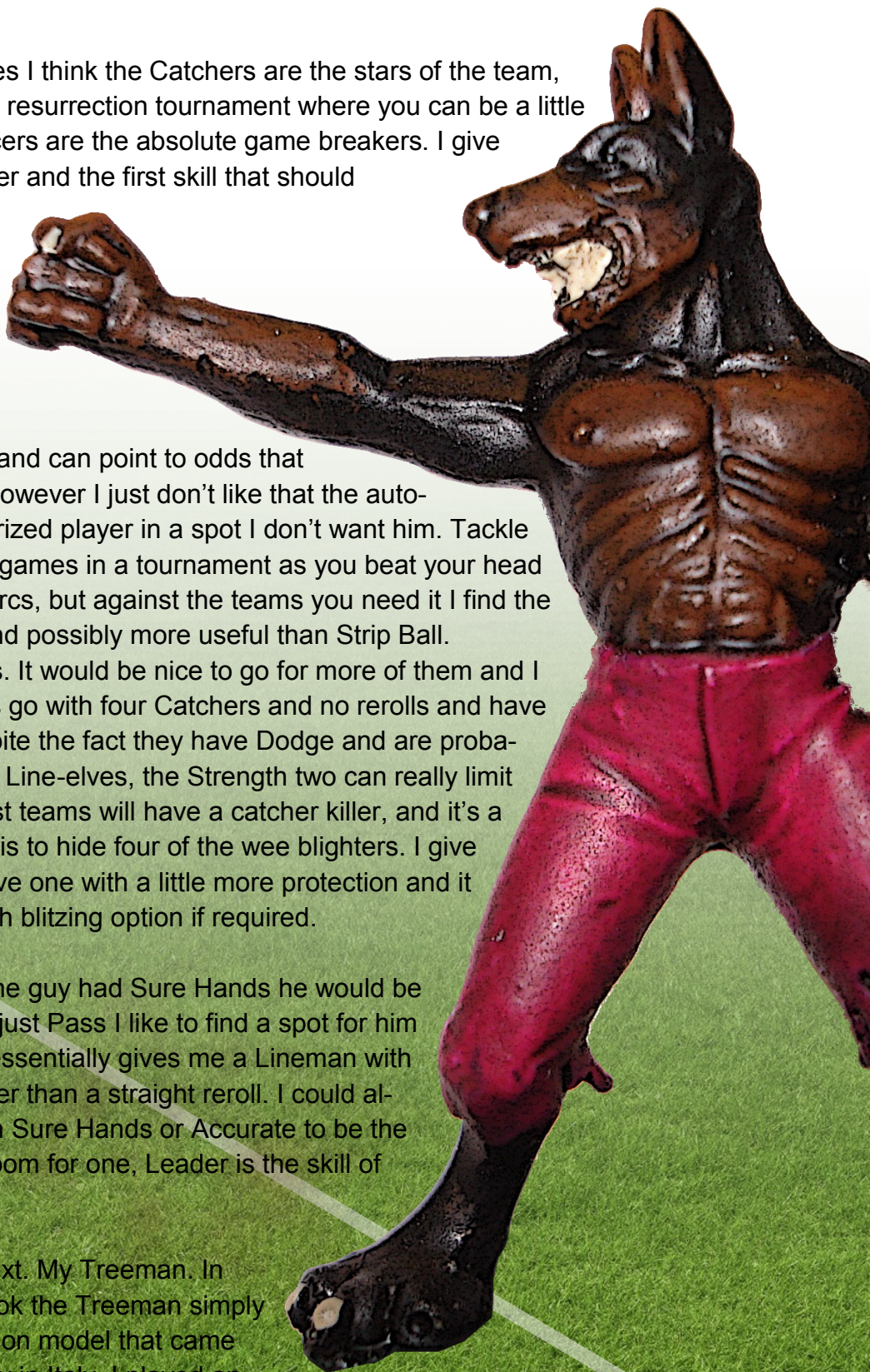
about to play against now as I feel it's important to pick a team with the flexibility to defeat all possible opposing races.

I take two Wardancers. In leagues I think the Catchers are the stars of the team, but in a tournament, especially a resurrection tournament where you can be a little reckless with them, the Wardancers are the absolute game breakers. I give one Strip Ball (absolute no brainer and the first skill that should be chosen in any progression style or skill each round style tournament. With the possible exception of Leader on a thrower), the other I give Tackle.

A lot of people swear by Frenzy and can point to odds that back up its usefulness. For me however I just don't like that the automatic follow up can put such a prized player in a spot I don't want him. Tackle is typically only useful in 50% of games in a tournament as you beat your head against a wall of Dwarves and Orcs, but against the teams you need it I find the skill to be absolutely essential and possibly more useful than Strip Ball. Next point of call is two Catchers. It would be nice to go for more of them and I have seen starting league teams go with four Catchers and no rerolls and have a lot of success. But for me despite the fact they have Dodge and are probably a little more resilient than the Line-elves, the Strength two can really limit the hitting I can do in return. Most teams will have a catcher killer, and it's a far site easier to hide two than it is to hide four of the wee blighters. I give one of them Block, its nice to have one with a little more protection and it gives me a bit more of a last ditch blitzing option if required.

I then slot in a Thrower. Now if the guy had Sure Hands he would be an absolute must, but even with just Pass I like to find a spot for him in the team. Giving him Leader essentially gives me a Lineman with Pass and a Reroll for 10k cheaper than a straight reroll. I could almost consider a second one with Sure Hands or Accurate to be the main thrower, but only making room for one, Leader is the skill of choice for me.

My hero and villain position is next. My Treeman. In 2007 when I made this team I took the Treeman simply because he's a cool second edition model that came with the team I bought from a guy in Italy. I played an-



other Wood Elf team that year and despite winning 6-3, I was intrigued by his line-up with Dodge on all the Line-elves and no Treeman. I found it really hard to control his players and wondered if that was the way to go having watched my Treeman get rooted and stuff up over and over again.

I played some practice games prior to 2008 against tribalsinner running dwarves. My non-Treeman team were carted straight to the morgue.

Returning to my 2007 lineup I recorded a commendable draw and had plenty of chances to snatch the win. So my mind was made up.

I give my Treeman Grab. This has always simply been to increase his effectiveness by maximising his ability to throw a Block each turn, rooted or not.

I'll be honest I never actually considered its usefulness for one-turn scoring. I was having a difficult game against Hammer or, as I like to call him, "The Kingmaker" and got Both Down's on my Blitz which I thought had stuffed me completely. I suddenly noticed the tree and saw he could move that same player I was trying to Blitz towards me, by Blocking him with Grab.

You take the big guy with a grain of salt. I use him to set up my one turners now, and while he has stuffed plenty of them, or stuffed my whole game by inconveniently rooting. I wouldn't start a game without him. Against agility teams he helps you win the bash, while against bash teams he becomes a target for some and just generally gives you a safer player to leave on the LOS instead of squishy elves. Just try and ignore that three die block to start your turn... be strong and only use him early in your turn if you absolutely

have to. Guard is also a good skill choice but isn't my style.

I round out the team with five Linemen and an Apothecary. The team used to have six Linemen. I think 12 players really is a minimum for an agility team in the Eucalyptus Bowl rule-set as you are going to run into multi-skilled bash teams that can really ruin your day. We all know Elves can score with next to no one on the field, so its important to try and give yourself a buffer of players, even if it is just the one.

I say that and then run with 11 players; ha ha. Before the AusBowl I changed the line-up by dropping a Line-elf, taking an Apoth and then giving a Line-elf Kick. Kick is a great skill to have if you can fit it in your team as you can dictate some of the early moves of your opponent. You can isolate a slow moving team like Dwarves deep in their own half and cut them off from their team mates, or bring a slower passing team within range of a Blitz on your turn when they would probably much rather be hiding in their own backfield.

So far the choice of the Apoth has worked for me at AusBowl One and Sandgroper Cup V, there has only been two games in twelve that I have been unable to use him on the first casualty.

While I was tempted to use him on a Seriously Injured Thrower in one game, the key here is not to get greedy and stay calm and save him for the first Badly Hurt player you get. I could foresee risking him for a Wardancer or the Tree, it really just depends how the game is going for you.

I name the blond haired lineman "Boggy", for reasons Richard can explain, and the team is ready for their grudge match.



W	Wardancer	MA8	ST3	AG4	AV7	Block, Dodge, Leap	Strip Ball
W	Wardancer	MA8	ST3	AG4	AV7	Block, Dodge, Leap	Tackle
C	Catcher	MA8	ST2	AG4	AV7	Dodge, Catch, Sprint	Block
C	Catcher	MA8	ST2	AG4	AV7	Dodge, Catch, Sprint	
T	Thrower	MA7	ST3	AG4	AV7	Pass	Leader
TR	Treeman	MA2	ST6	AG1	AV10	Loner, Mighty Blow, Stand Firm, Strong Arm, Take Root, Thick Skull, Throw Team Mate	Grab
L	Boggy	MA7	ST3	AG4	AV7		
L	Lineman	MA7	ST3	AG4	AV7		Kick
L	Lineman	MA7	ST3	AG4	AV7		
L	Lineman	MA7	ST3	AG4	AV7		
L	Lineman	MA7	ST3	AG4	AV7		

2x Rerolls, Apothecary, 0 Fan Factor, Team Value 125



WW	Werewolf	MA8	ST3	AG3	AV8	Claws, Frenzy, Regeneration	Block
WW	Werewolf	MA8	ST3	AG3	AV8	Claws, Frenzy, Regeneration	Block
W	Wight	MA6	ST3	AG3	AV8	Block, Regeneration	Guard
W	Wight	MA6	ST3	AG3	AV8	Block, Regeneration	Guard
G	Ghoul	MA7	ST3	AG3	AV7	Dodge	Wrestle
G	Ghoul	MA7	ST3	AG3	AV7	Dodge	Sure Hands
Z	Boggy	MA4	ST3	AG2	AV8	Regeneration	Block
Z	Zombie	MA4	ST3	AG2	AV8	Regeneration	Block
Z	Zombie	MA4	ST3	AG2	AV8	Regeneration	Block
Z	Zombie	MA4	ST3	AG2	AV8	Regeneration	Tackle
Z	Zombie	MA4	ST3	AG2	AV8	Regeneration	Tackle
Z	Zombie	MA4	ST3	AG2	AV8	Regeneration	Dirty Player

3x Rerolls, 0 Fan Factor, Team Value 125



Stumps of Doom: Virral...

The first thing I'll say about my teams is that I've never been able to think up good names for them... I can barely remember why my Necromantic team is called the *Stumps of Doom*!, I think it had something to do with a nickname we used to call my dog (because... you know... Werewolves).

They're still a favourite team of mine, however sadly since LRB4 they have suffered a number of setbacks which according to NAF statistics have dropped them from the number two tournament team in the game in LRB4 to number nine in LRB6.

The main hits have been more expensive Zombies, the loss of Catch on the Wolves and a weakening of Claw, Stand Firm losing it's free Dodge mechanic and big drops in the effectiveness of Fouling (which combined with such cheap linemen used to give Necromantic a good chance at a numbers advantage).

It's not all bad of course, Wights have gained Strength access which is very welcome, and Wolves have gained Regeneration. In a league setting I'd still rank them very highly, however my feeling is that the team has suffered drastically particularly against low armour teams where their bashing potential has been limited.

In LRB6 using the Eucalyptus Bowl rule-set, you can afford a team with full positionals but only a few skills, or you can give up on a few of the positionals and take lots of skills. When you go from a 120k Flesh Golem to a 40k Zombie, that's a lot of extra skills on your team.

I've tried both methods, and I've found that I work best with a team that does not include Flesh Golems but instead goes for reliable play with plenty of Block across the board. So I have twelve players total, two Wolves (both with Block, although one with Dodge would also be a valid choice I think), two Wights (both with Guard), two Ghouls (one with Wrestle and one with Sure Hands), six Zombies (three with Block for the LOS, two with Tackle and one with Dirty Player) and three re-rolls.

The placement of Tackle on the zombies is somewhat controversial, I think many people would automatically assume it should be placed on the Wight(s), but my reasoning is simple enough. There is no doubt that Block/Tackle is the preferred option for knocking over those pesky Dodgers, but the players I'm going to need Tackle against are either going to have Block (meaning while it would be safer if I had Block, it won't actually help me knock them over) or they won't (meaning at the very least they're going down with me if I roll Both Downs). Plus my Wights are the only players on my team with

Strength access, and I really need a couple of Guard guys to give me the edge in a fight, and in a game against bash teams without Dodge my Wights remain useful while my Tackle Zombies still do their job as extra bodies on the field. It just means I have to be conscious of my placement of Tackle Zombies so that they can be used effectively, something that does take practice but which I'm pretty comfortable with.

I tried to set up my roster as I would for the actual tournament rather than letting my knowledge of James' preferred Wood Elf roster influence my choices. I have taken a reliable team which would have an edge when it came to the bash, the ability to put pressure on the sidelines via Frenzy and Guard combos and the Sure Hand Ghoul to handle the ball.

Against Blodgers I've got my Wrestle Ghoul and two Tackle Zombies to help me keep on top of them, and finally the Dirty Player Zombie is there to hit targets of opportunity without costing me too much if he's sent off thanks to having a reserve on the team. Both James' and I will be taking one lineman called "Boggy" to test run a mini game I have planned for Eucalyptus Bowl 2011 called "The Boggy Hunt", with prizes awarded to players based on how 'their Boggy' performs (both good and bad) in the event.

Obviously the name is intended as a tongue in cheek jab at "Rabid_Bogscum", who has affectionately become known as "Boggy" around the tournament scene thanks to my subtle promptings (mwahahahaha!) I look forward to seeing what happens to our respective Boggys as the game progresses, I plan on giving his Boggy a good thrashing!

First Half Kick Off

Boggy Receives...

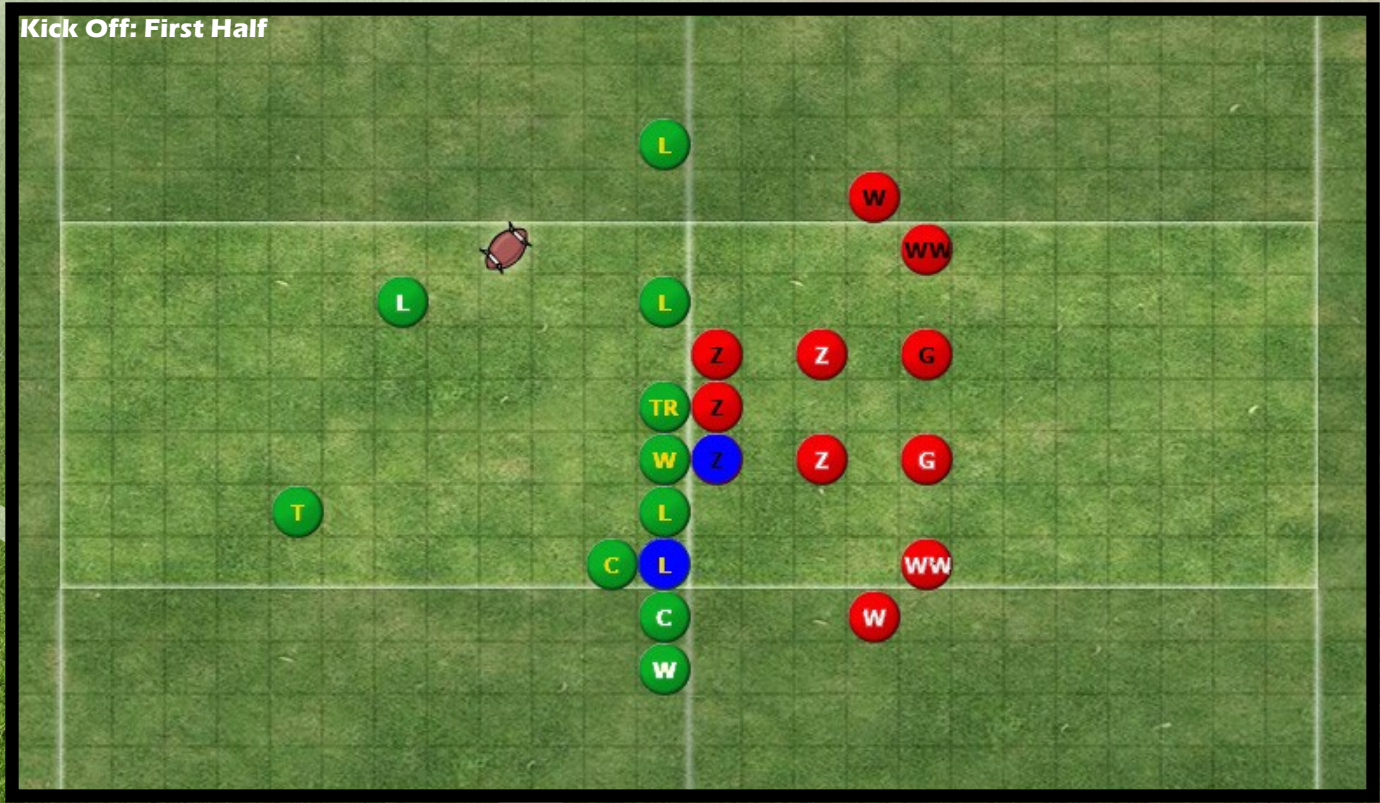
Fame: +2 to Virral
Kick Off: Cheering Fans (Reroll Each)
Weather: Fine

Virral:

I went with a fairly straightforward setup, honestly with no real desire to stop James from scoring but wanting to pressure him to do it quickly. Of course, if the opportunity arose for me to turn him over then I'd take it, but I was reasonably confident that I could grind out the rest of the half to score just before half time. Hopefully by then his AV7 will have kicked on, and he'll be down players for when I receive in the second half.

Rabid:

I setup knowing I wanted to run a loose reciever cage with plenty of scattered bodies that are hard to mark and hard to crowd surf. I give myself a safe Wardancer Block to start and then I can do a safe Wardancer blitz before moving my players. I somewhat cover the other wing just in case of the dreaded BLITZ kickoff result. The plan is to get that ball and move out of blitzing range with it.



Turn One

Rabid: My turn was dictated by Virral's setup. Choosing to give up the sidelines completely gives me plenty of options. While I recognise this kind of setup is a bit of a trap and is designed to hem me into one side and use his frenzy players to wipe my team out I decide to take the bait. I think this is where Virral's team choice limits him, Flesh Golems are the masters of holding the wide zones. With their extra ST and Stand Firm, they are a real pain to get past, and then they are the ideal player to put on the sidelines to give assists to the Wolves as they are, generally speaking, pretty safe from the crowd themselves.

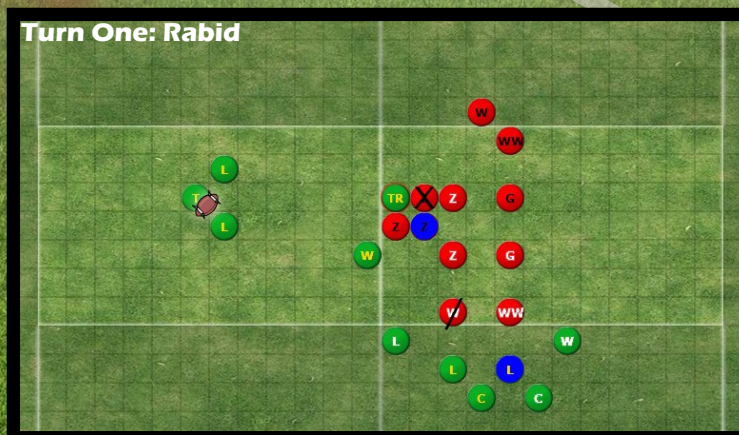
Usually I punch a hole in one side and send a Catcher and a Wardancer through, I then try and win the LOS battle and send the other Catcher through the middle and to the other wide zone. That way my opponent needs to spread his defences to mark up numerous threats in his backfield. He usually doesn't gain control of the LOS in one turn which gives me plenty of options for a relay pass/handoff action with those players. With no Blitz required to flood his backfield ordinarily I would do my usual and split my attacking options down each side. For this game I opt to take a side with strength, sending four players up the one side in a loose cage formation,

protecting the Catchers and not allowing him a player he can Frenzy off the field in one turn. I then drop back and protect my Thrower with two corner point safeties as Necromantic teams are very adaptable and have plenty of speed and I don't want to be sacked by a reckless Blitz play from a Wolf. Ideally my Wardancer wouldn't be in a tackle zone, but I'm pretty happy with my start.

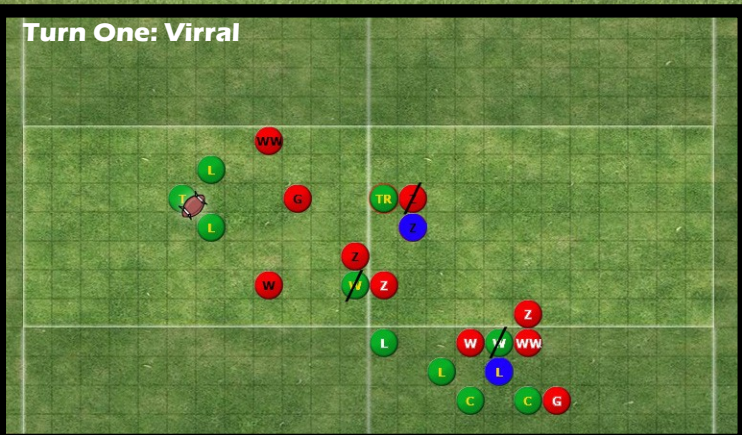
Virral: Boggy took the "bait", if you can call encouraging someone to score "bait". As expected, he is going for the fast score and I don't really feel the need to stop him. It's still important to put the pressure on of course or you risk your opponent being able to stall without penalty. It would really take him to fail something to make it happen, so I simply wanted to encourage that failure, and have players on both potential failure points. I threw as many safe blocks as I could, and moved my more agile players into position to cover the thrower and the receiver.

Nothing notable really happened this turn, I managed to knock over both Wardancers but sadly no armour breaks. It did require a bit of fancy footwork from the Wight (a dodge and two GFI) to get into position near the Thrower, however with a spare Reroll in the bank I was happy to take the risk.

Turn One: Rabid



Turn One: Virral



Turn Two

Rabid: Virral has opted to hedge his bets a little, which I think is a mistake. He has loosely marked up my flying wedge on the wing, and attempted to pressure me a little. This just makes my options limited, but no less effective. My loose cage has allowed me numerous unmarked players, I Blitz the only Ghoul directly blocking my wide zone and utilize a free Lineman to accept a relay pass from my Thrower (I do burn a Reroll here) and then handoff to my Catcher who goes in for the early score. So far so good. But will Virral grind out that 2 -1 win I seem so susceptible to???

Turn Two: Rabid



Virral: No surprises here, I tried to tempt James into throwing some stupid blocks, maybe even try to surf the Ghoul marking his Catcher, but he played it safe.

My risks moving the Wight into position payed off, because it forced James to burn a reroll due to having to take both a pass and handoff with the ball.

Drive Two Kick Off

Virral receives...

Kick Off: Cheering Fans (Reroll awarded to Virral).

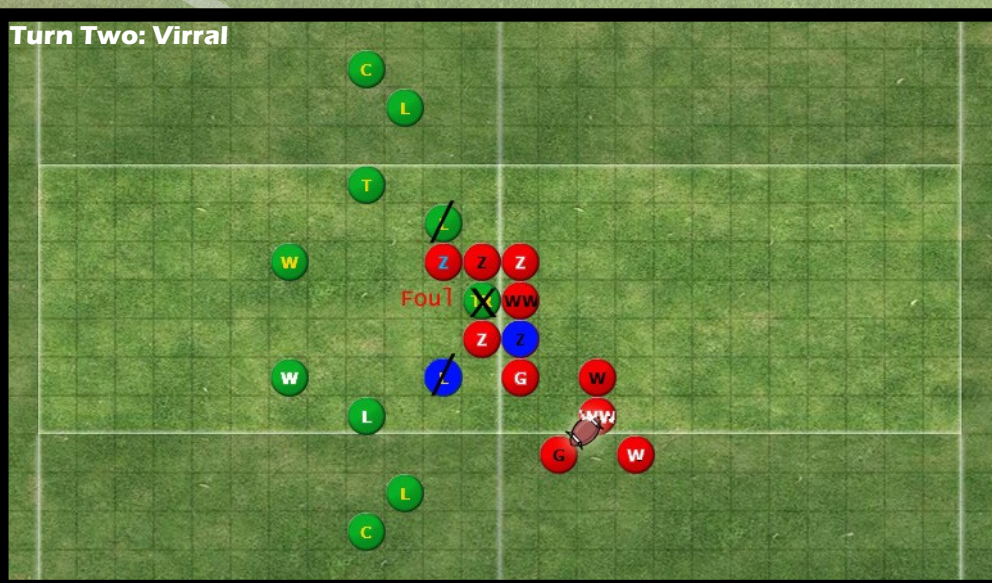
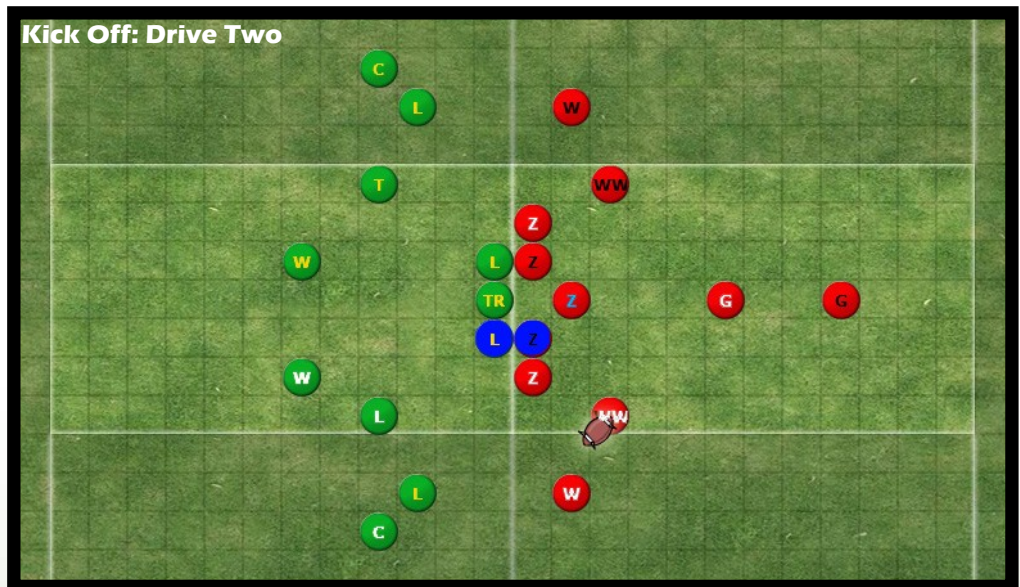
Ball scatters to Werewolf who catches it.

Virral: My setup here is pretty straight-forward, I plan on thrashing the LOS Elves, getting the ball with the Sure Hands Ghoul and caging

up, and then making a decision on whether I'm going to hit the Tree with a Werewolf and try to break his armour. I've also swapped out one of my Block zombies for the Dirty Player.

Rabid: My setup was pretty basic. Wide zones protected from the crowd surf by having a staggered wide zone, outside man back one square. Treeman and two brave Line-elves on the front line. I've used my Leader reroll so I leave the Thrower and Kick Lino within easy hitting range and drop the Wardancers back.

Turn Two Virral: My plan here is to take it slow and encourage James to join me for some violence. The fact that the Werewolf caught the ball is an excellent start, meaning I could cage him up nicely with Guard players. I started with some Zombie blocks, and then decided to hit the Tree with my other Werewolf. Claw gets me through and I end up with a stun thanks to his Thick Skull.



Now that I have all these players around him, with a very safe ball carrier, I can't help but take the opportunity to foul the Tree. I had a "six plus" on the roll and it still failed to break AV! Sigh... at least he was already stunned so won't be standing up and ruining my day.

Rabid: Not much to say here. I just free up as many players as I can and try and envelop Virral to slow his drive down, allow him as few hits on me as possible, while sending a Catcher into his half so I always have a scoring option if the opportunity presents itself.

Hope my Tree can hang on.

Virral: Sadly James refused my generous offer to join the fun, but instead chose the coward's route. He didn't even mark the ball carrier after Blitzing the Ghoul out of the way, which I did find surprising.

This turn started well, I moved my cage around to the other side of the field, but otherwise I was happy to take it easy. James made a sly comment about fouling the Tree, which I did intend to do anyway, but I took care of the important things first.

Set the cage up, with the intention of bolstering it after the foul as it was a little on the weak side. I moved one Wight over for an assist, and hit the Wardancer in range with a Tackle Zombie, knocking him over but sadly once again failing to break armour. That Zombie finished his move marking a Lineman.

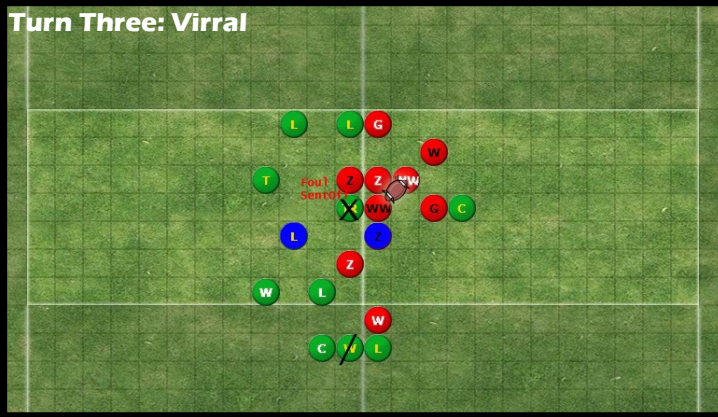
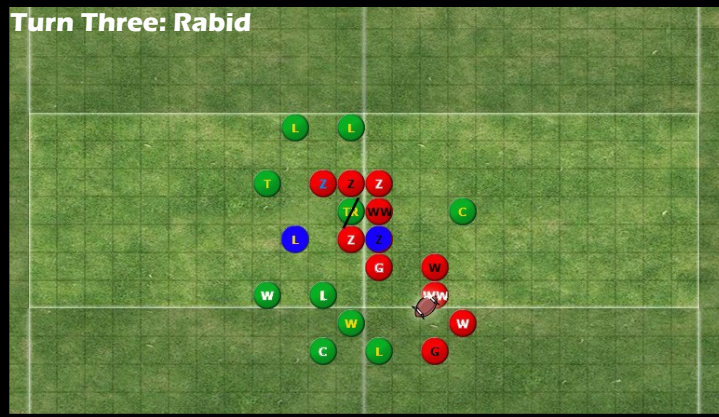
Then came time for the Foul, with the plan to



distribute the assisting players amongst James' team. Naturally of course I then roll a double six on the armour roll, and get a stun on the Tree. My Dirty Player was sent off, and some of my players were left off position.

Now, while I regret being sent off, I don't actually regret the Foul... the Tree is a huge road block for me, and he was far too close to the cage. I just needed a stun and the Tree would have been irrelevant for the rest of the half, and with a plus five on the armour roll it felt like a good bet.

Such is life sometimes in the wonderful world of Blood Bowl.



Turn Four

Rabid: At the beginning of Virrals turn I made a comment that he would want to Foul my Tree before he had to move all those assists away. In tournament play it is especially important to get inside your opponents head. Don't be afraid to offer advice, even if it's the most obvious thing in the world and exactly what they intended doing. You saying it may make them doubt the play, or even if they don't, they are going to seriously mull over any things you may point out, and later your table talk may lead them to do exactly what you want them to.

I have no idea if my comment affected Virral's game-plan in any way shape or form, he may well have intended the foul anyway, but I like to think it did. So here was the moment of truth, a dirty fouling send off has opened a chink in the defence of the *umps of Doom* !

These are the game changer's because they force you to decide whether to pull the trigger or not. Everything is going ok with me staying out of harms way and slowing Virral's drive (though its worth pointing out there is no hurry with a Necro team, and chances are I'm not in as strong a position as I think I am controlling my opponents drive), but against a

good coach sometimes you just have to roll the dice so to speak and take advantage of these little mistakes. The danger of course is that to get the Blitz on the ball carrier I need to mark up his other players to take out the tackle zones, which leave me very vulnerable should I fail in my attempts to get the ball. This isn't an over exaggeration, at turn four in the first half, this many hits on my players and a few lucky casualties could change the whole game.

I go for it. In Leaps my Wardancer who POWs and Knocks Out the Werewolf who promptly drops the ball into my Catcher's hands, who spills the pill but thankfully towards the end zone.

My Catcher dodges away, scoops up the ball and sets sail for the end zone. I had used my Reroll moving a Lineman up for an assist so despite the fact I can score in this turn I choose not to risk the dreaded GFI's. I try and cover his movements with my other Catcher, and basically I'm just hoping my ball carrier can hang on.



Virral: This is why I hate playing against Elves, particularly Wood Elves. Admittedly I left myself somewhat vulnerable thanks to the failed Foul, but no other team could capitalise on it like the Woodies as I suddenly find myself in disaster mode after previously feeling quite in control of the drive.

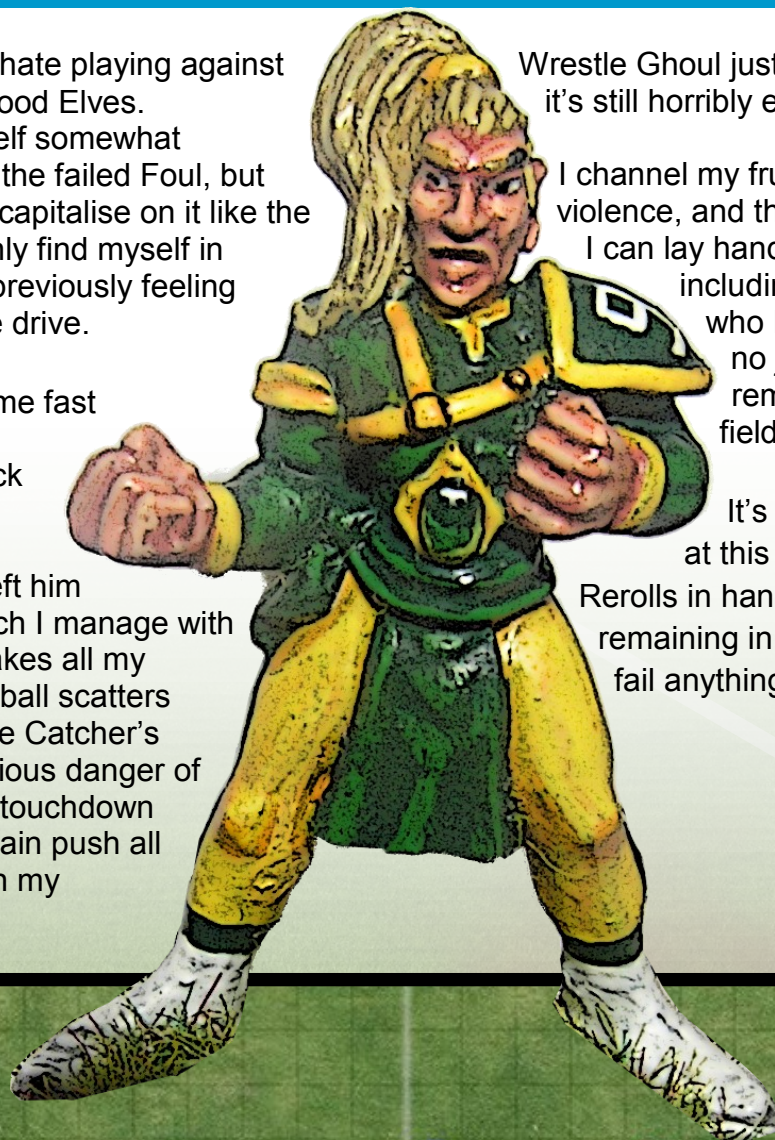
Thankfully I have some fast players in range so I scramble back to sack the ball carrier.

Fortunately James left him in range of a hit, which I manage with a Werewolf (which takes all my movement), and the ball scatters free. I fail to break the Catcher's armour, so I'm in serious danger of conceding a second touchdown and all I can do is again push all of my movement with my

Wrestle Ghoul just to mark the ball, but it's still horribly exposed.

I channel my frustration over that into violence, and thump as many Elves as I can lay hands on. I score two stuns including on the Wardancer who KO'ed my Wolf, but still no joy in terms of removing Elves from the field.

It's worth pointing out that at this stage I still have five Rerolls in hand and only four turns remaining in the half, having yet to fail anything that could be re-rolled.



Turn Four: Virral



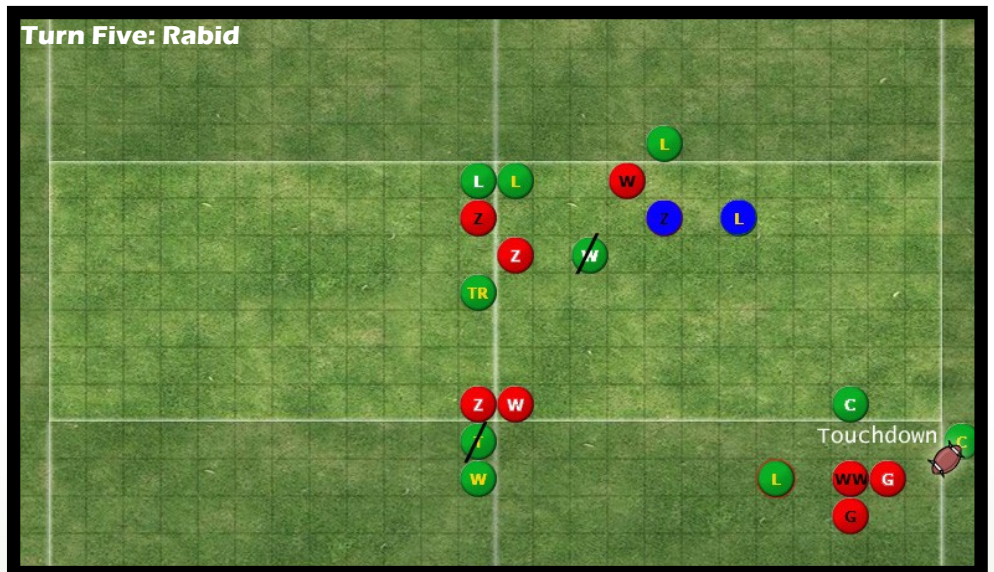
Turn Five

Rabid: I stand up a few players, move a couple up and near Virral's players surrounding the ball. There was a play that I could have attempted to get the tackle zone off the ball, or even chain-push the Catcher so he didn't need to dodge initially. But when all was said and done I just had to rely on the simple dice rolls. I don't throw a Block without the Block skill as I need my Reroll for the pickup. The Catcher stands, Dodges, scoops up the ball, skips away and now its 2-0.

Gotta Love it.

Virral: I did my best to recover, unfortunately it was still just a two plus Dodge, three plus Pickup and two plus Dodge for James to score...

...not much I can do about that!



Virral receives...

Kick Off: Perfect Defence.

Knocked out Wolf returned.

Virral: Well, I originally planned my setup around needing to score quite quickly in order to keep pace. My wight was going to give assists to the two Block zombies on the front line, and chances were good I'd dodge him away from the tree because I had re-rolls to spare. However the Perfect D meant that was totally mucked up, but James did leave my Wight free which I think was a mistake.

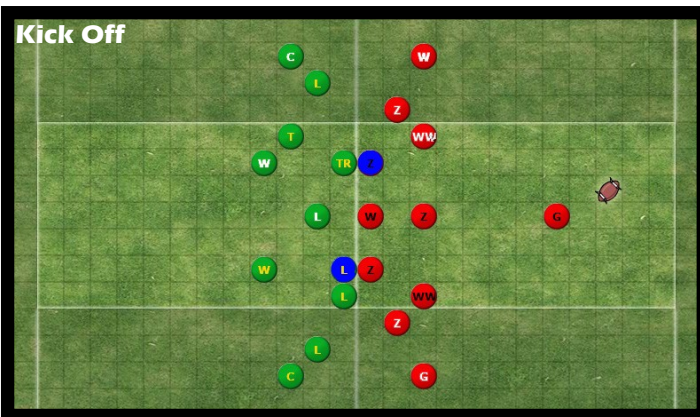
Rabid: The key to Perfect D's for me is not to suddenly change the game plan and over commit. I change the block matchups on the front

line, and I have no problem leaving players on the LOS unmarked, but I always make sure I still have all my own holes covered.

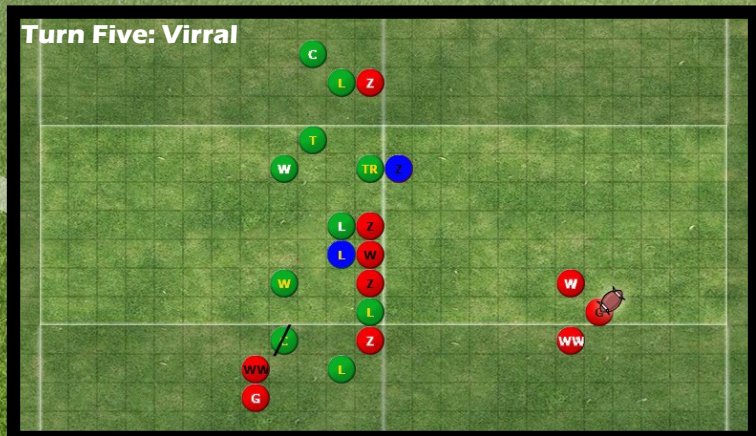
Turn Five Virral: While I did suffer a setback here due to the Perfect Defence, the plan ultimately remained the same. I needed to score this half or my game was effectively over. I decided to focus on a single side, so I moved my free Wight on the LOS into a position where Guard would become useful, and mark up players nearby with Zombies.

Grabbing the ball with the Sure Hands Ghoul, I kept him back with protection from a Wight and a Werewolf. My other Wolf Blitzed a Catcher out of the way, and I ran him and the Wrestle Ghoul up the field. This is a bit of a sneaky move on my part, what I want James to do is swarm those two fast players in scoring position and generally end up overcommitted on that side. If he does do that, then I can actually form up quite nicely on the other side, running the ball with the Ghoul, backed up by his Wight and Werewolf guards.

Kick Off



Turn Five: Virral



And the best part of the plan is that those players are a genuine threat, so if he doesn't take them seriously then he is in danger of them scoring.

My Boggy Zombie was feeling brave and went the two dice against, with just a push. A knock down would have been very nice, as it would have freed Boggy up to help with the bait and switch plan.

Turn Six

Rabid: With the speed of the Wood Elves I opt to take out the receivers.

I don't have much luck on the Blitz, so I just settle in and see what happens. I try to throw as many Blocks as I can but not give him too many in return.

My brain doesn't work and I think I've got the sideline covered and my Wardancer is safe. I don't factor the Ghoul moving...

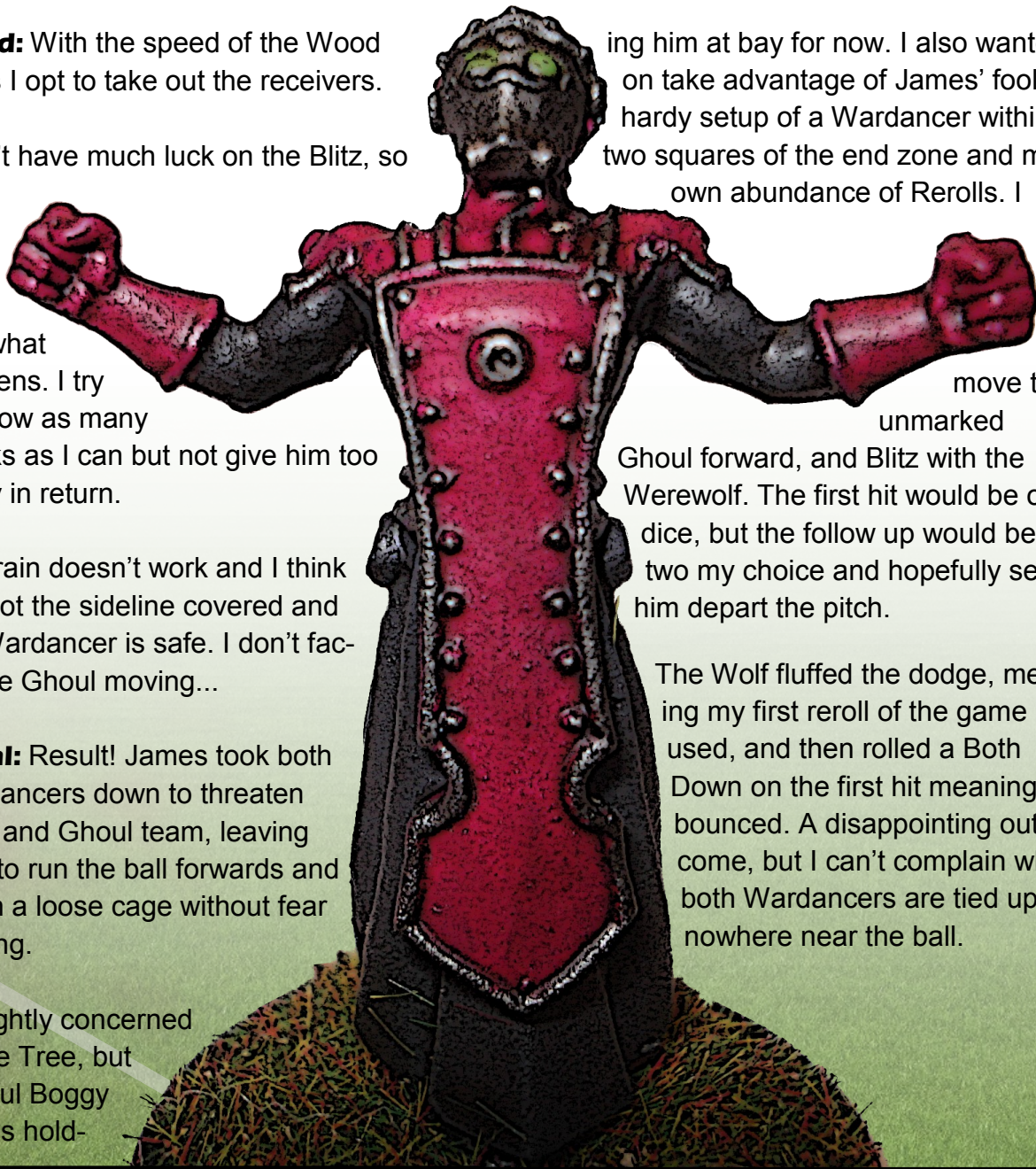
Virral: Result! James took both Wardancers down to threaten my Wolf and Ghoul team, leaving me free to run the ball forwards and establish a loose cage without fear of Leaping.

I was slightly concerned about the Tree, but my faithful Boggy Zombie is hold-

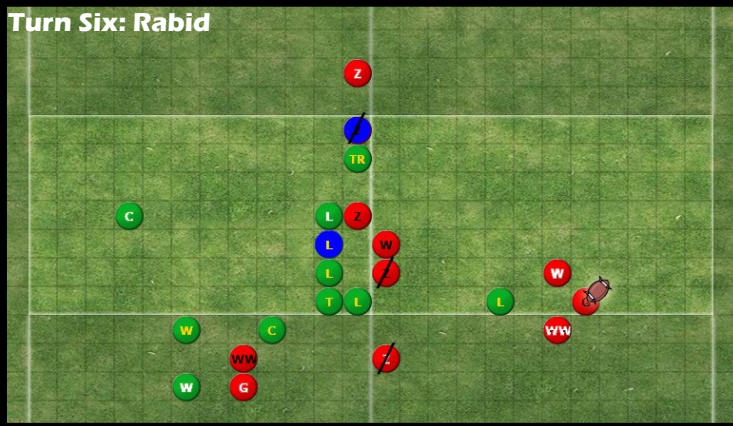
ing him at bay for now. I also wanted
on take advantage of James' fool-
hardy setup of a Wardancer within
two squares of the end zone and my
own abundance of Rerolls. I

move the
unmarked
Ghoul forward, and Blitz with the
Werewolf. The first hit would be one
dice, but the follow up would be
two my choice and hopefully see
him depart the pitch.

The Wolf fluffed the dodge, meaning my first reroll of the game used, and then rolled a Both Down on the first hit meaning we bounced. A disappointing outcome, but I can't complain when both Wardancers are tied up nowhere near the ball.



Turn Six: Rabid



Turn Six: Virral



Turn Seven

Turn Seven



Turn Seven

Turn Seven

Turn Seven

Turn Seven

Turn Seven

Turn Seven

Turn Seven



Turn Eight

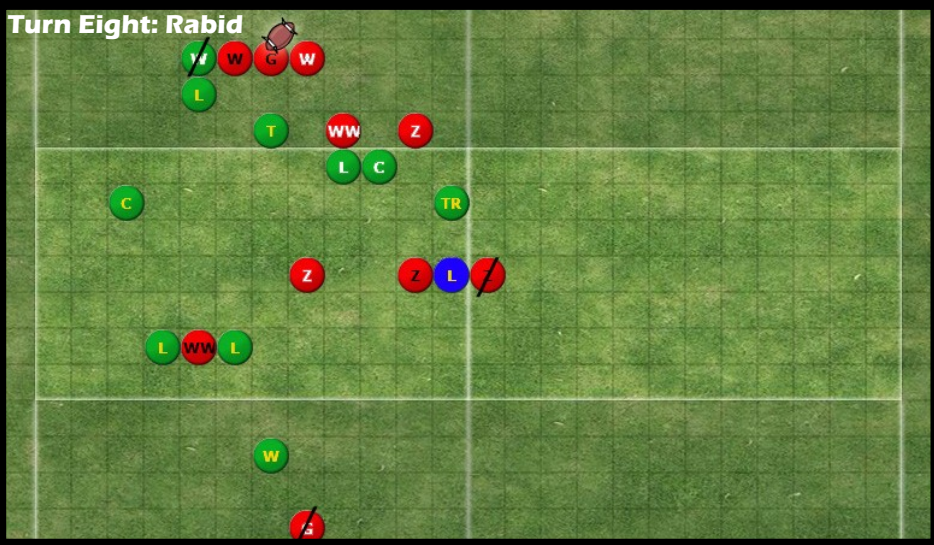
Rabid: Crap. That didn't work. So experience has taught me that in this situation it's not always prudent to go for the ball carrier.

Rather it is better to hit one of his supports and mark up on the ball carrier, while covering the routes towards the end zone forcing a key Blitz and probably Dodges along the way.

I mark the Werewolf just in case, but go for my play early in the turn. Ordinarily I would move my Dodge players that I plan on using to cover the backfield before the play but with Tackle sitting on my Catcher and the Wardancer I need to use, I consider it too risky.

It all goes awry. Tackle on my Wardancer takes my reroll, who promptly double-skulls the block. Unfortunately it's a clear run to the line now.

Virral: Phew! Thanks to the War Dancer choking on the Blitz, the path to a touchdown is wide open. Considering I'm down 2-nil right



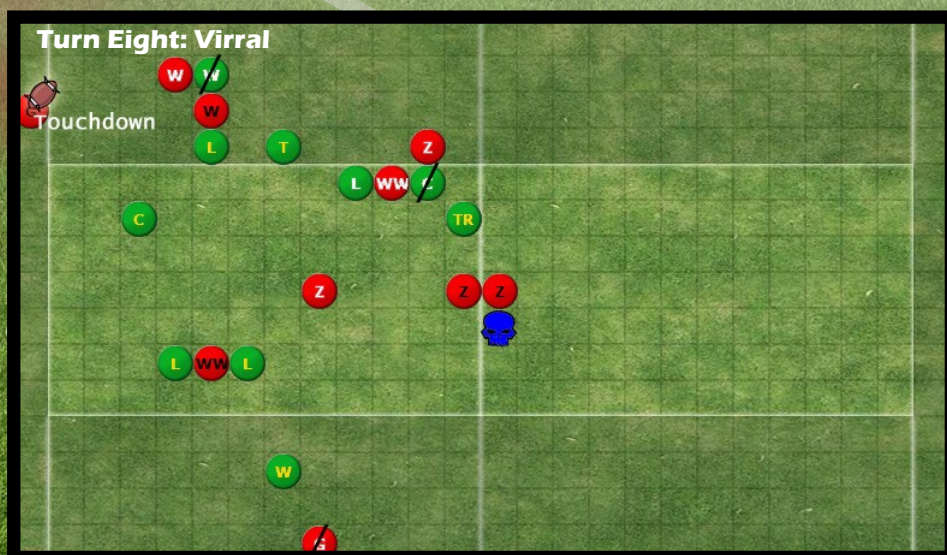
now, I have a truly absurd three Rerolls remaining.

I could just walk it in, but I really need to cut his team down by a player or two if I want a chance of winning this thing, so I decide to throw the "safe" Blocks available to me, i.e. players on my team that have Block and can throw a two dice block.

Much to my delight, one of those Blocks scores a Casualty against James' Boggy! He suffers a Badly Hurt, and James uses the Apoth to bring him back into the game...

It made me chuckle that now both of our Boggy's had been hurt and yet both would return to the pitch for the second half.

Once the blocks were done I walked in the touchdown to make it 2-1 in James' favour.



First Half Wrap-Up

Virral: Well, I'd be lying if I said I was happy with the way the first half went, but at least it wasn't a 2-nil or 3-nil disaster. The second foul against the Treeman really cost me, but as I said in my match comments it is just being sent off that I regret, I think the decision itself was sound enough given my team placement and I'd probably have done it again if put in the same situation.

That was the defining moment that turned the game away from my favour though, there is no denying it. Going into the second half I'm going to be receiving, so I have to make a difficult choice, either try to grind out a draw or go for the win. I suspect in a tournament setting, against a player like James who still has a full team of Elves at his disposal, I'd be leaning towards the draw.

However, I will wait and see how our teams fare early in the second half... if I can get numbers on him and position myself to score relatively quickly, then I'll probably take the touchdown and try to win this thing!

Rabid: A good first half. Could have been great, but them's the breaks. Getting that second TD has really put me in the box seat. Because I have a one turn option (not that it's a sure thing) I've always got a chance at winning this game.

I suspect Virral will play for the draw, so my plan is to stay safe and try and keep as many players and Rerolls as I can for that key last play if required. I will take an opportunity to go after him if he makes another mistake but may not risk it early in the half, and I don't plan on throwing away Rerolls on ridiculously complex offensive defence plays. I've got a full team going into the second half so I am pretty confident. The Apoth has done his job (justifying his selection), so fingers crossed I can win this one for all the readers out there.

It is Virral afterall.

Current Score:
Rabid_Bogscum 2
Virral 1

Can Virral snatch a win or will Rabid run away with it? A Taste of Turf continues following the sub-magazines...

Go to 2nd Half

CAPITAL PUNISHMENT

1

League Information and News from the ACT

First off I'd like to put out a big congratulations to "the PM's VI", the ACT representative team, for winning the inaugural state v state Ausbowl!

The Team:

Aaron Green (Azza) - Dwarfs

Andrew Vulling (avulling) - Necromantic

Andrew Rintoul (Big A) - Wood Elves

Anthony Cutting (Cutts) - Skaven

Ben Vanzino (BeefyGoodness) - Undead

Rod Noy (Grimrod_Waaghfist) - Orcs

These guys represented the ACT and defeated the best that the other states could offer.

This list is in no particular order, though it will be pointed out by certain members of the ACT Ausbowl team that Cutting did in fact come in last.

Also, the Canberra Cup has been run and won recently by Andrew Vulling (avulling), making that two tourney's on the trot for him.

That's an impressive feat and definitely makes him the player to beat at any big upcoming tourney (e.g. Eucbowl).

Canberra Cup Results:

1. **Andrew V (296pts) - Dark Elves (1st ACT)**
2. **Daniel H (254pts) - Slann**
3. **Phillip E (252pts) - Skaven (most TDs)**
4. **Aaron (239pts) - Chaos Pact**
5. **Phil W (211pts) - Wood Elves**
6. **Brendan (209pts) - Khemri (most Fatalities)**
7. **Phil L (203pts) - Pro Elves**
8. **Ben P (196pts) - Lizardmen (best custom pitch)**
9. **Gavan P (166pts) - Necromantic**
10. **Simon L (159pts) - Wood Elves**
11. **Andrew R (150pts) - Vampires**
12. **Simon M (148pts) - Orcs**
13. **Bradley O (147pts) - Humans**
14. **Jeff B (145pts) - Khemri**
15. **Rod (118pts) - Orcs (best painted team / mini)**
16. **Blair (83pts) - Norse**



LEAGUE PAGES Australian Capital Territory Blood Bowl League

ACTBBL

In league news it seem like Azza's chaos pact has finally hit its straps in the Major division of the

ACTBBL playing for the chaos cup this season. It has taken the *Infernal Comedy* several seasons of whipping to get them up to speed, but I call them the force to be reckoned with four wins on the trot so far.

The Orkleys Cup (minors) sees Big A's Halfling team *Blackwater* sitting on top of one of the groups. I don't think anyone expected that, especially the coach! This

division could be anyone's so I hesitate to make any predictions on it other than backing the 'flings on their dream run!

The FA Cup (Rookies) is showing *Lelruthus'* new Dwarves *Crimson Breweries* to have come out of the gate swinging, causing an impressive 15 casualties in their first four games. I'd warn everyone to be bringing their apothecary to that matchup.

Ben Vanzino (BeefyGoodness)
Capital Punishment Editor

Chaos Cup II League Ladder

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 Hell's Cunt	Necromantic Andrew V	2,250k	4 0 0	80	13 - 2	23 - 6 (1-1)
 the infernal comedy	Chaos Pact Aaron	2,090k	4 0 0	80	9 - 5	22 - 6 (5-1)
 Sewerside Runners	Skaven Lelruthus	1,860k	3 0 1	64	12 - 8	17 - 12 (0-3)
 FUBAR Fellows	Dwarf Simon M	2,050k	2 0 2	48	5 - 9	11 - 9 (4-0)
 Chile Khorne Carnage	Chaos Chris Williams	2,300k	1 0 2	28	3 - 7	12 - 14 (4-3)
 Hellarious Pranksters	Underworld Drakeular	1,780k	0 1 3	22	5 - 8	7 - 24 (0-2)
 Anarchist Angels	Chaos Carbrawn	2,160k	0 1 3	22	5 - 10	13 - 22 (2-3)
 Blue Collars	Elf Grimrod	2,010k	0 0 3	12	6 - 9	2 - 14 (0-3)

FA Cup II League Ladder

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 Crimson Breweries	Dwarf Lelruthus	1,300k	3 1 0	70	7 - 1	15 - 1 (3-0)
 Har Ganeth Saints	Dark Elf Michael Geld	1,100k	3 0 1	64	10 - 4	6 - 11 (3-4)
 Heinz Pride	Chaos Dwarf Ben	1,320k	2 2 0	60	7 - 4	9 - 4 (1-0)
 River Stir Slayers	Human ModelWarrior	1,180k	2 0 1	44	7 - 4	5 - 5 (1-4)
 Brutle Orcs	Orc Phil W	1,100k	1 2 1	44	5 - 6	6 - 4 (3-2)
 Garric's Greenskins	Orc Simon M	1,200k	1 1 2	38	5 - 6	7 - 4 (2-1)
 Norsecan Raiders	Norse Blair	930k	1 1 2	38	4 - 7	9 - 9 (3-2)
 Didditon Oddrugs	Skaven Peter M	1,040k	1 1 2	38	4 - 7	5 - 10 (2-2)
 Midori Onnanoko	Wood Elf Simon L	1,110k	1 0 3	32	3 - 9	3 - 14 (1-2)
 Guildford Stranglers 1.01 Lite	Orc Peter F	1,010k	0 0 3	12	1 - 5	2 - 5 (0-2)

Orkleys Cup II League Tables (East / West)

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 Blackwater	Halfling Andrew R	1,350k	3 0 1	64	9 - 5	9 - 17 (1-2)
 The Rats who say Ni	Skaven Anthony	1,960k	1 3 1	54	12 - 10	12 - 14 (1-3)
 Devious Shadowmasters	Dark Elf Andrew V	1,660k	2 1 0	50	4 - 2	6 - 7 (1-1)
 Eastern EurElf Gym Team	High Elf Peter M	1,620k	1 1 3	42	8 - 10	9 - 11 (0-0)
 Davi Grontis	Dwarf Phil W	1,960k	1 1 2	38	4 - 5	21 - 1 (4-0)
 Sunnydale Vamp Squad	Vampire Chris C	1,590k	1 0 2	28	6 - 11	5 - 12 (0-1)

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 The Savage Rose	Wood Elf Luke	1,730k	2 2 0	60	6 - 3	1 - 7 (0-3)
 Rusty Cage	Nurgle Andrew R	1,770k	2 2 0	60	6 - 4	6 - 7 (4-0)
 Grim Reapers Guards	Necromantic Simon M	1,730k	2 1 1	54	6 - 4	9 - 8 (1-0)
 The Brides of Kaine	Dark Elf Chris Williams	1,920k	2 0 2	48	7 - 4	10 - 7 (2-2)
 Zharrruk Infernoes	Chaos Dwarf David	1,640k	1 1 2	38	4 - 6	6 - 2 (0-1)
 Sea of Claws Ravens	Norse Ben P	1,520k	0 2 2	28	3 - 7	6 - 5 (1-2)

LEAGUE COMMISSIONER:

Phil (Carbrawn)

CONTACT:

carbrawn@internode.on.net

LEAGUE MEETS:

Ad hoc at Good Games Lanyon

LEAGUE RULES:

[Modified CRP](#)

CURRENT SEASON:

Chaos Cup Season 2

NEXT SEASON STARTS:

August / September



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NUFFLE SAYS WHAT!?!?

League Information and News from NSW

Hello everyone, and welcome to **Nuffle Says What!?!?** the NSW section of BL!TZ. My name is Richard Andrew (Virral) and I am one of the NSW Representatives for Ausbowl, along with James Russell-Wills (Rabid_Bogscum).

This section of the magazine is going to be devoted to the NSW Blood Bowl scene, including current information on the various leagues and upcoming events in the calendar. We are still finding our way in this first issue, however we have big plans for the future including spotlighting leagues and events, running special NSW related articles and other goodies. If you run a league, are planning a tournament or otherwise have something NSW-related to share with the community, you can get in touch with either James or myself via Ausbowl and we can help you get the word out.

But for now, we hope you enjoy this first issue and if you're a Blood Bowler in NSW we hope to see you at Sydney's premier tournament, Eucalyptus

tus Bowl in early August!

We also hope you enjoy our in depth match report showcasing the Eucalyptus Bowl ruleset and strategies to keep in mind for tournament play compared with league play.

Richard (Virral)



Make sure you get along to Eucalyptus Bowl on 6 to 7 August.

FOOT OF THE MOUNTAIN

BLOOD BOWL LEAGUE

Formed in 2007, Foot of the Mountain was the coming together of two local groups from the Penrith / Blue Mountains area of NSW..

League organisation is one game every two weeks played by season draw, with the top four teams playing off for the finals. These games are played when and where the two players decide.

Currently Foot of the Mountain is playing season nine with nine players using a mix of old and new teams.

TVs approximately 100 to 170.

All games are played using the Competition Rules Pack (CRP) rules including the additional teams (Underworld, Slann, Chaos Pact).

New players always welcome (n00bs included).

Contact Creature (FOTM Commish) with any queries.

Creature
FOTM Commissioner

FOTM League Ladder Season 9

1. Hutchie (Chaos Dwarf)	2nd season	6
2. Creature (Vampire)	1st season	6
3. Bill (Chaos Dwarf)	1st season	6
4. Phil (Chaos)	2nd season	4
5. Thomsy (Human)	2nd season	3
6. Nichren (Undead)	3rd season	1
7. Gnome (Goblin)	1st season	0
8. Joey (Ogre)	2nd season	0
9. Keith (Orc)	1st season	0

LEAGUE COMMISSIONER:

Creature

CONTACT:

[pm Creature on AusBowl](#)

LEAGUE MEETS:

Ad hoc

LEAGUE RULES:

CRP

CURRENT SEASON:

Season Nine

NEXT SEASON STARTS:

TBA



SLOBB

Welcome to SLOBB, a Sydney based Blood Bowl league for avid coaches with plenty of real life on their plate, but a passion for Blood Bowl, and a passion to be part of an ongoing league.

SLOBB is the premier Blood Bowl league in Sydney. With some of the top coaches in Australia, we breed a competitive but fun Blood Bowl experience.

The League runs two divisions. A fixed league that has a one game a month commitment and including finals usually runs for about eight months. Coaches are allowed to run a single team in our fixed league, and are only allowed to develop the teams within its set draw each season. It is home to both new and old teams and is the cream of the crop that SLOBB offers its coaches.

Parallel with this division we also run an Open league each year which allows coaches to run as many teams as they like, and organise their own games, which after all is as Nuffle intended Blood Bowl to be played. Teams from the fixed league can retire into the open league but not vice versa. When there is regular play in the open league, KO tournaments are organised, and the most active coaches are invited to take part.

Any prospective coaches are invited to make contact with the league on the Aus-Bowl forums, and encouraged to start some teams in the open league and get to know some of the coaches before asking to join the fixed league. With that said we are well aware of how busy people are today, and

that some coaches are only able to commit to the fixed league. We haven't turned down a request to join yet, so please pop into the forums and say Gday.

Season five is close to wrapping up. After four seasons playing the Blood Bowl Majors, the league is trying to develop their own league specific trophies. Until a better decision is made we have been blessed with the SLOBB Interim Cup, or SIC for short. An ancient cup that.. ahh who am I kidding, it's a busted up old tin cup that's

been thrown together as a prize. But aren't the teams keen to win it.

At the time of writing four teams, *Smegheads*, *Disturbed*, *Meat the Beast* and *The Horned Rat Hornets* had sewn up places in the finals. With a number of key final round games to decide the final make up. The pressure is on.

Next issue we should hopefully be able to



LEAGUE PAGES

Sydney League of Blood Bowl

Bone Idlers North												
#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	Mathfuric	Stade Mort	Necromantic	2010k	4	2	2	0	5	-9	0	8
2	Tribalsinner	Last Legion	Dwarf	1810k	4	2	1	1	-1	13	0	7
3	Burn	die grÖne Bedrohung	Orc	1660k	4	2	1	1	-1	4	0	7
4	Grumpsh	Chaos III Leaguers	Chaos Dwarf	2110k	4	1	2	1	0	-1	0	5
5	Redcard	buried not burnt	Necromantic	1540k	4	0	1	3	-4	-4	0	1

Bone Idlers South												
#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	laphyr	Smegheads	Dwarf	1330k	5	4	1	0	7	7	0	13
2	RabidBogscum	Disturbed	Necromantic	1150k	4	3	1	0	9	1	0	10
3	geoffles	Sithing Elves	Dark Elf	1110k	5	2	1	2	5	-10	0	7
4	Conan	Drakwald Deadites	Undead	1410k	5	0	2	3	-8	-2	0	2
5	Kinotous	Necropolis Neuts	Necromantic	1100k	5	0	2	3	-11	-4	0	2

Lazy Lumps North												
#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	Virral	The Horned Rat Hornets	Skaven	1770k	5	3	0	2	4	-2	0	9
2	D Arquebus	Meat The Beast	Undead	1560k	4	2	2	0	4	5	0	8
3	DoubleSkulls	Unliving Rule Book	Undead	1690k	5	2	0	3	-1	6	0	6
4	Angryman	Crazy Beards	Chaos Dwarf	1780k	5	1	2	2	-2	-4	0	5
5	Blorc	FNC Hooded Hippies	Wood Elf	1710k	5	1	1	3	-4	-8	0	4

Lazy Lumps South												
#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	Chavo	Atomic Winter	Norse	1700k	4	2	2	0	4	4	0	8
2	Arcturus	FNC Heroes	Norse	1610k	4	2	2	0	3	5	0	8
3	Justin.Judd	Spear of Akkad	Undead	1210k	5	2	1	2	0	-3	0	7
4	GeoffWatson	Beards of Byzantium	Dwarf	1260k	5	1	2	2	0	8	0	5
5	Borzag	Estalian Inquisition	Human	1020k	4	0	0	4	-9	-6	0	0

break down how the finals have gone and give you some information for season six.

Carnivean Helmet II

The Carnivean Helmet is the premier KO tournament in the leagues Open division. The final of the second such tournament has just been run and won.

Taking out the Carnivean Helmet were the defending champions the *FNC Eagles* coached by laphyr, who were too strong for their fellow High Elves the Grumpsh coached *Ult Bay Sirens*.



LEAGUE COMMISSIONER:
James Russel-Wills (Rabid)
CONTACT:
Pm Rabid Bogscum on AusBowl
LEAGUE MEETS:
Occasionally at Good Games

LEAGUE RULES:
CRP
CURRENT SEASON:
Season Five
NEXT SEASON STARTS:
Likely September 2011

Stars of the show were obviously the star Thrower and Catcher combination of Bomber and Louie who connected for all five of the team's Touchdowns. It was a tough game where coach Grumpsh clearly felt his best chance of a win was to go the bash, starting out that way with a casualty off the first block of the day. A simple turnover started the slide and from that point on, playing catch up Blood Bowl meant even more mistakes and more Turnovers and resulting in a 5-2 scoreboard.

So congratulations to Matt Williams (laphyr) and his two-time Carnivean Helmet champions the *FNC Eagles*.

Farewell Old Chap

For those of you who aren't aware, the Australian Blood Bowl community are losing Ian Williams (Doubleskulls) back to Ol Blighty.

Hailing from England originally, Ian has been one of the key players in the Blood Bowl scene down under. Besides his fine work as a member of the BBRC in getting us this final perfect edition of our favourite game, Ian along with Ben Hayes brought us the very first Eucalyptus Bowl. This feat should not be overlooked in how it has shaped the Blood Bowl landscape; this was many peoples first tournament (still is each and every year).

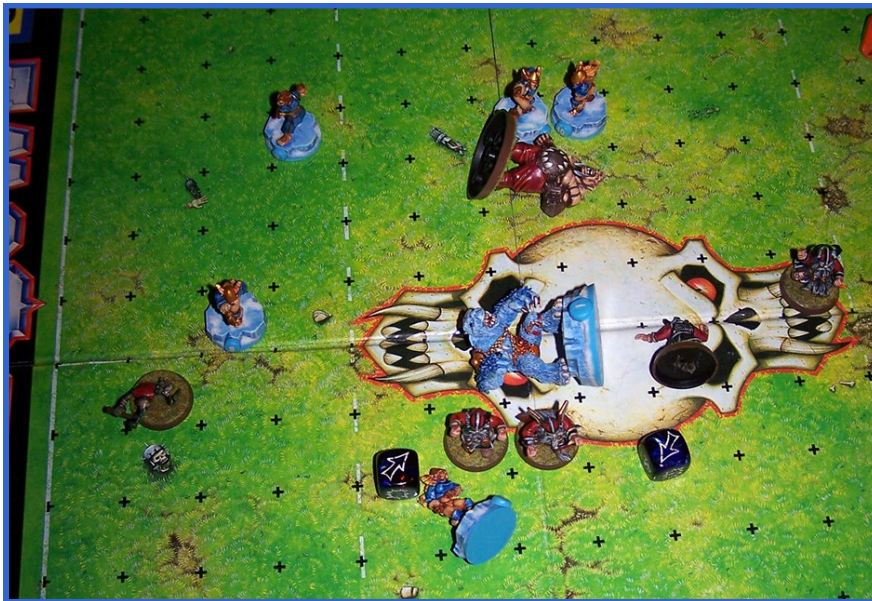
Speaking for myself, had I played in a smaller less well run tournament to start off with, I may never have kicked on and rekindled such an interest in Blood Bowl as I have. Great rivalries were formed at that Eucalyptus Bowl that continue today. I will hopefully still be helping out the league as our IT guru, and it is a big loss to see him go. It's been a pleasure knowing you mate, a pleasure having you in the league, and don't be afraid to come back to Australia to settle down for good when the kids are older.

James Russell-Wills
(Rabid_Bogscum) -
SLOBB Commissioner



NOBBL

NOBBL (Newcastle Open Blood Bowl League) has been playing for about a year. We are still trying to build up some real momentum, with a few coaches dragging the chain a bit. The schedule has been reset to one game per month, as one game a fortnight was bit ambitious. Last season we had a large number of coaches from the Williamtown RAAF



base. Most of these have left, but we do have one replacement RAAFY in Travis, a fine player who claims that his wife may even play next season!

Despite the teething problems we have some keen players and rumours of satellite leagues (running in secret!) which we hope to bring into the fold.

Return to Vinland vs Hashut Hammers in action.

Team	Coach	P	W	D	L	TD+	TD-	TD Diff	CAS +	CAS -	CAS Diff	Pts
Return to Vinland	<i>danielcollins</i>	1	1	0	0	4	0	4	2	3	-1	5
Drunken Dwarves	<i>Barks</i>	1	1	0	0	2	0	2	2	1	+1	5
Philia	<i>Lictor</i>	1	1	0	0	1	0	1	1	2	-1	5
Hashut Hammers	<i>maximus_t</i>	2	0	0	2	0	5	-5	5	3	+2	0
Sanguine Scales	<i>Jordell</i>	1	0	0	1	0	2	-2	1	2	-1	0
Assnil	<i>Tollgrin</i>	0	0	0	0	0	0	0	0	0	0	0

LEAGUE COMMISSIONER:

Dan Collins

CONTACT:

pm danielcollins on AusBowl

LEAGUE MEETS:

Once a month

LEAGUE RULES:

CRP (slightly modified)

CURRENT SEASON:

Season Two

NEXT SEASON STARTS:

TBA



CaneToad Chronicle

I'll start by making a bold claim; Brisbane is the place to be if you are a Bloodbowl player. Not only is there a vibrant tourney seen with Auscon, Irresistible Force, Brisbowl and of course the River City Cup series of competitions., there are now four leagues operating in and around Brissie.

Just finishing season nine is probably the most established of these, the **Brisbane Area Bloodbowl League (BABBL)**, playing out of Good Games in Spring Hill, season ten will be starting shortly – contact **Bouf** if you want to join up. You could also hit the **AusBowl forum for BABBL**.

To the north are the guys from Caboolture, **Queensland Northern Knights** where Blood Bowl has had a surge in popularity.

To the south is **Irresistible Force** based out of the IF store, **contact Gavin by email** or on the **AusBowl forum for IF**.

And lastly, our feature league for this issue, HOTGOBLIN, to quote the commish "Big Al"

HOTGOBLIN Blood Bowl brings the weirdest and strangest from the Old World and beyond in a single arena of death, blood and sometimes sport. Teams from across the Olde World vie for the attention of fans and

coaches alike in an attempt to reach the top of the pile and what a pile it is.

This season is brought to you by; *The Crunch*, "of which you know nothing", and *GO FOR IT TRAVEL* "See the Old World on a two plus".

HOTGOBLIN is a low key league focused on the strange and on the story of the game. Player history and background is as important as TD stats and leader boards. The league will often feature house rules and try out new season formats just to see what happens.

Ref's day off (no sending off for fouls) and Speed Bowl (two min turns) feature regularly and arbitrarily along with many other special games that come and go. We play a seven day game turn around and have no fixed home, preferring coaches to organise venues between themselves.

More of a social group than a league HOTGOBLIN can be joined by contacting the Commish, Big_al on the AUS-BOWL forums **through PM** or on the HOBBL **section of the forum**.

Don't forget, it's Blood Bowl , not Flower Bowl.

If you have any Queensland news for this section, a league or tourney you want to promote, match reports, bragging right's or anything else – **just PM Rednick** on the forums.

Nick Ashby (Rednick)



BABBL

Group A

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 Mordhaus Vikings	Norse Zombie-X	1,730k	8 4 0	20	26 - 10	45 - 32 (6-7)
 Valodalen Nobles	High Elf Cabletrax	1,530k	7 3 2	17	27 - 12	19 - 35 (1-7)
 Korinthian Klash	Human Woolfe	1,980k	8 1 3	17	26 - 18	47 - 36 (7-3)
 The Fallen	Dark Elf Hosko	1,970k	4 5 3	13	21 - 15	15 - 45 (1-3)
 Strassburg Spacefrogs	Slann Foxfire	1,590k	5 3 4	13	24 - 20	19 - 29 (4-6)
 Unde Crusty's Circus	Chaos Dwarf Rednick	2,630k	5 3 4	13	20 - 17	69 - 9 (14-2)
 Hillybilly Havoc	Human jimbob	1,370k	4 2 6	10	12 - 19	14 - 27 (2-1)
 SANZAR XV Barbarians	Human Beaso73	1,800k	1 4 7	6	18 - 31	32 - 39 (6-5)
 Brisbane Valley Bouncers	Orc Howser	1,280k	2 2 8	6	6 - 24	16 - 24 (2-1)

Group B

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 Cajun Critters	Lizardmen Greedy Smurf	2,000k	9 1 2	19	32 - 12	28 - 30 (2-3)
 Sons of Consumption	Nurgle Bouf	1,930k	8 3 1	19	19 - 5	56 - 10 (10-1)
 Woodridge Hobos	Beastmen Bradders	1,530k	6 3 3	15	16 - 12	31 - 18 (1-2)
 Thunderhawks	Elf DevilsReject	80k	6 0 6	12	31 - 23	16 - 50 (0-9)
 Death & Decay	Khemri SnakeEyes	1,380k	4 4 4	12	17 - 17	23 - 33 (1-7)
 River City Mudawgs	Lizardmen Rasart & hazzadous	1,360k	5 1 6	11	13 - 16	26 - 28 (2-2)
 C.H.A.O.S.P.A.C.T.	Chaos Pact Maeglammen	1,640k	4 0 8	8	11 - 25	29 - 18 (4-2)
 One Sandwich Short	Halfling Suffer	1,350k	1 3 8	5	8 - 27	25 - 47 (4-6)
 Season Nine Bye Round	Bye Round Bye Round	k	0 0 12	0	0 - 24	0 - 0 (0-0)

LEAGUE COMMISSIONER:
Bouf

CONTACT:
brisbane@bloodbowlleague.com
LEAGUE MEETS:
Occasionally

LEAGUE RULES:
CRP
CURRENT SEASON:
Season Nine (finished)
NEXT SEASON STARTS:
Very soon

LEAGUE PAGES

Irresistible Force Blood Bowl League



Group Central

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 The Ninth Circle	Dark Elf Hosko	1,790k	11 1 0	23	40 - 9	22 - 25 (5-7)
 Slippery Suckers	Lizardmen Chris Mc	1,890k	9 0 3	18	24 - 15	24 - 11 (4-0)
 Raging Orkaholics	Orc Dancurtis	1,790k	6 3 1	15	13 - 9	26 - 8 (3-2)
 Billy Goats	Chaos BJ	1,580k	4 3 3	11	11 - 12	28 - 8 (4-1)
 The Expendables	Wood Elf Matt Jarvis	1,330k	4 1 5	9	17 - 16	3 - 28 (0-3)
 Barak's Bashers	Chaos GT	1,390k	3 1 6	7	12 - 21	14 - 19 (1-6)
 Da Eels	Goblin Nic	1,220k	1 1 8	3	9 - 29	13 - 31 (2-1)
 BYE CENTRAL	Amazon Slardy	k	0 0 10	0	0 - 10	0 - 0 (0-0)

Group South

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 Kitty Krunchers	Chaos Slardy	1,530k	6 1 4	13	13 - 9	24 - 6 (5-1)
 Hellpit Gnashers	Skaven Stinkybw	1,570k	5 2 4	12	17 - 13	20 - 16 (4-2)
 Calendar Girls	High Elf Useful Dave	1,310k	5 1 4	11	11 - 7	5 - 11 (1-3)
 Goblindegook	Goblin Bob Sprocket	1,180k	5 0 4	10	9 - 9	13 - 14 (5-4)
 Network Video Allstars	Human Shifty	1,230k	5 0 4	10	7 - 9	9 - 13 (2-3)
 The Squealers	High Elf David J	1,460k	4 1 5	9	9 - 15	8 - 14 (0-4)
 Chaos United	Chaos Sambalam	1,260k	4 0 6	8	10 - 7	9 - 7 (1-2)
 Bangers & Mash	Nurgles Matt	1,310k	2 1 7	5	5 - 17	12 - 19 (5-3)

LEAGUE COMMISSIONER:

Gavin (Slardy)

CONTACT:

gavin.clarke@irresistibleforce.com.au

LEAGUE MEETS:

Occasionally

LEAGUE RULES:

CRP

CURRENT SEASON:

Season Five

NEXT SEASON STARTS:

TBA

HOTGOBLIN BLOODBOWL

Chrissy Todd

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 HOTGOBLIN	Goblin Allan	1,870k	2 0 0	6	4 - 2	5 - 9 (0-1)
 Chaos Cheerios	Chaos Moly	1,570k	0 1 0	1	1 - 1	3 - 4 (0-1)
 Mt. Mourn Mawlers	Ogre Patrick	2,200k	0 1 1	1	2 - 3	8 - 4 (1-0)
 The Barefoot Bullroarers	Halfling Mark	1,630k	0 0 1	0	1 - 2	5 - 4 (1-0)

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 The Diminutive Dictators	Chaos Dwarf Hosko	1,250k	3 1 0	10	9 - 0	7 - 9 (1-0)
 The GFI Globe Trotters	Vampire Carwyn	1,170k	2 1 0	7	6 - 3	1 - 8 (0-2)
 Nekharan Sandtraps	Khemri Moly	1,100k	2 0 1	6	4 - 4	7 - 7 (0-2)
 The Big Bangers	Amazon GT	1,050k	1 2 1	5	4 - 3	5 - 8 (2-2)
 Dead Time Story	Wood Elf Steve	1,210k	1 1 1	4	6 - 6	6 - 10 (1-1)
 Asoborn Ravens	Human Kojihama	1,180k	1 0 3	3	4 - 11	12 - 5 (4-2)
 Chaos All Stars Jnr.	Chaos Pact Nic	1,130k	0 1 2	1	2 - 5	8 - 3 (1-1)
 Cadaverines	Necromantic John	1,020k	0 0 2	0	0 - 3	5 - 1 (1-0)

Mongo

Sir Didymus

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 Voodoo Dolls	Chaos Hosko	1,100k	2 1 0	7	6 - 3	8 - 3 (1-1)
 The Crunch	Ogre Allan	1,200k	2 1 0	7	5 - 2	12 - 6 (2-0)
 Bad Habits	Human Harvey	1,100k	2 0 1	6	7 - 3	8 - 6 (0-1)
 The Orange Clockworks	Necromantic Mark	1,180k	2 0 1	6	4 - 3	10 - 4 (3-2)
 Scaly Dodgers	Lizardmen Nic & LittleAl	1,090k	1 1 0	4	3 - 2	4 - 5 (1-2)
 Tuckborough Terriers	Halfling Nic	980k	0 1 2	1	2 - 8	3 - 17 (0-1)
 Dangerous Curves	High Elf Gronk	990k	0 0 2	0	2 - 5	1 - 5 (1-2)
 Dog Boyz	Orc Chaedy	1,130k	0 0 3	0	1 - 4	8 - 4 (1-0)

LEAGUE COMMISSIONER:

Allan / Nic

CONTACT:

www.hotgoblin.bloodbowlleague.com

LEAGUE MEETS:

Occasionally

LEAGUE RULES:

CRP

CURRENT SEASON:

Season Four

NEXT SEASON STARTS:

TBA



Queensland Northern Knights

FINAL STANDINGS - QNKBBL AUTUMN CUP 2010

CHAMPION:

Knarloc Knuckledusters (Norse) – Chad

PREMIERS:

Warriors of Olympus (Human) – Muddi

SQUIG CUP:

Beer Bellied Bombers (Dwarves) – Greg

DUNGEON BOWL:

None – Tied

TITLE HOLDERS:

Most SPP (52) – Raarkik 'The Golden One' (Knuckledusters)

Most TD's (15) – 'Dangerous' Diomedes (Warriors)

Most Completed Passes (33) – Sixfingers 'Sniper' Lickspittle
(Sewer Scramblers)

Most Casualties (12) – Crispix "The Viscious" (Killers)

Most Interceptions (2) – Sultana Bran "The Interceptor" (Killers)

Most MVP (4) – None (Tied)

ROSTERS:

Round One.

End of Season.

[BACK](#)

LEAGUE COMMISSIONER:

Jacob

CONTACT:

www.qnkbbl.webs.com

LEAGUE MEETS:

Fridays 7-11pm

LEAGUE RULES:

CRP

CURRENT SEASON:

Autumn 2011 (finished)

NEXT SEASON STARTS:

July 2011 (Spring)

Southern Strike

6

League Information and News from SA



elcome all to the sixth issue of Southern Strike magazine! Yes, that's right, this is where it all started. Issues one to five were stand-alone magazines in their own right

and, while the spirit of the Strike lives on in the BLITZ, it's also appropriate to remember where we came from.

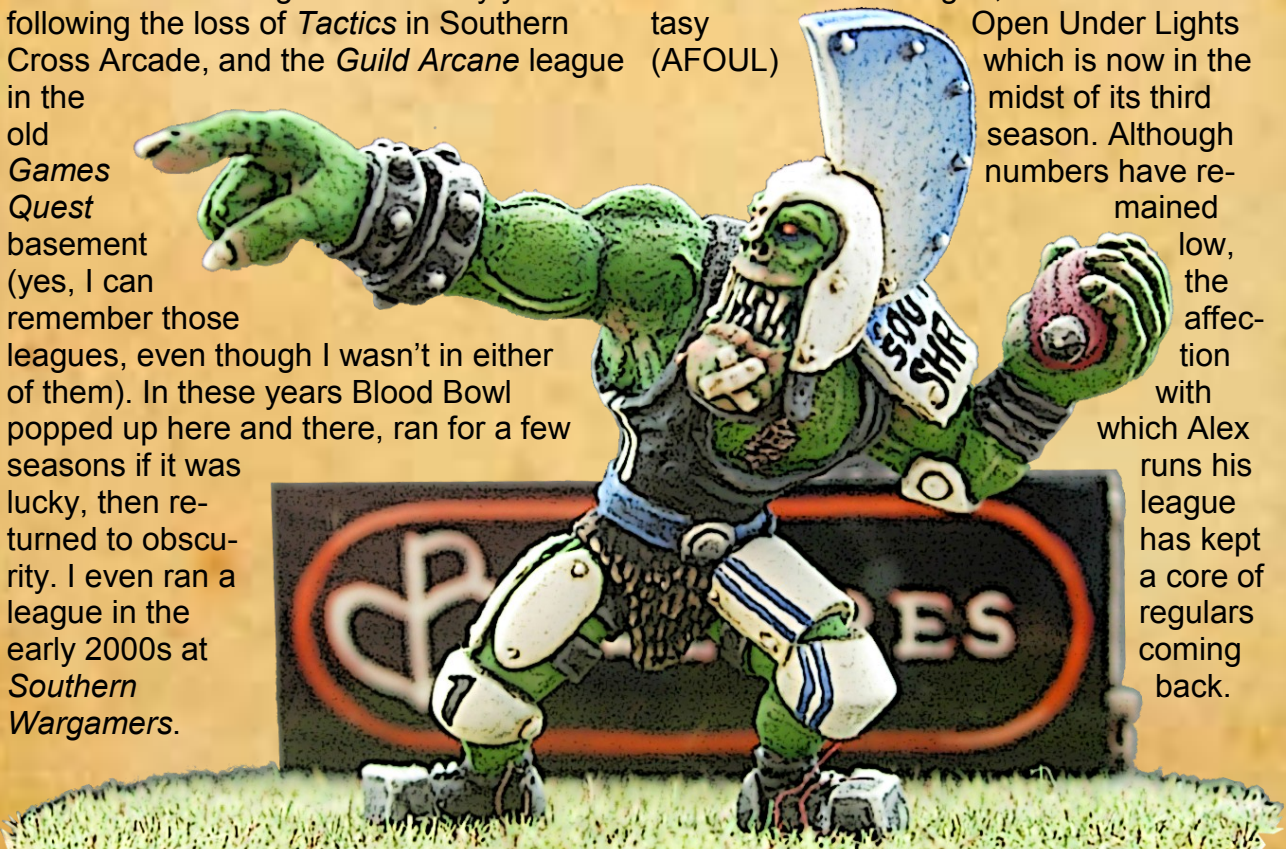
But not for too long, because we also need to look at where we're going! I had reason to ponder, recently, what has been achieved in Adelaide Blood Bowl over the past three years. I'm sure many of us remember the dark ages. The lonely years following the loss of *Tactics* in Southern Cross Arcade, and the *Guild Arcane* league in the old *Games Quest* basement (yes, I can remember those leagues, even though I wasn't in either of them). In these years Blood Bowl popped up here and there, ran for a few seasons if it was lucky, then returned to obscurity. I even ran a league in the early 2000s at *Southern Wargamers*.

But in 2008 a shining light rode in from the west. Mike Speirings (Speiroz) planted the seed by running an amazing inaugural Southern Strike Bowl (SSB) in that year, and Jake Kroker (Darkhorse) began the first season of the City of Churches King's United Prize (CCKUP).

Since then, SSB has been run a further twice, to interstate acclaim, by Adam Marafioti (Olaf the Stout) and the CCKUP has just finished its fifth season—a season in which 24 coaches competed!

But the story doesn't end there. Up north in Greenacres, Alex Coombe (anc001) pioneered a second league, the Adelaide Fantasy (AFOUL)

Open Under Lights which is now in the midst of its third season. Although numbers have remained low, the affection with which Alex runs his league has kept a core of regulars coming back.



"Da Fetcha" - SSB 2008 MVP. One of the great traditions started by SSB has been the awarding of a limited edition model of the MVP each year.

And then, as if two leagues in a relatively small community wasn't enough, the Southern Adelaide Blood Bowl League (SABBL) also came to light—a group of trash-talking, loud-mouthed coaches rollicking their way, currently, into their own third season under the leadership of Nathan Staff (Nayfan).

These three leagues, and the SSB, have been further augmented over the years by two additional events of note. The Hindley Street Bowl (HSB) has now occurred twice (most recently as part of the Floodwar fundraiser), featuring the variant Streetbowl rules, run by Darkhorse. Finally, the Adelaide Dungeon Bowl Cup (ADBC) was fought over the most amazing dungeon pitch I have ever seen, by Alex in February this year.

While all this was going on there was yet another league going on, this one virtual in nature. While the Strike says goodbye to the Drakebowl (and good luck in the smoky depths of The Crystal Ball), it started as a group of Adelaide-based players.

Then the Strike (which itself built on the back of my efforts to document the Drakebowl in a magazine called BLITZZ Magazine) garnered global appeal in just five issues. It was truly humbling to receive subscribers from the UK and shout-outs from a US-based podcast (the Zlurpcast) for what

was, in essence, a very parochial record of an emerging Blood Bowl community in one of the smaller Australian capitals.

Finally, the icing on the cake has been the performance of South Australian coaches in interstate tournaments. Local coaches have made the pilgrimage east to play in Euc-

lyptus Bowl several times over the last few years, and have represented SA well (if not on the table, at least in character!). Then, earlier this year, a state representative team called the SA Steelballs took the field at the first AusBowl, a state vs state teams tournament. Finishing third behind the ACT and NSW teams, the Steelballs showed that SA Blood Bowl, while young, can mix it with the big boys.

So, regardless of your personal Blood Bowl preferences, there's something local you can be involved in. The following league pages give you all the details of the tabletop

leagues, and SSB 2011 is set for 17-18 September (pm Olaf_the_Stout on www.ausbowl.com for more details).

All up, the future looks bright. I look forward to sharing the journey with you.

Brett Whittaker (SinisterDexter)
Chief Editor



The "SA Steelballs", deep in thought against the "Western Brawlers" at AusBowl One. They went on to win the round by a landslide and finish third overall.



AFOUL



he league continues on strong (currently midway into its fourth season). A small but dedicated group of coaches get together each week at the same time to satisfy their Blood

Bowl itch. The informal format is designed to cater to people who either want a weekly fix or an occasional informal game.

We are also getting excited about Shrike-Bowl and having a great time coming up with ideas for teams and possibly even putting together a few custom pitches to take along too.

Due to the winter trading hours of our normal venue (MovieNights), for the time being our league games will be played at the private residence of one of our coaches. If you are keen to learn more about AFOUL, and hopefully catch up for a game just [email me](#).

League Format

Games are not typically scheduled in advance, but organised on game night

among those who arrive to play.

The aim is for each coach to play each of the other coaches during the regular season period (two months). Each coach gains a score that is an average of his performance across all his regular season games. To generate his score each coach must use his first game against each coach during the regular season plus his best performance in one repeat matchup.

Alex (anc001)
AFOUL Commissioner

AFOUL League Ladder Season Four

1.	Voodoo Hoodoo (Khemri)*	Kanga	35.8p
2.	Southgate Psychopaths (CD)	Paul	33.2p
3.	Dirty Birds (Undead)	GuppyShark	27.0p
4.	Orcwood Avengers (Orc)*	Chris	16.3p
5.	Oblivion with Bells (U-world)*	Addy	12.3p
6.	The Hand of Doom (Chaos)*	anc001	12.2p
7.	Da Under Grubbers (Orc)	Dent	0.0p

* rookie teams

Win = 50pts
Draw = 20pts
+/- TD
+/- Casualties

divided by number
of games played

LEAGUE COMMISSIONER:

Alex (anc001)

CONTACT:

AFOUL@internode.on.net

LEAGUE MEETS:

Wednesday nights

LEAGUE RULES:

Modified CRP (as above)

CURRENT SEASON:

Season Four

NEXT SEASON STARTS:

August

SABBL



After quite a lot of running around and getting things organised, season three is up and running.

With 15 teams Starting the season, and one pulling out already.. there are 14 teams in contest for the coveted skeletal hand cup trophy!

A few changes taking place this season as i become a more harsh and realistic League Organiser this season and having to enforce rules early on. Players not communicating with me and not turning up on game night get a forfeit loss - as last season it was announced that games need to be played before game night if you're unable to make game night.. and already this season I've had to enforce this three times!

Enough of that though, the season has started quite well and strong with many more teams than I'm used to. Some new faces i would like to welcome to SABBL, One Eye (Evan) has come across from the CCKUP and is doing quite well so far, also Scott, Khyl and Sammi have joined in for the chaos that is SABBL!

There are now enough teams to make having a quarter final and semi final worthwhile, so I've instituted a 'top six' for this season. The finals will be played over three weeks, at the end of the regular season matchups will be as follows :- 1v6, 2v5, 3v4 - whoever

wins the 1v6 game gets a week off and shoots straight to the grand final with any MNG's healed for the big game.

Season 2 Trophy Winners

- SABBL #1: Greame *Russian Bears* (Dwarfs)
- Best Player: Paul *The Blooded* (Amazons)
- Most Completions: Nathan *Blue Jumpsuit Mafia* (Orcs)
- Most Touchdowns: Aaron *Sexually Tough Disciples* (Dark Elves)
- Most Vicious: Nathan *Blue Jumpsuit Mafia* (Orcs)

Coach	Race	Team	Pts
Drew	Norse	Iron Maidens	9
Evan	Wood Elf	Weapons	7
Aaron	Vampires	Ians Rape Crew	7
Nathan	Necromantic	Blood Wolves	6
Robert	Undead	The Sickness	6
James	Chaos Dwarfs	Hired Goons	6
Sammi	Orcs	Southside Slammers	6
Aubrey	Norse	Stiff Carrots	4
Matt T	Norse	Blitz Krieg Crew	3
Tim	Chaos	Stompers	2
Levi	Nurgle	Got Milk	2
Paul	Human	Filthy Bitches	1
Scott	Lizardmen	Dinostars	0
Khyl	Human	Poke Pals	0

LEAGUE COMMISSIONER:

Nathan (Nayfan)

CONTACT:

Nayfan@hotmail.com

LEAGUE MEETS:

Mondays in Trott Pk at 7pm

LEAGUE RULES:

CRP

CURRENT SEASON:

Season 3

NEXT SEASON STARTS:

TBA

western juggernaut

League Information and News from WA

I am not a born and bred Sandgroper. I arrived in Western Australia seeking fame and fortune. Well, not so much of the fame, but I arrived in Perth in the closing days of 2005, a little down on my luck as the job that had so much promise had fallen through. The better half and I had packed up most of our stuff (or at least what we could fit) into my Holden Nova when we left Adelaide, and the first thing sacrificed was my gaming gear. I was, after all, heading to Agnew, north of Kalgoorlie, to work with four other people, I wasn't really expecting some Saturday afternoon games.

I had decided that I would be working on some Warhammer 40,000 stuff, and by the time I had arrived in Perth, I had one squad and some paints. Of course, I didn't know anyone in Perth, or any suburbs, which didn't help. By the time I got a White Dwarf magazine, I had managed to locate a club or two, but their locations hadn't helped much. Just when it was seeming that my gaming career was coming to an end, I rediscovered a game I had all but forgotten about – Blood Bowl.

I had logged onto one of the forums and found something about this Sandgroper Cup tournament that had just occurred, and it got me thinking...

Almost a year past, and I was reading that forum again, when I saw mention of the Sandgroper Cup. By this stage, I had found a club and was playing regularly (although it wasn't Blood Bowl), and my interest was increased. I went to Sandgroper Cup 2 with a goblin team, and from there my love for the game was ignited like nothing else before. Whilst I only knew a few of the people there, the common bond that was Blood Bowl helped people to communicate like no

other games system did. It's something that surprised me that day, and continues to do so – No other event brings people together more than Blood Bowl.

Based on that alone, and the fact that I needed to meet more people, I signed up that night to play in the next season of the BRAWL League (season three). And I wasn't the only one – BRAWL grew from six players in season one to 32 in season three. I'm not entirely sure why, perhaps it's the *Awesome Factor* that has seen Blood Bowl grow so much in Perth, or perhaps it's the energy that the Commissioners put into their events.

All I know is that in the past five years, BRAWL has grown from six players, swelling to 53 players, with the current season sitting at 42. But then again, there is also a new kid on the block – Rock'N'Rumble – first season 14, second sitting at 16 at the moment, with entry still open. No events have been held for the Rock'N'Rumble League just yet, but there is one being planned for February.

In addition to BRAWL and Rock'N'Rumble, there's a league that's kicked off at Albany, in the State's south. Also running the Red-neck Rumble, Blood Bowl has kicked off down south as well.

In the last couple of years there have been "The Southern Road Trips" which see several Perth coaches making the trek down to Albany for some friendly City v Country match-ups along with a BBQ and few drinks. It was on one of these trips (2009) that the first ever "Shave-Bowl" match was held, a fundraising match for the World's Greatest Shave. It pitted the might that was Bruno (Brunificus) against the feeble ex-

cuse that was Ratt, using Sandgroper Cup teams. The terms were simple – loser shaved.

If Bruno lost, he would shave his head, if I lost, I had to shave my beard. No one in Perth had seen me without it by this stage, so we managed to raise a fair bit of money. Somewhere there's a picture of the winner with the trophy, and the loser with his fairy wand...

I feel that Blood Bowl is really just starting to heat up here in Western Australia – there's a lot more events happening soon, with more people playing them. Blood Bowl has become an institution that is no longer seen as a game that you play and then put on the shelf. Much like the players that take the field, the stories that entwine our teams develop, new players emerge as stars, and some stars get buried. Interest may shift from season to season, from league to

league, but there are always more people coming into the fold and picking up some block dice. Whilst this is an awesome game, I think the biggest contributing factor has to be the community.

I've always felt welcome in the Blood Bowl community, be it in Adelaide when I started playing leagues, here in Perth at BRAWL, Rock'N'Rumble or Sandgroper, down in Albany, or the one time I went to Sydney. The community is such a place that bonds will never die, no matter the happenings. I know some of you, but I look forward to meeting more of you as I make trips around the country for Blood Bowl. Until then, thanks for reading, and may your dice always roll pows!

Nathan (Ratt)
WA AusBowl Rep





The BRAWL league is currently nearing the end of it's eighth season. It started almost five years ago with only six teams, and has grown to a peak of 52 teams in season four. Currently there are 42 teams playing in season eight. You can check out all the BRAWL happenings at www.brawlbb.com

In the BRAWL league we run the four majors (Bloodbowl, Dungeonbowl, Spike Trophy and Chaos Cup), rotating through a different one each season. Currently season eight is our Dungeonbowl Season. You can see the rules we use here http://www.sandgropercup.com/downloads/BRAWL_Dungeonbowl_11.pdf

The 42 teams were split into six divisions, mainly based on a coach's location in Perth. The season lasted for nine rounds, where teams played against all the other teams in

their division, and a couple of interdivisional games. Round seven is traditionally the "grudge match" round. Where a coach can issue a challenge to another coach before the season, to play each other in round seven. It is common for things like the gate to be wagered on the outcome of this game as well.

After the nine rounds the top two teams from each division, plus the next four highest ranked teams qualified for the playoffs. These 16 teams play a straight knockout style finals series to decide the winner. Here is the current playoff standings. Season eight, was also the first BRAWL fundraiser season for charity. Several coach's took part in this initiative by collecting sponsorship for their teams. So for every touchdown or casualty their team scored during the season, they raised funds. This season we are proud to announce that the BRAWL League will have raised over \$1,000 for the Starlight Childrens Foundation.

Drew Lovell (Reaper)
BRAWL Commissioner

Stompa Bay Freebootas 0

Outcast United 3

Arkham Horrors 1

Altered of Khaine 3

Deadites 2

We Scion Sinners 3

Manic Mud Puppies 2

The Batty Counts 1

Ironbeard's Conquerors 1

Ruthless Rockets 0

Gator Aid 0

Khorne Wanderers 3

The Giants 2

Lyonesse Lightning 0

Purple People Eaters 2

Max Schreck 1

Outcast United 0

Altered of Khaine 4

We Scion Sinners 4

Manic Mud Puppies

Ironbeard's Conquerors 1

Khorne Wanderers 2

The Giants 1

Purple People Eaters 0

**Altered of Khaine
?**

Altered of Khaine 3

We Scion Sinners 2

Khorne Wanderers

The Giants

LEAGUE COMMISSIONER:
Drew Lovell (Reaper)

CONTACT:
www.brawlbb.com

LEAGUE MEETS:
Occasionally

LEAGUE RULES:
CRP

CURRENT SEASON:
Season Eight (Dungeonbowl)

NEXT SEASON STARTS:
TBA



rock n
rumble

The Rock'N'Rumble League is a league that was set up primarily for regulars of the Tabletop Gamers Association to get in on the brilliance that is Blood Bowl.

It's a fairly new league, and we have only just completed our first season, a season of six rounds plus finals.

Season One saw fifteen coaches (one had to pull out part way through the season) step up to see who was the best.

The League uses CRB Rules, with a starting team value of 1.2 Million. Coaches are given two weeks to play their games, but like everything at TGA, the Awesome wins out, and we wrapped up Season One in only three months.

Season Two: Blitz!! is now underway, with 16 coaches getting set to take on the challenge. As we are fairly new, our records are pretty limited, but I think that we've done somewhat well after a short season...

Season One Award Winners:

Champions:

Morbid Masquerade (Necromantic)

Most Violent:

Da Manujment (Orc)

Most Touchdowns:

Wardancing Rangers (Wood Elf)

Wooden Spoon:

Thug Hounds (Ogre)

Gentlemen's Play (Least Violent):

Mean Machine (Skaven)

Memorable Matches:

Seven Touchdowns in a match

Keepers of the Path 5

Naggaroth Hags 2

Eight Kills in a match

Da Manujment 8

Mini Mecha Madness 0

12 Casualties in a match

NSU Norsca Wolves 4

Thug Hounds 8

Ten Completions in a match

Keepers of the Path 6

Wardancing Rangers 4

62,000 fans attended the Grand Final

Morbid Masquerade v *Da Manujment*

Find out more by contacting the commissioner Nath "Ratt" Gall at

nrgall@optusnet.com.au or

www.rocknrumble.bloodbowlleague.com

Nathan Gall (Ratt)

Rock n Rumble Commissioner

LEAGUE COMMISSIONER:

Nathan Gall (Ratt)

CONTACT:

nrgall@optusnet.com.au

LEAGUE MEETS:

Occasionally

LEAGUE RULES:

CRP

CURRENT SEASON:

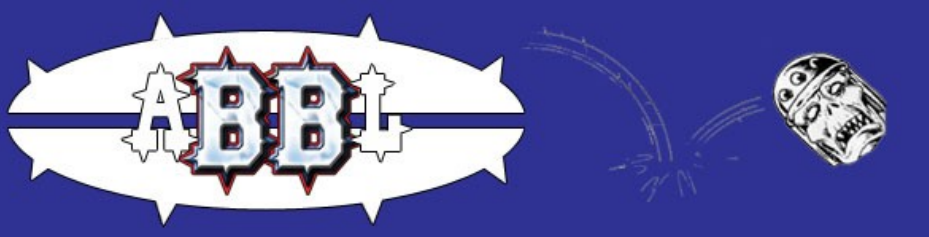
Season Two (Blitz!!)

NEXT SEASON STARTS:

TBA

LEAGUE PAGES

Albury Blood Bowl League



The Albany Blood Bowl League has been in action since October 2008. Since its inception it has grown, expanded and evolved into a dual league system where the jewel in the crown is the Structured League Title.

In four seasons there have been four different teams and coaches who have won the award. This season appears to be a bit more one sided than most as the league has expanded to 20 active coaches and most of the players are new coaches or experienced coaches using new teams.

Of the four teams to win the Structured Title three remain active. Last season's winners *Cheese for the Cheese Gods*, have returned and should be able to make their mark on Group Block and take the title for the divisional for the second year running. Of more note, however not if you ask them, they are well on their way to also winning the Road Kill award for the third year running by trying to achieve the most casualties sustained. Star Player Siht Hcuot Tnac has had a slow season but after avoiding the dreaded "leaving rolls" has been targeted by opposition players as he is the league's highest scoring player. This has allowed Fudd Sang to change from roll of passer to scorer and open up being the league's first MA 10 player.

Group Dodge is being dominated by the *Brightstar Vixens*. The *Vixens* won the first ever structured season but have struggled since then. This season they have been blessed with one of the easiest schedules ever witnessed in the ABBL (only rivalled by *Ghoul Running's* schedule this season). This Amazon team has encountered a new Human coach and then three variations on elfs of which one was a new Elf Coach. His remaining games consist of a new Orc Coach, a new Dark Elf Coach, a new Dwarf Team and a New Nurgle Team. Of the eight games this season four are brand new Coaches, two are brand new teams and two are returning Elf Teams. Anything short of eight wins will be embarrassing.

Group Leap should be easily accounted for by *Ghoul Runnings*, season three champions. This team was hampered with only a few leaving players, but none

that where key. This teams schedule rivals The *Vixens* with the same mix of four new coaches, two new teams and two returning teams. The only potential loss could come against *The Happy Tree Friends* who are an unpredictable Wood Elf Team at best. Star Ghoul Drew Scarey was removed from the pitch early in the season after much "talking up" of his abilities, although people are still searching for his achievements. In his place AG4 Ghoul Ol Man Jenkins has started passing the ball to Ra's Al Ghoul who with 8MA has lit up the scoreboards.

Group Tackle is by far the most hotly contested. With three returning teams and two new teams, this is the only division without new coach while all others received two, this will go down to the wire. *Barba Bellum* look to be the favourites and this returning Dwarf team are looking to go back to back most CAS awards this season. *Brute Forces* Orc Blitzergreg appears to be starting to perform to his potential with MA7 ST3 AG5 AV9 stat line starting to show forth. This division will be harder to pick than a broken nose and there are three potential teams still in the running.

With the four divisional winners going through to the playoffs the other four spots will be made up with the next four best records across the league. Still early to have any idea but some good chances would be *Red Hot Beast Infection* a new Nurgle team with an experienced coach who already has two wins to his name. From there, on current form, most of Group Tackle have a shot with *Caladain Divinities*, a new Pro Elf being coached by one of the league's best, and returning Orc Team *Brute Force*.

Estimations are that four wins will get you through meaning the wild card race will be very tight as well proving that this year's playoffs will be exceptional to watch. With the folding of Ethereal Realmz the league will be moving its final series to where the new Albany War gaming Club set up office. It will certainly be trying and pressing times for the league over the next few months but I am sure it will pull through and flourish.

Damien Watson (Slothman) - ABBL Commissioner

LEAGUE COMMISSIONER:
Damien Watson (Slothman)
CONTACT:
pm on www.ausbowl.com
LEAGUE MEETS:
Occasionally

LEAGUE RULES:
CRP
CURRENT SEASON:
Season Five
NEXT SEASON STARTS:
TBA



Online League Information and News

While tabletop Blood Bowl will always be the fundament of the hobby, the most striking development in the game in the last decade has been the rise of 'online' simulators through which coaches all across the world, and all across the nation, can meet, play and test their skills.

The Crystal Ball is the BLITZ sub-magazine devoted to the online game, in both its current forms and in any future forms it happens to take.

For those not well versed in the online world, there are currently two real versions of the game that qualify.

The first is FUMBBL. Developed in the early 2000s, FUMBBL was the first online simulator for Blood Bowl and grew from the efforts of a couple of savvy guys into a major world-wide phenomenon, with many thousands of coaches using the medium to play. It uses a Java-based program that looks a lot like the old 64-bit computer games, but which links in to a sophisticated team management system that has been developed and redeveloped as the Living Rule Books have progressed.

It has recently updated to the Competition Rules Pack (CRP) and offers a massive range of different leagues and tournaments for any prospective online coach.

Some of the key benefits to FUMBBL are the sheer number of established coaches playing, along with a 'Majors' series of tournaments with long histories. In addition, I always really enjoyed the ability FUMBBL provides to spectate any currently running game, allowing you to watch the tactics be-

ing used and gain insights into different ways to use your team, or to beat particular other teams. You can't interact with the coaches while spectating, but you can use the sound-effects to cheer or boo, which I always found lots of fun.



An example of the FUMBBL Java-based client, created by Skijunkie. As you can see, it harkens back to old 64-bit computer games, although played on a very pretty pitch design nowadays.

More recently, however, Games Workshop teamed up with Cyanide, who had previously been producing a game very similar to Blood Bowl called Chaos League, to create their own client program. This was released in two stages, the original only having nine teams available. The most up-to-date version, "Blood Bowl: Legendary Edition", includes all races except for the three 'unofficial'

teams and, for reasons that were never adequately explained (but probably relate to their changing image in WFB), Chaos Dwarfs.

The Cyanide game is visually much more stunning than FUMBBL, with 3D graphics and the ability to customise the colours and (although the selection is a little bit sparse) basic shapes of your chosen team.

Cyanide has very quickly become extremely popular with coaches, probably exceeding FUMBBL in sheer weight of users (although I must admit, I haven't attempted to verify this).

The user interface for Cyanide takes a little getting used to, although it doesn't take long. It can be a little bit finicky at times though, and many coaches seem to have a lot of trouble maintaining connections. Unlike FUMBBL, you cannot re-boot a game if your connection dies, and the system automatically awards a connection drop-out as a capitulation to your opponent.

Either way, however, the Crystal Ball is here to offer a place for online leagues to promote themselves and what they do. For this first issue we already have three local leagues signed up.

The Southern Wastes League is one of the best-established leagues on FUMBBL and

has always catered to the Australian player. Currently in its 40th season (yes, that's not a typo), the SWL is one of the best run and patronised league FUMBBL has ever had. If you're a keen FUMBBLer it is well worth a look.

The Drakebowl (sadly not featured in this issue) began as a small Cyanide league prior to LE amongst a bunch of guys in Adelaide, many of whom were not regular table-

top players. Now in its fourth season, the Drakebowl is developing its own history through a series of end-of-season awards.

The Publicans' Wager Non-Diverse (PWND) league is different again. Based on the old pub-rules, coaches can only take human teams of a certain

build and are restricted in what they can buy. Still midway through the first season, the PWND league is an experiment in progress.

If you have any other online leagues based in an Australian or New Zealand timezone and catering mainly to antipodean coaches, and you'd like to have a league page, contact BLITZ.

And if you want to get in on the action, check out the following pages for contact details of the league organisers.



An example of the excellent 3D graphics provided by the Cyanide game as a Pro-Elf blitzer bounds in to score.

SinisterDexter
Chief Editor

LEAGUE PAGES Southern Wastes League



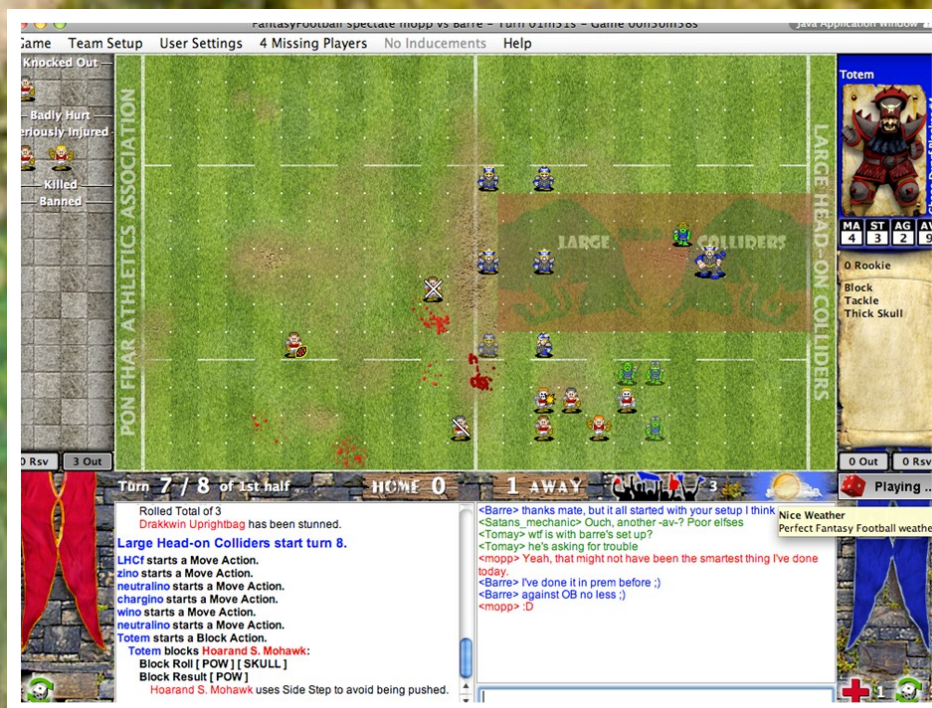
With the old guard gone, a new era is upon us, moulded by the coaches who set out to make their mark on the Southern Wastes League. Finally, the SWL is prepared to usher in the new era of CRP with a clean slate for everybody. Rookies will evolve into stars and raw teams will strive to be crowned champions. The question is, are you ready to create a legend?

The Southern Wastes League is perhaps THE premier league in FUMMBL. With a loyal, dedicated following, we have been running since late 2003 for 40 seasons and counting. To join the SWL, you must be an

Australian, a New Zealander or living in the broad GMT +7 to +12 timezones.

In addition to the main league we also cater to more casual players who can play a game in Fringe whenever they can find the time. Our friendly staff and coaches frequent the #swl channel on the FUMMBL IRC chat network and are always ready for a friendly chat about SWL, BloodBowl or just life in general. Pop by and check things out....you won't be disappointed!

Daniel Collins (danielcollins)
SWL Commissioner



LEAGUE COMMISSIONER:

Daniel Collins

CONTACT:

[FUMMBL](#) or [AusBowl](#) pm Commish

LEAGUE MEETS:

Online

LEAGUE RULES:

FFB java CRP

CURRENT SEASON:

Season Forty

NEXT SEASON STARTS:

TBA

LEAGUE PAGES

Southern Wastes League

We Fink Wes Orcs Conference

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1.	 [L] Brethren of the Horned Rat	Espionage	152/159	Skaven	6	4	1	1	19	7	12	8	7	1	22
2.	 [L] Bedouin Falcons	ClayInfinity	133/151	Dwarf	5	4	1	0	8	4	4	10	1	9	22
3.	 [L] Blackwater Sting	Chavo	122/108	Dark Elf	5	3	1	1	7	7	0	2	13	-11	17
4.	 [L] Chaos All Sorts	D_Arquebus	140/167	Chaos Pact	5	2	2	1	7	4	3	14	1	13	14
5.	 [L] Hatted Heroes	almic85	114/116	Chaos Dwarf	5	2	1	2	4	2	2	9	9	0	12
6.	 [L] Slumbering Skink	Faulcon	117/126	Lizardman	5	0	3	2	6	8	-2	8	7	1	6
7.	 [L] Far Coast Forestals	SonofSharkboy	120/128	Wood Elf	5	0	2	3	2	9	-7	2	15	-13	4
8.	 [L] Nemaha Manic Husks	Miyuso	126/180	Nurgle	6	0	1	5	2	14	-12	9	9	0	2

Angry Asgardians Conference

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1.	 [L] Large Head-on Colliders	Barre	138/146	Chaos Dwarf	6	3	2	1	7	4	3	14	3	11	19
2.	 [L] Some Kind of Voodoo	Olgrot	123/129	Necromantic	5	3	1	1	9	5	4	11	9	2	17
3.	 [L] Deity of Might	Angryman	118/131	Chaos Pact	5	2	3	0	8	5	3	6	9	-3	16
4.	 [L] We are Ninjah	markCuz	104/110	Human	6	2	2	2	8	7	1	12	8	4	14
5.	 [L] Dark Swans	Irgy	128/133	Dark Elf	5	1	4	0	7	5	2	11	6	5	13
6.	 [L] Ankle Grab United	Satans_mechanic	122/110	Undead	6	2	1	3	5	8	-3	18	10	8	12
7.	 [L] Blue Green Envy	BeefyGoodness	114/143	Slann	6	2	0	4	9	9	0	7	20	-13	10
8.	 [L] Pon Fhar Athletics Association	mopp	112/100	Elf	5	0	1	4	2	12	-10	2	16	-14	2

Duke Snakefield Conference

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1.	 [L] Mort Volente	OldBugman	128/136	Chaos	4	3	1	0	6	2	4	15	7	8	17
2.	 [L] Fire and Anger	Pij	134/128	Necromantic	4	3	1	0	7	4	3	9	7	2	17
3.	 [L] Messrs Understood	rangey	111/115	Norse	4	3	0	1	8	3	5	7	7	0	15
4.	 [L] Quod's Grunts	Quod	126/147	Orc	4	1	1	2	4	4	0	8	4	4	7
5.	 [L] SkitterSkniks Scourge	gladiatorluke	104/98	Skaven	3	1	0	2	2	4	-2	5	8	-3	5
6.	 [L] Daughters of the Song	DaemonicLazoth	114/104	Amazon	3	0	2	1	2	4	-2	6	8	-2	4
7.	 [L] Silent Ladies	Fool	113/107	High Elf	3	0	1	2	4	6	-2	3	9	-6	2
8.	 [L] Elektric Boogaloo	Rabid_Bogscum	101/107	Slann	3	0	0	3	1	7	-6	2	5	-3	0

Richard Randall Conference

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1.	 [L] Wonga Wonga Whalekillers	Balle2000	112/107	Norse	5	5	0	0	9	3	6	7	15	-8	25
2.	 [L] Redgum's Ruffians	Redgum	136/161	Dwarf	7	4	2	1	11	6	5	13	7	6	24
3.	 [L] Vanisburgh Vipers	gregory_n_white	131/131	Dark Elf	6	3	2	1	12	8	4	12	3	9	19
4.	 [L] Seussville Slammers	Tomay	135/124	Undead	6	3	1	2	11	7	4	17	5	12	17
5.	 [L] Tribute to Allan Parsons	polemarch	129/168	Slann	6	2	1	3	9	12	-3	3	13	-10	12
6.	 [L] BBQers Rise Again	danielcollins	109/106	Necromantic	5	1	3	1	8	8	0	7	11	-4	11
7.	 [L] Amazingly High Elves	Smegish	123/113	High Elf	6	1	1	4	11	13	-2	5	11	-6	7
8.	 [L] Skye Xotica	JoeKano	140/168	Chaos Pact	7	0	0	7	3	17	-14	14	13	1	0

Woodies Reunion Tour Conference

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1.	 [L] Intoxicated Mayhem	Erickan	137/139	Orc	4	2	2	0	6	2	4	9	1	8	14
2.	 [L] High Street Dandies	Luohghcra	128/112	High Elf	4	2	1	1	6	4	2	6	3	3	12
3.	 [L] Fist of the Southern Cross	TransientNomad	117/117	Chaos	4	2	1	1	5	2	3	3	10	-7	12
4.	 [L] Woodies Double Inc	erikekers	115/102	Elf	4	2	1	1	6	5	1	4	9	-5	12
5.	 [L] Pimpin' Aint Easy	Morgion	139/150	Orc	4	1	3	0	8	5	3	13	1	12	11
6.	 [L] Psych Lab	eganra	130/139	Skaven	5	1	2	2	7	7	0	5	16	-11	9
7.	 [L] Temporary Placeholder	Sandune	112/123	Chaos Dwarf	4	0	2	2	3	7	-4	5	5	0	4
8.	 [L] Wild Jokers	bobsarmy	117/174	Nurgle	5	0	2	3	2	11	-9	5	5	0	4



LEAGUE PAGES

Publicans' Wager Non-Diverse League

During their annual convention, a fight erupts between a dozen of the Old World's most cutting-edge publicans. In the aftermath they strike a bargain to run a Blood Bowl tournament that proves which tavern is the best...

So goes the concept fluff behind the Publicans' Wager Non-Diverse league, a league unlike any other. Inspired by the old Citadel Journal 'pub league' rules, each team in the PWND is a human team that started off exactly the same. One blitzer, one thrower, one catcher, nine linemen, two rerolls and two fan factor. No more, no less.

Each round, as they travel in their great convoy around the Old World, they do battle for the honour of their home tavern and its wily owner.

The PWND is currently five rounds in to the first season, and frontrunners to take the title are Tilea Azzuri, a skilled team under the tutelage of Guppy-Shark hailing from the Drunken Halberdier wine bar in Remas, Tilea. In their first match the Azzuri managed to gain a strength boost on their blitzer, giving them a leg-up against their rivals.

But many of the teams remain

in the running and the competition is far from over.

To check out the fun fluff written to track the teams in their journey around the Old World, visit the [PWND threads on AusBowl](#) and follow the links at the bottom of each original post. Laugh and cry with coach SinisterDexter, tour organiser and coach of the hapless Talabecland Comets, as he tries to keep everything together.

There is also a tipping competition running for the PWND league, the prize for which is my painting services for a couple of miniatures. James (Rabid_Bogscum) currently leads the tipping.

Check it out and join in the fun.

SinisterDexter

PWND League Ladder - Round 5

1. Tilea Azzuri	GuppyShark	15
2. Emperor's Blood	Drakeular	11
3. M. Merch Seamen	D_Arquebus	9
4. Wolfenburg Howlers	One Eye	8
5. Maul of Fenrir	Rabid_Bogscum	7
6. Heliga Ekollon	sumbloke	6
7. Talabecland Comets	SinisterDexter	5
8. Orc's Head	Oman	5
9. Golden Griffins	Nayfan	2
10. B. P. Chargers	Aspie	0

LEAGUE COMMISSIONER:

Brett Whittaker (SinisterDexter)

CONTACT:

southernstrikeeditor@gmail.com

LEAGUE MEETS:

Online

LEAGUE RULES:

Humans only, Cyanide (LE)

CURRENT SEASON:

Season One

NEXT SEASON STARTS:

TBA

A TASTE OF TURF

Match Report 1 "Grudge of Gum Tree"

By James Russell-Wills (Rabid Bogscum) and Richard Andrew (Virral)

**We left off with Rabid 2-1 up over Virral.
Now the exciting second half of Grudge of Gum Tree...**

Virral Receives...

Kick Off: Perfect Defence

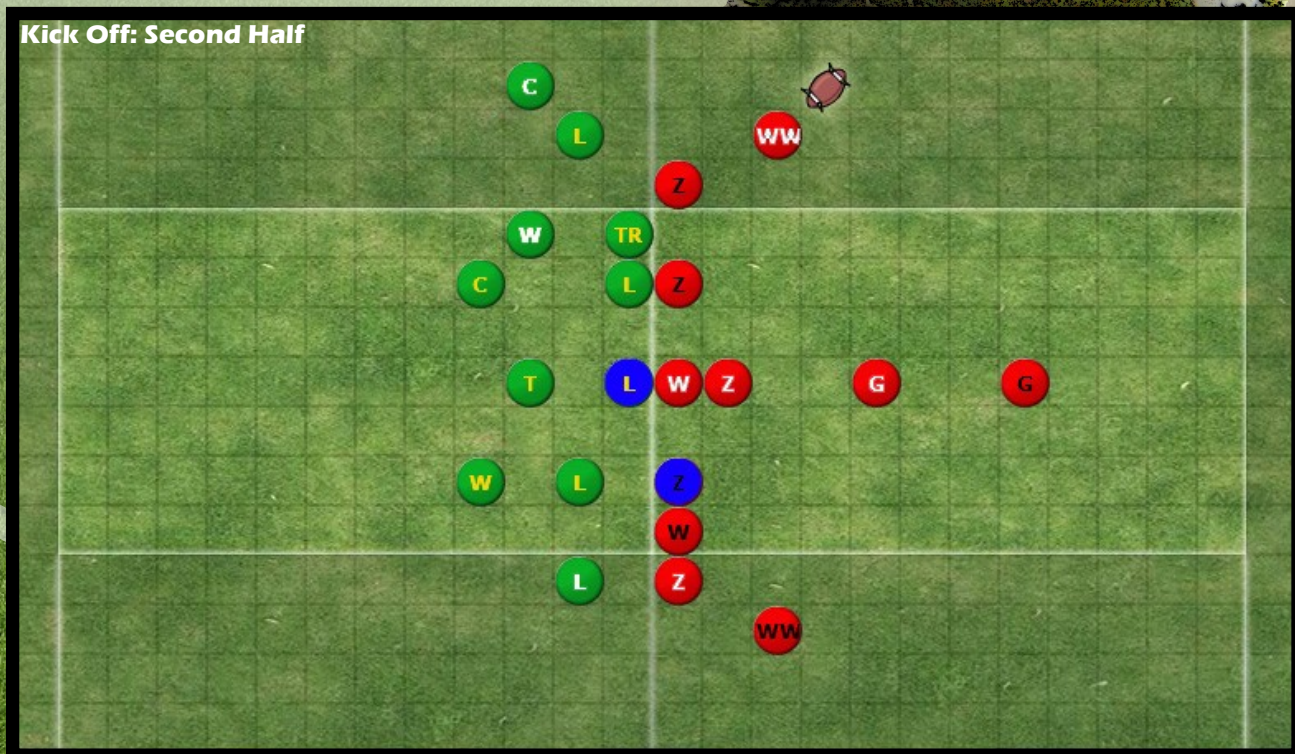
Virral: I go with pretty much the same setup, and pretty much the same plan. Naturally nothing goes to plan as I've come to expect from this game, and James rolls another Perfect D! He doesn't make the mistake of leaving my Centre Wight unmarked this time though!

Rabid: With the ball placed as it was I moved the Tree near the obvious side for the drive. Again I didn't necessarily worry about marking up the entire LOS. I've bolstered the side nearest the ball but still have players in position to cover the other side if need be.



Second Half Kick Off

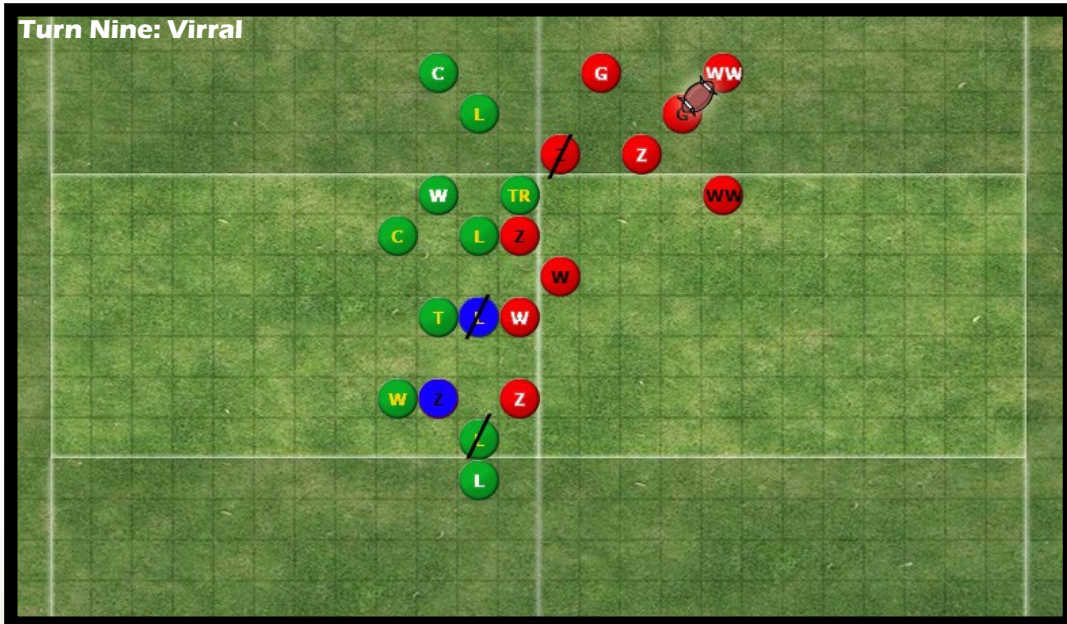
Kick Off: Second Half



Turn Nine

Virral: Nothing too exciting here, with James getting Perfect Defence he is able to form up quite strongly near the ball and limit my ability to hit him. I am pretty much playing for a draw at this stage, so I'm in no real rush to score. I go for the ball with Sure Hands, and cage up. I use Guard to take the hits I can, again with no real impact on his team.

Turn Nine: Virral



The last thing I do is throw a two dice against on the Tree using a Block Zombie, but it does not go well for me and he ends up on the floor. I decide it's not worth a reroll and hand over to James.

Rabid: I don't bother going for the ball. I just position my players out of tackle zones through blocks and dodges, and mark up relatively close to the Necro's.

Looking at the field now, I see a better option would have been to block the Zombie with my Lineman and move the Treeman up to pressure his wall. Curse you hindsight.

Turn Nine: Rabid



Virral: I was very very happy that James did not put the Treeman onto my cage, that would have been a gigantic pain for me to try and deal with. Glad I wasn't the only one making some dodgy choices this game!

Turn Ten

Virral: Hurrah a Casualty! I desperately need to cut down on his numbers, and slowly push my way up the field.

This particular casualty was a Blitz from my Wight, hitting one of his Linemen. As you can see from the state of the pitch, I was doing my best to strengthen my cage (backed up

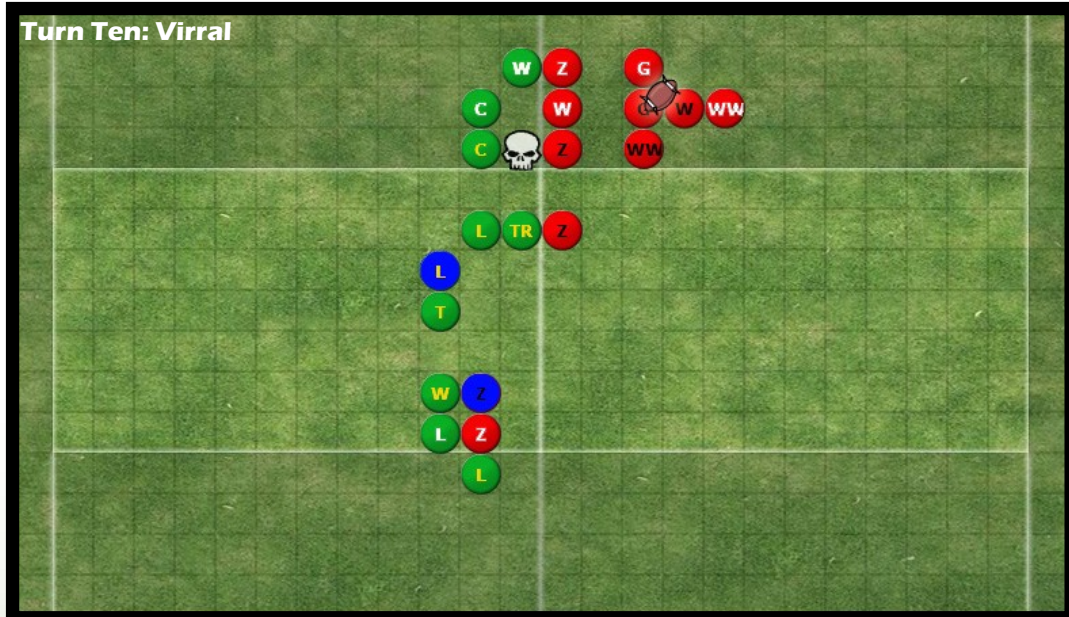
by tactical placement of Guard) and form a line for him to either dodge away from or try to fight.

By necessity the front of my cage was marked by a Wardancer, so I had to go for a heavier defence around the Ball Carrier than I would have chosen originally. The other thing I do is make sure my Tackle Zombies are next to his Wardancers...

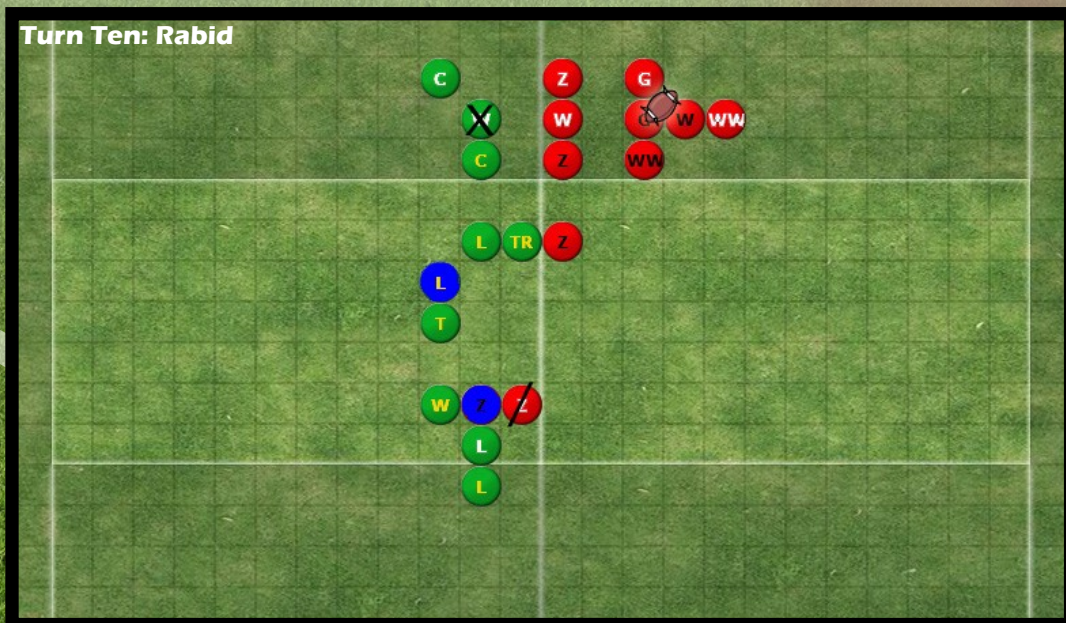
When I first took Tackle on Zombies at the 2010 Eucalyptus Bowl some people looked at me like I was crazy for not giving it to Wights, but it can actually be a very effective choice as James is learning!

Rabid: Ouch. Here come the casualties. That damn tackle comes into play again, as my Wardancer fails his dodge. I burn a team reroll, and he still fails. I moved the Wardancer quite early in my turn in case I failed something and left him vulnerable.

Turn Ten: Virral



Turn Ten: Rabid



Phew lucky that didn't happen (sic). He is stunned and my wing is protected by catchers.

Turn Eleven

Virral: Alright, that was an excellent turn for me from Boggy there, not only did he burn a reroll but he has left it wide open for me to advance and consolidate my cage.

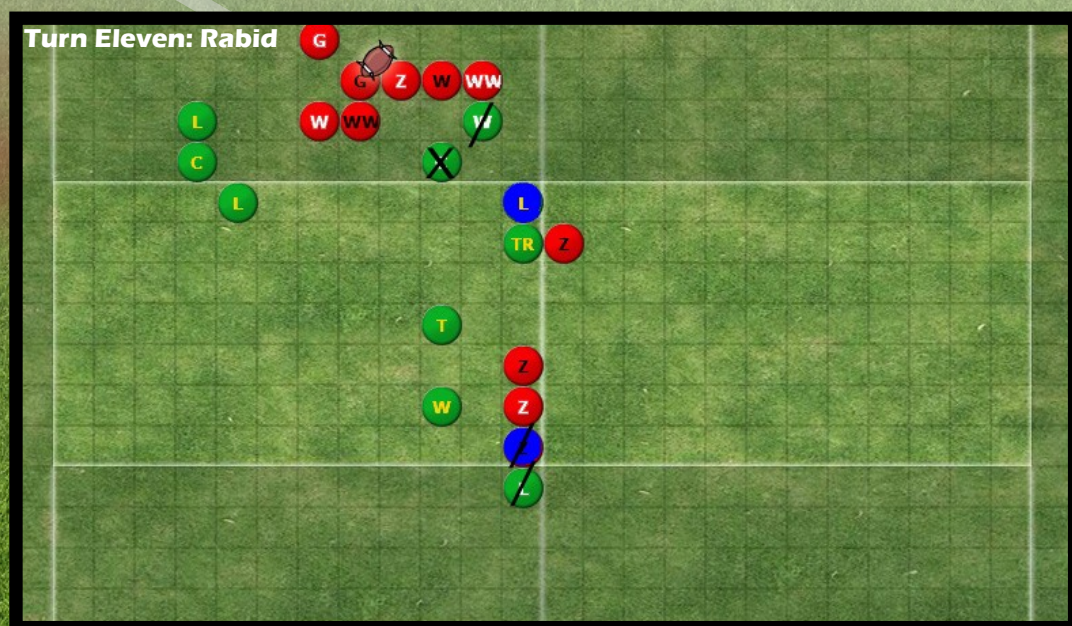
I blitz the one catcher in my path using a Werewolf, and then move the Tackle Zombie into a position where he would be covering three dodge players.

In theory the downed Catcher would have a hit on the ball carrier, but it would be two dice my choice at best and he's far more likely to take a safer hit.

Rabid: I am in protect team mode right now. I slowly try and extricate my team, while conserving rerolls.

I Blitz with Boggy and do nothing but a push, and this time its my Catcher that is brought undone by a damn tackle Zombie. He is stunned as well.

Thankfully I have moved the majority of my team as planned before attempting the dodge. But I'm not in a strong position.



Turn Twelve

Virral: Nuffle can be cruel, that's all I really have to say.

Ok, so I've cut James team down by a player and he's burnt a Reroll and just had two catastrophic turns which is helping my general sense of invincibility. My cage is in a great position and I can even move it up into a protective formation if I wanted to score. Basically I'm feeling pretty good, and despite having every intention of stalling it out, I decide to make a fight of the game and go for the win instead.

Long story short, I need one single GFI to score with the Ghoul, and of course I fail it with a Reroll.

Fortunately I'm not so delirious that I don't plan for failure, so I had moved my cage up to where I plan on putting the ball carrier, and then go for the TD. The Ghoul is badly hurt and out of the game, but fortunately the ball does at least land in the protection of my other Ghoul.

I wish I could share the audio file of James and I joking about me failing the GFI, then the rattle of dice, followed by total silence, more dice as I use my Reroll and then a massive roar from both of us as we both burst into laughter at my misfortune... I might make it my new ringtone, even in failure it's moments like this that I love about the game.



The GFI rolls for Virral's Ghoul.

The Armour roll...



The Injury roll...



And the outcome.



Rabid: Ok you probably wont believe me here, but I thought the worst of Virral. It didn't even cross my mind that he would go for the TD. I don't think I even bothered counting out the squares in my last turn or trying to mark up. I literally thought with too much on the line he would stall out a draw and I would be relying on an attempted one turner, or in any case I was waiting for a more vulnerable moment to attempt a leaping Blitz on the ball carrier.

Credit where it is due here. Thankfully Nuffle decides to pay back Richard for... well for being Richard. People who don't play Blood Bowl or are statistically minded wouldn't believe us if we told them how many GFI's fail to score match changing Touchdowns.

Poor bastard hurts himself too, do you see me complaining?

The most important play is with the Catcher. I could do a few things but I need those rerolls, again a Tackle Zombie sitting on my other Wardancer means I cant use him, while the placement of the other means I need to Blitz with my prone Wardancer to safely get away.

This forces me with great trepidation to throw an early turn Block with my Treeman. I don't condone this in any way shape or form, three dice is not nearly enough block dice with a Block-less Tree. It works, the Blitz does what it needs and I have my Wardancer in the clear. I cant move the other players as I need to make my play now.

My Catcher makes his play, weaving through the other team and picking up the ball. When I originally planned this I was expecting to GFI twice to get the catcher off the sideline. In the end, with no chance of reducing the pass length, and wanting the reroll for the pass rather than a GFI I chuck the ball while hugging the touchline. It's a 50% chance of just about shutting this game down. The pass is initially fumbled, before being Rerolled and inaccurately heading downfield.

Had the pass been successful there was a good chance with three other players left that I could have covered my Wardancer completely. It was not to be, but I am still in a great position, with most of his team out of position.



Virral: Have I mentioned that I hate Wood Elves yet this half? At least I got lucky and he failed the pass, but at the start of James' turn I thought I was still reasonably secure for a draw and next thing I know WHOOSH the ball is back in my half of the field!! I've got to scramble back down the pitch and hope I can knock over the Wardancer, but the best I can do is mark the ball inadequately with a Werewolf.

At least James is out of rerolls now, making my Tackle zombies even more horrifying for him! I roll an awful lot of GFI this half, all thankfully successful, and I do manage to knock over his Wardancer with a tackle zombie (they are really paying off this half). Otherwise I just do my best to mark his players, knowing deep down that they can escape easily and I'm still in real trouble. I burn a reroll here on a one die block against his second Wardancer with my other tackle zombie, leaving me only one for the rest of the game.

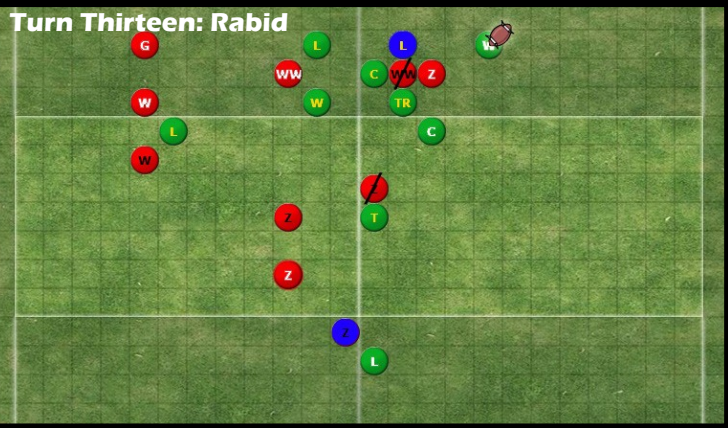
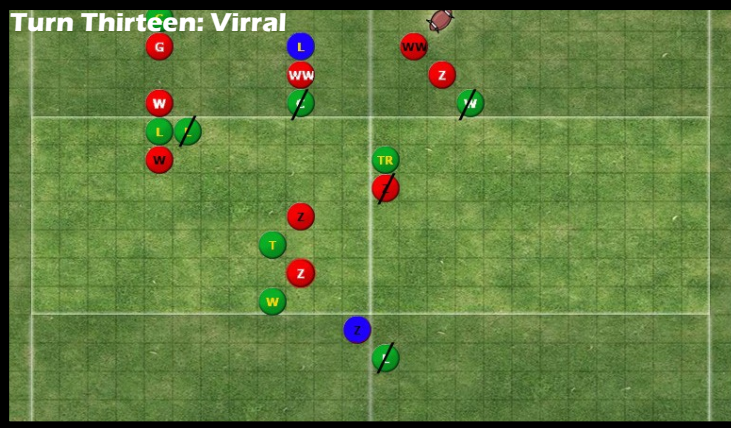
Rabid: Wow, back and forth this one. He just made a heck of a lot of GFI's to pull that play off. Again a Tackle Zombie with the goods, getting two Defender Stumbles blitzing my Wardancer. Again his inability to stun my key player leaves me with options. Pretty perfect turn.

I consider a GFI with my tree to assist my blitz

but instead opt to bring a Catcher back, the blessing of having such a speedy team. I Blitz with Boggy again (I think just having him named is drawing me to use him, which is not a good thing), he blows my last reroll on a dodge but gets the result. My Wardancer skips back and grabs the ball and heads up field. I err on the side of caution and don't GFI with him. I think I've got him quite well covered, and by doing so, and not potentially failing that, I am able to bring the rest of my team into advantageous positions.

Its worth pointing out I call a pass action with my Wardancer and seriously consider chucking it downfield. Part of me looks at the field now and thinks I should have ignored Richards comments about being a dog and done it. I guess Virral's noble GFI swayed me into being equally noble. The lesson here. There is no place for nobility on a Blood Bowl field. Unless you're Pianodan I guess.

Virral: I sledged James pretty badly as he considered chucking the ball up the field with the Wardancer. I thought he was crazy not to do it as it would have really screwed me over, but it could have also backfired for him pretty badly... he thought he was better covered with his Wardancer than he actually was. For the record, passing down field to an empty square can be a solid tactic, but don't expect a decent Sports score from your opponent!



Turn Fouteen

Virral: Desperate times call for desperate measures here. James has recovered the ball with one of the Wardancers, and if I don't take decisive action this game is over.

I move my Zombies into key positions, including cancelling the Treeman's assist on my Tackle Zombie. I then have to throw a one dice block with the Zombie against his Boggy, which succeeds. Next I have to Blitz with the Werewolf on the ground, dodge out and throw a one dice block on the Wardancer.

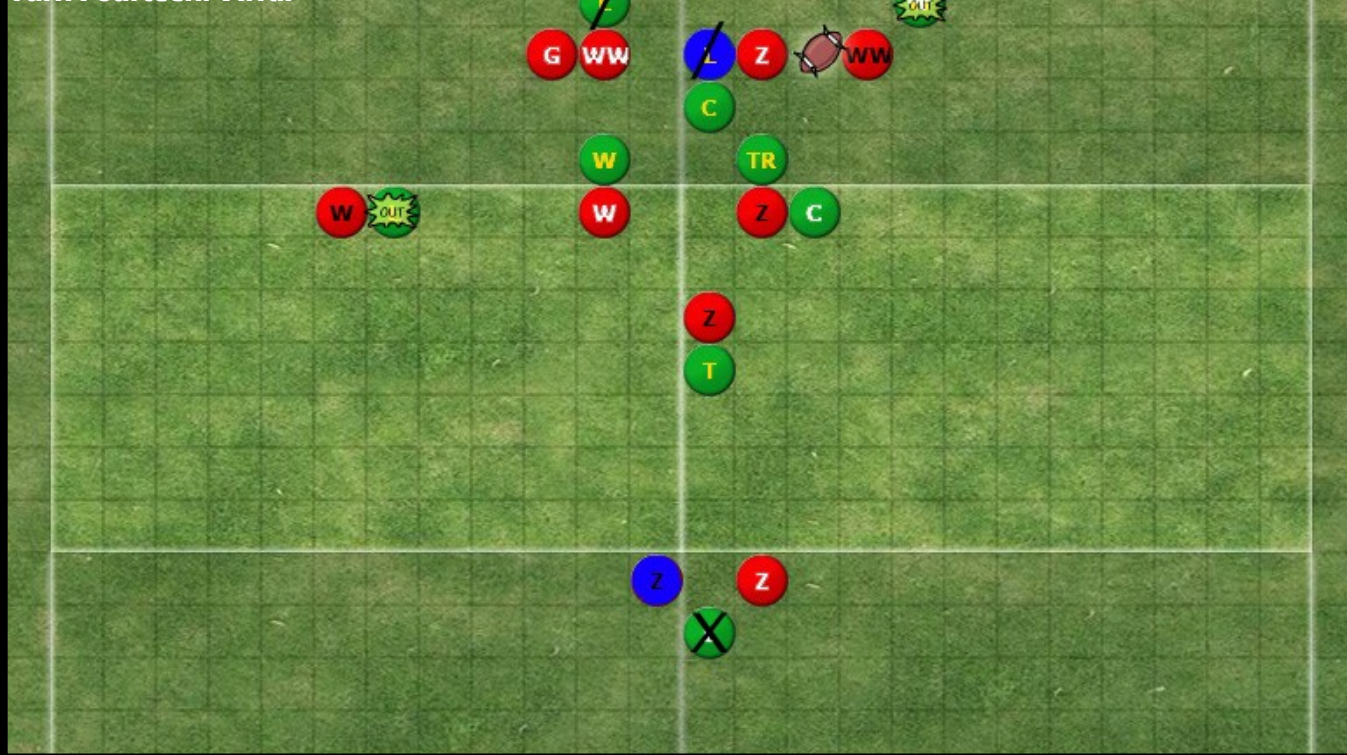
Obviously my plan was to surf him and hope the ball ends up somewhere that works for me, but I get "lucky" on my first hit and roll a POW. I say "lucky" because if I don't at least stun this Wardancer I'm in big trouble, I'd much rather have scored a push



and gone for the surf. I then got actually lucky and knocked him out, along with a lineman deep in his half.

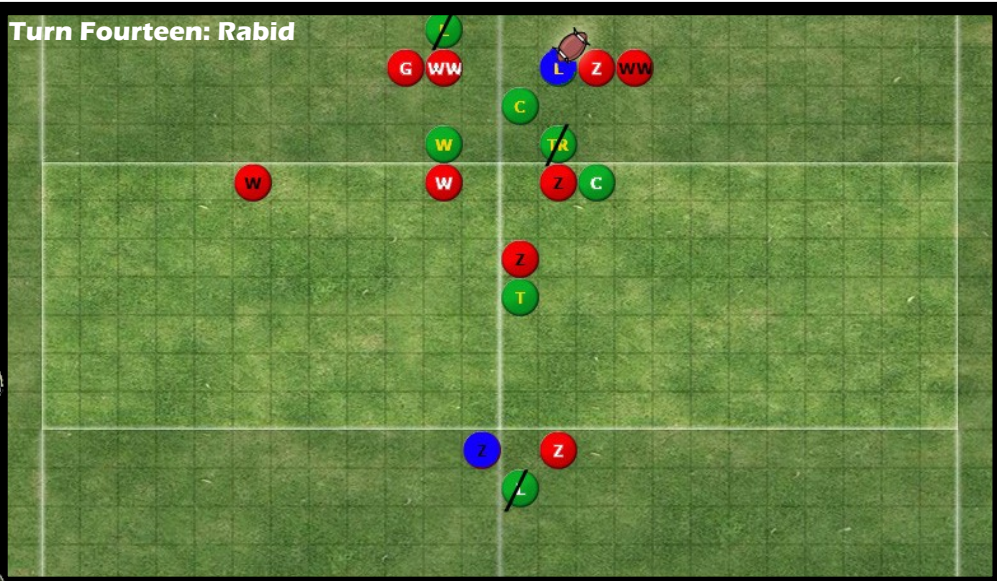
I use my last Reroll of the game on this turn, meaning we're now both at the mercy of Nuffle for the rest of the game.

Turn Fourteen: Virral



Rabid: Sometimes a single die block can open up a whole turn if you have the guts to throw it.

Turn Fourteen: Rabid



Great play by Richard here, I am kind of happy when he knocks over my Wardancer rather than crowd surf him, alas the KO changes my opinion.

Oh Boggy, I don't know whether to kiss you or kill you. I blitz with the Bogster yet again, who pushes the Zombie onto the ball but then gratefully accepts the bouncing ball.

I know a few coaches are of the opinion picking up/catching a scattering ball should be optional. Would have been nice here, but I knew the risks when I followed up.

Aaarghh damn tree. I forget my rules about not using the tree (that have taken me a hell of a long time to learn), and get tempted by the possibilities a three dice block will open up for me.

Of course he fails and a cry of TIMBERRR is heard across the field. He would have made a great ball marker or protector for Boggy if I could have freed him up.

Turn Fifteen

Virral: Ugh, I can't blame anyone but myself for this one. I have a good shot at the ball, with free AG3 players on either side of him. I am so focussed on moving the ball towards James' endzone that I miss the most obvious play... hit the ball carrier with the Werewolf in James' half (white Werewolf) and then if necessary I'll have follow up hits on him with the Zombie and the other Werewolf.

Instead, I am very foolish and go for him with the other Wolf (black Werewolf), and have to move the white Werewolf up as an assist...

This goes wrong in the worst possible way, and while I knocked over Boggy (and Casualtied him again WOOHOO), the ball ends up in the hands of his Catcher.

All I can do is mark him up including a Tackle Zombie, and wait to see the game slip out of my grasp along with the Elf carrying the ball. With the plan to get the ball scrapped, I bring the Ghoul I intended to score with into range of the endzone and hope I can shake the ball free in my last turn...

I wanted to leave a Wight deep in the backfield as a second receiver, but with the Catcher nabbing the ball I needed that free Wight to help mark him. So all my eggs were in one squishy AV7 basket for the final turn.

Rabid: Oh bless you Boggy. With his last dying (well Seriously Injured) breath, noble, masterful Boggy drops the ball to his Catcher who promptly secures it despite pressure from three defenders.

Virral has made a fundamental error here, and one that is very easy to do in a pressure game.

Actually that's a little harsh. Virral has given himself only one scoring option. The more fundamental error is when people with limited turns fail to give themselves a scoring option at all. I make a comment here that the absolute only play for me to secure the win is to hit that lone receiver.

I am able to bring a Tackle Wardancer to bear on the Wrestle Ghoul and smash him to the ground. I don't stun him, but without the movement to get to the endzone the game is won... hoorah.

I decide to try for a TD of my own, and dodge my Catcher through a heap of traffic and away from... you guessed it, a Tackle Zombie.

I crash to the ground and the ball spills free.

So what !!! enters my thoughts.

Turn Fifteen: Virral



Turn Fifteen: Rabid



Turn Sixteen

Virral: Now, things are not looking good for the *Stumps* here, but it's not hopeless as James assumed.

He sacked my Ghoul and at first glance it's now impossible for me to score. However, if there is one thing I enjoy in this game it's chain pushing (in fact, access to Frenzy is one of the reasons I was first drawn to Necromantic). James has absolutely failed to take this possibility into account, and without him trying to prevent it I have no trouble setting it up.

I bring in two Zombies and a Wight to take the key positions, and then attack his Lineman with a Werewolf. Thanks to Frenzy I get the chain pushes I need to move the Ghoul into theoretical scoring range. A dodge and two GFI later (NOW I can GFI into the endzone!!), and I've got my receiver.

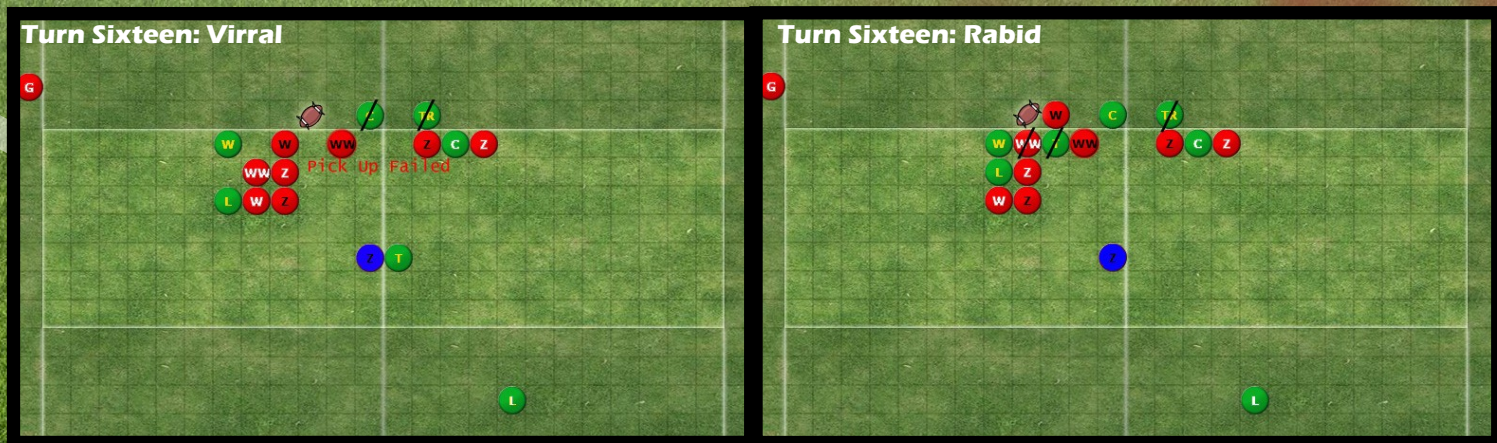
With nothing left to to be done, I go for a pass with the other Werewolf. It would have been a glorious moment in my personal Blood Bowl history if I'd pulled it off, but sadly the Werewolf muffed the pickup and so I lose the game. A little anticlimactic after getting so far into a fairly convoluted plan, but such is life sometimes!



Rabid: I watch in horror as this turn plays out. I have miscalculated and badly. The power of the wolves is about to change this game. With an inconceivable set of chain pushing, Virral has managed to get his Ghoul within range. Its so remarkable I almost want to see him pull it off.

Dodged a silver bullet there. This arrogant fool was almost humbled, but lives to brag another day. I muck around with some chain pushing blocks and blitzes to try and free up the ball, but it doesn't quite work. Leaving me a dodging play with my Thrower, who isn't up to the task.

Game over. What a doozy that ended up being.



Aftermath

Rabid: There was the potential there for this game to turn out really boring. I'm pretty chuffed how it ended up playing out. There was solid play from both Virral and myself, as well as mistakes that are good for other coaches to see and consider when devising those match winning plays.

There was also some brilliant examples of what can be done when all seems lost. I expect Richard to say that in a tournament against a proven coach such as myself using Wood Elves he probably would have stalled out for the draw. I appreciate that he opted to make a game of it, and am a little critical of myself for my defensive laziness, as I genuinely didn't consider he would push for the early Touchdown.

I will be the first to admit I was lucky to not take more early casualties. Wood Elves and agility teams in general will usually find a way to win a game if they have enough players on the pitch.

Sometime safe defence is the best offence. What this game really showed is that dirty stinking foulers will never prosper. This was a win for the good guys.

As a Wood Elf coach, don't get discouraged if you don't seem able to break down a rolling cage. Bide your time and wait for a mistake, then pounce. Always give yourself a receiver option somewhere, it can change the game if you can maximise that turnover then and there.

I'll leave you all to decide whether I made the right decisions when I didn't GFI either for TDs or just to cut down the danger to my receivers. I was lucky that in most situations, despite getting sacked, my players were able to bounce straight back up and retrieve the lost ball. By not risking the play then and there, it gave me more options to bring other players into position.

Final Score:

Rabid_Bogscum 2
Virral 1

Obviously there are pros and cons to all approaches and sometimes it just comes down to the luck of the dice.

As to team selection. I am pretty happy with my team. It is a proven, successful team, and I cant see me tinkering with it too much.

As for Richard's team... I have already mentioned briefly I am a fan of Flesh Golems and without doing the maths on the team I would have liked to have them in my squad were the teams reversed. That said, I cannot believe how much of an influence those damn Tackle Zombies had on the game. Virral positioned them brilliantly, and if they weren't causing direct failures, just the fact they were marked up on my dodge players completely changed the order of my moves within each turn. I begrudge saying it, but they were a masterful selection choice.

But really at the end of the day... I won. Nya Nya Nya I'm better than Richard. And what's even better, I got to prove it in print in the very first BLITZ Magazine.

I couldn't be happier. Its been a massive task to put this match report together, but I think it was worth it. I hope you enjoyed what we were able to play and write up for you, and hope to see you at EucBowl in August. It really is going to be a spectacular Blood Bowl event.

Virral: I've never had so much fun losing a game as I did today. I loved the whole concept behind the game, and I hope people have enjoyed reading about it half as much as we enjoyed playing it.

I was pretty concerned going in that it'd be a very one-sided, we really had no strategy in place if it turned out that James was 4-nil up at half time, or if I got lucky and destroyed his team early only to dominate the field all game. Luckily for us, it was a pretty exciting game all around and while putting this report together has been a gruelling labour of love, I really think we've managed to put together something pretty special.

A special thank you is due to SinisterDexter for turning the shambolic mess of a word document we put together in to the beautiful and coherent article you see before you.

About the actual game, mistakes were made on both sides and I'm sure you'll all have an opinion on what those mistakes were.

In a tournament environment, against James and a full team of Wood Elves, I would have stalled... it's as simple as that. But buoyed by my success early in the second half, and also eager to make the game more

interesting than an entire half of stalling, I gambled it all and lost.

I was very happy with my team line-up,

although after what he cost me I think I'd switch the Dirty Player Zombie out for another skill... Kick comes to mind, or perhaps Wrestle or even Dauntless.

I really enjoyed having a "Boggy" player in each team, we both had fun cursing our Boggy's at points of the game...

I cannot wait to see how that mini-game plays out at Eucalyptus Bowl, that's a whole lot of concentrated Boggy energy in a small space.

James' line-up is tried and true, he has a winning formula in his Wood Elves and unless you get those crucial casualties on him early you're in for a tough game against him every time.

It's going to take a while for me to live down this very public loss to James, but at least I can still lay claim to a winning tournament record against him, the only NAF ranking I care about (Nya nya yourself James!)

It has been an absolute pleasure to take part in the very first issue of BLITZ Magazine, and as James said I hope to see many of you at Eucalyptus Bowl in August!



SinisterDexter: Wow! What an awesome game!

I wanted to put in a special shout out to James and Richard for putting this match report together. You shouldn't under-estimate the amount of work that has gone in to the set-up, reporting, photography and turn-by-turn diagrams that you've just read.

Congratulations are due to Rabid for taking the win, albeit a very close one, and it has certainly given me some ideas for my next tournament (Southern Shrike Bowl 2011), where I will be fielding my Wood Elf team, the *Duskrunners*.

It's also good to see the guys express the same issues with GFIs that I always have!

Going forward, I would love to include more match reports like this one in BLITZ. Obviously, getting a report up to this standard is a lot of work, and I'd be more than happy if others want to go to the same lengths to put one together.

But a match report doesn't need to be quite so in-depth and, to some extent, I think we still have some scope to work out the best way to express a Blood Bowl match report in print.

If you have any ideas about how this match report could have been improved for future issues, I'd love to hear them.

Also, if you want to have a go at putting a match report together from your local league, tournament or even just a one-off game between bitter rivals, please contact me.

Due to the amount of space a match report takes up I think we will be limited to one each issue, so if you're interested I will be working on a first-in, best-dressed system.

But I think our first effort has been truly stunning. Thanks again to Rabid and Virral and, as they said, get along to EucBowl for more Boggy fun and mayhem.

SinisterDexter





League Spotlight: SLOBB

The SLOBB or Sydney League Of Blood Bowl is one of the top leagues in Australia.

Sure there are bigger leagues around, but on coaching talent alone, you'd be hard pressed to find a tougher league. Over the last few years the vast majority of tournaments in Australia have been won by a SLOBB coach, and it's something we are pretty proud of.

The league invites Sydney based coaches with a passion for Blood Bowl, and gives them a chance to lay some hurt on, or dance Touchdowns around, their opponents on the Blood Bowl pitch. We cater for varying levels of free time to devote to our favourite hobby, offering a short turn-around fixed league that runs for around six months but is only a one game a month commitment, as well as an open league, where coaches with more time to play can develop any number of teams in a traditional Blood Bowl challenge setting. The open league is available for the super busy that cant even find themselves committing to a monthly fixed league, or is a good stepping stone for coaches either new to blood bowl, or new to table top league play.

A Brief History

As Stated by Erin "Carnivean" McKee, "SLOBB's beginnings harken back to the mid-90s. During a break in our usual WHF/40k playing, we went and played Blood Bowl at a few tournaments which prompted us to take it further and form a casual league. In those days there were only about five regulars, but by 1997 it had grown to about a dozen players.

It was a very broad league in terms of area spanned. Regulars in SLOBB came from Wollongong, Sutherland, Roselands, St Leonards, Penrith and Seven Hills, with games rotating between people's houses and we made a day of it.

In 1998 we started the SLOBB magazine with a



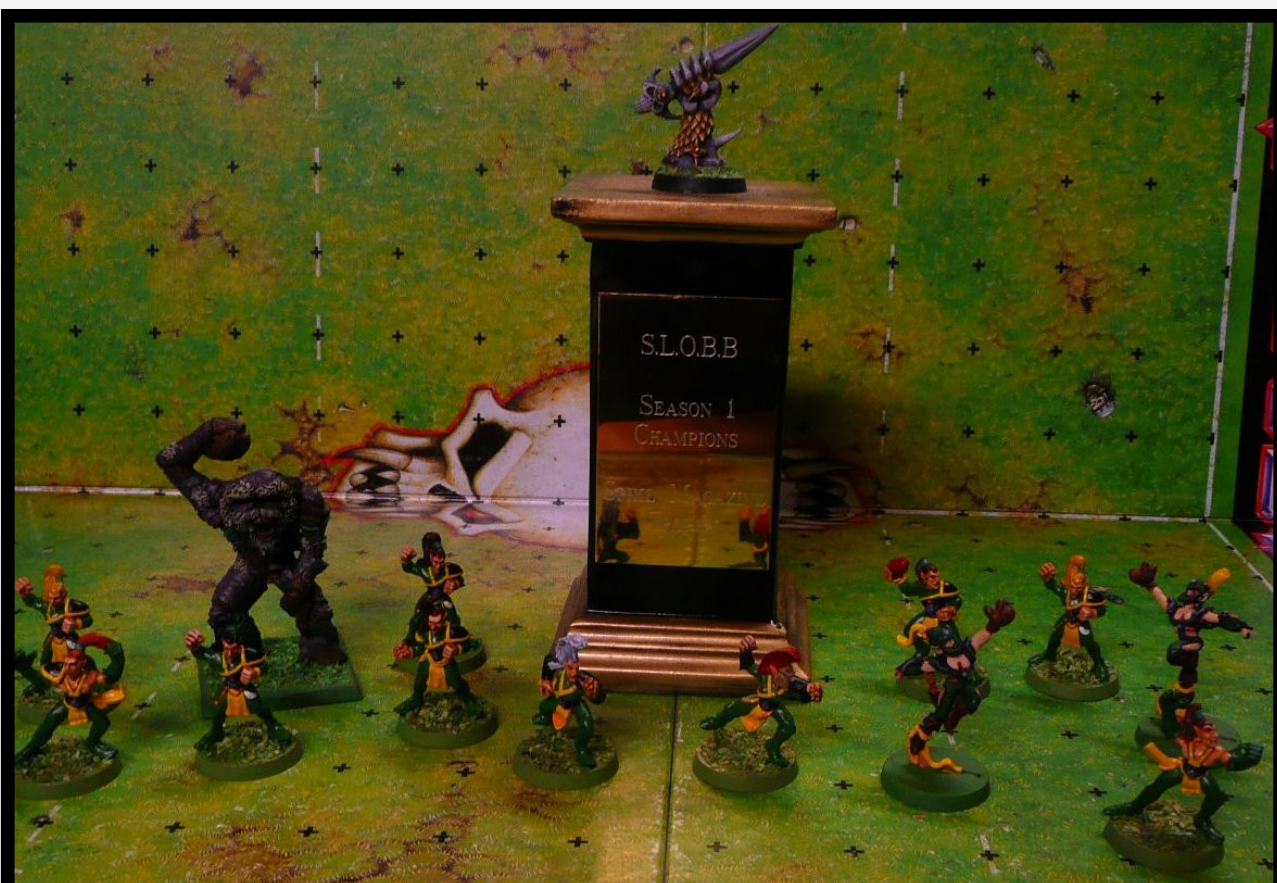
new issue every round. Player spotlights, league events, stories, much like what you are reading now, but it was league specific.

The league peaked at about 16 players, though by the end of 2000 real life meant that we were all finding time hard to come by. And it stayed that way until . . .”

In August of 2007 with the AusBowl boards finally maintaining some regular traffic and a permanent place in the Australian Blood Bowl scene, Carnivean posted expressions of interest in reforming SLOBB. Roughly ten or so people took up the challenge and SLOBB was temporarily back on the scene

with an Open league based out of the Good Games in the city. It ran for a few months but never quite lived up to the high expectations and never had a finals series.

One year later after more discussion on the AusBowl boards, SLOBB was reborn with myself as the new commissioner and Richard Andrew (Virral) and Ian Williams (doubleskulls) my assistant commissioners. It contained the structure it still maintains today with a fixed league of pools and finals and an open league which also has KO tournaments when the league gets regular use.



Season One Champions: *Summer Faerie*

Season 1: Spike Magazine Trophy

The new SLOBB kicked off with 12 coaches in two pools. Many thought it should be renamed SLOEB (Sydney League of Elf Bowl) with seven Elvish races taking to the turf for the opening season.

In this first season the newly minted “Lazy Lumps” conference dominated over the “Bone Idlers” with their first and second placed teams both winning their semi finals. Geoff Watson coached the Wood Elves *Summer Faerie* knocking off Doubleskulls’ *Arboreal Anarchists* in a bloody woodland battle: 5-4 in O/T with 6-0 Casualties.

While Iain Fisher’s (Grumpsh) Chaos Dwarves the *Chaos lil Leaguers* were equally violent in dispatching Virral’s Lizardmen *The Post-Twenties* 2-1 also in O/T with 5-1 Cas. In the Final the *Chaos lil Leaguers* were unable to do enough damage to their Elvish foes, who with four multiskilled Catchers were able to run rampant on their way to a 3-1 win (1-2 Cas) and were crowned the first ever SLOBB champions.

Oak from the *Arboreal Anarchists* picked up the Spike Magazine Player of the year and Season One was done and dusted.

Season 2: Dungeon Bowl

Season two saw the league expand to 20 players which saw the implementation of four pools of five teams and quarter finals being added to the finals series. My own *Visigoths* were brutal in dispatching the *Arboreal Anarchists* and the Grumpsh coached *Ult Bay Sirens* with 11 Casualties to zero to reach the final.

While *The Post-Twenties* shocked everyone by beating Zain Hamid’s (Lictor) Chaos Dwarf outfit *Haman’s Hammers* in the quarters before ending the *Summer Faerie*’s undefeated streak of 12 (streak of ten wins as well) in the semi’s to book a date with the other undefeated outfit in the league.

The final was played using official Dungeon Bowl rules (which teams in the open league could experience on the day as well), and after a few nervous moments without the ball and numerous exploding chests, the game went to the *Visigoths*. Their prize a 50k Amber Wizard to be used in future seasons.



Seasons Two, Three and Four Champions: *the Visigoths*

Season 3: Chaos Cup

Again the league expanded, this time to 24 coaches and it became clear some thought needed to be put into the structuring of the pools. North and South conferences for the Bone Idlers and Lazy Lumps were implemented, with established teams spread

amongst the North conferences, while the new or less developed teams played in the South.

This created a more enjoyable regular season for the newer teams, still gave them a chance of making the finals and winning the title, but without the hard slog against much bigger teams month after month. Established teams the *Visigoths* and *Arboreal Anarchists* made the final after semi final victories over *Summer Faerie* and Virral's *The Horned Rat Hornets* (debut season).

After a tense match that went into O/T the *Visigoths* extended their undefeated streak and picked up their second trophy in as many seasons with a 3-2 Win. Star Agility 5 Runner Vixen was granted hypnotic gaze by the chaos gods as everyone looked ahead to the final Major in the Blood Bowl calendar.

Season 4: Blood Bowl

The biggest season to date started with 28 coaches and a seven game regular season. The past four seasons had seen the league move very much in the bash direction, this in the face of the success of the established agility teams.

Despite a brutal season that saw them lose numerous stars including Vixen to retirement with her third niggling injury, and suffering their first ever defeat to the *Chaos lil Leaguers*, the *Visigoths* limped into the final yet again. Beating the Daniel Hutchinson (D_Arquebus) coached *Undead Meat the Beast* and Pete Arentsen's (tribalsinner) *Last Legion* in two close 1-0 finals games.

Tribalsinners Dwarves had surprised all in their first season by defeating the experienced *The Horned Rat Hornets* in the quarters and with the aid of Morg N Thorg were right in the Semi Final. However the *Visigoths* rallied with a last ditch blitz on the famous Ogre to book a place in their third

straight final.

Facing them were the *FNC Humping Rats* coached by Matt Williams (laphyr) who had a tough season but were able to sneak into the finals over some of the leagues top coaches. They took care of the Wood Elves from the *FNC Hooded Hippies* (Matt Hatton - Blorc) 4-1, before continuing their four game dominance over Matt Redward's (Mathfuric) *Stade Mort* (who choked after such a strong season), with another big 4-1 win.

The final was a bit of an anticlimax, the *Visigoths* proved too strong and made it three season wins in a row, with a polished 3-1 Win over their Skaven foes.

Carnivean Helmet I

The Carnivean Helmet is the name given to the KO tournament played in the open league. It is also the name of the prize for winning the tournament. This sacred SLOBB keepsake was once the battered helmet of the leagues founder Carnivean, who mysteriously disappeared, leaving his helmet behind. It was turned into a trophy for the top team in the SLOBB Open league to honour its founding traditions as an open league.

The formation of this tournament is dependent on coaches playing regularly in the open league so has only had one holder so far in the history of SLOBB. The holders of the helmet can choose a single player in their team before every match and grant that player +1 AV at a cost of 30k Player cost or 3 TR. If the player is killed the Helmet still remains the possession of the team and can be used each and every game until the team relinquishes its title as KO champions.

The inaugural Carnivean Helmet KO Tournament saw eight teams chosen to take part.

- *Inside Out Two Miles* (Chavo)
- *Champions of Light* (Geoffwatson)
- *Alle Schwarzen* (Mathfuric)
- *Keg Not 6 Pack* (Redcard)
- *FNC Eagles* (Iaphyr)
- *The Gobhoblins* (Turtle)
- *The Hulking Horrors* (Blorc)
- *Slippery When Wet* (Rabid Bogscum)

The Final was con-

tested by *Keg Not 6 Pack* and the *FNC Eagles*. A just reward for the two most active open league coaches.

Redcard's Dwarves enjoyed a tough O/T game against *Alle Schwarzen* that was 1-1 at full time, and 2-2 at the close of extra time, decided by a penalty shoot out.

Before laying the hurt on *Inside Out Two Miles* and grinding out a 2-1 win. The *FNC Eagles* also played out an O/T game in round one, finally scoring the decider in the second-last turn of overtime against the *Gobhoblins*.

The High Elves backed this up by dancing around the Necromantic team *The Hulking Horrors* in the semi final, pulling it out 3-1.

The *FNC Eagles* continued the dominance of elf teams in SLOBBs annals with a flukey 1-0 win over perennial choker Brad Milner's (Redcard) Dwarves, who failed a GFI in the eighth turn of each half to bomb their coaches best chance at an elusive title.

Carnivean Helmet II

The second KO tournament has been in Hiatus for a long time. The eight chosen teams were:

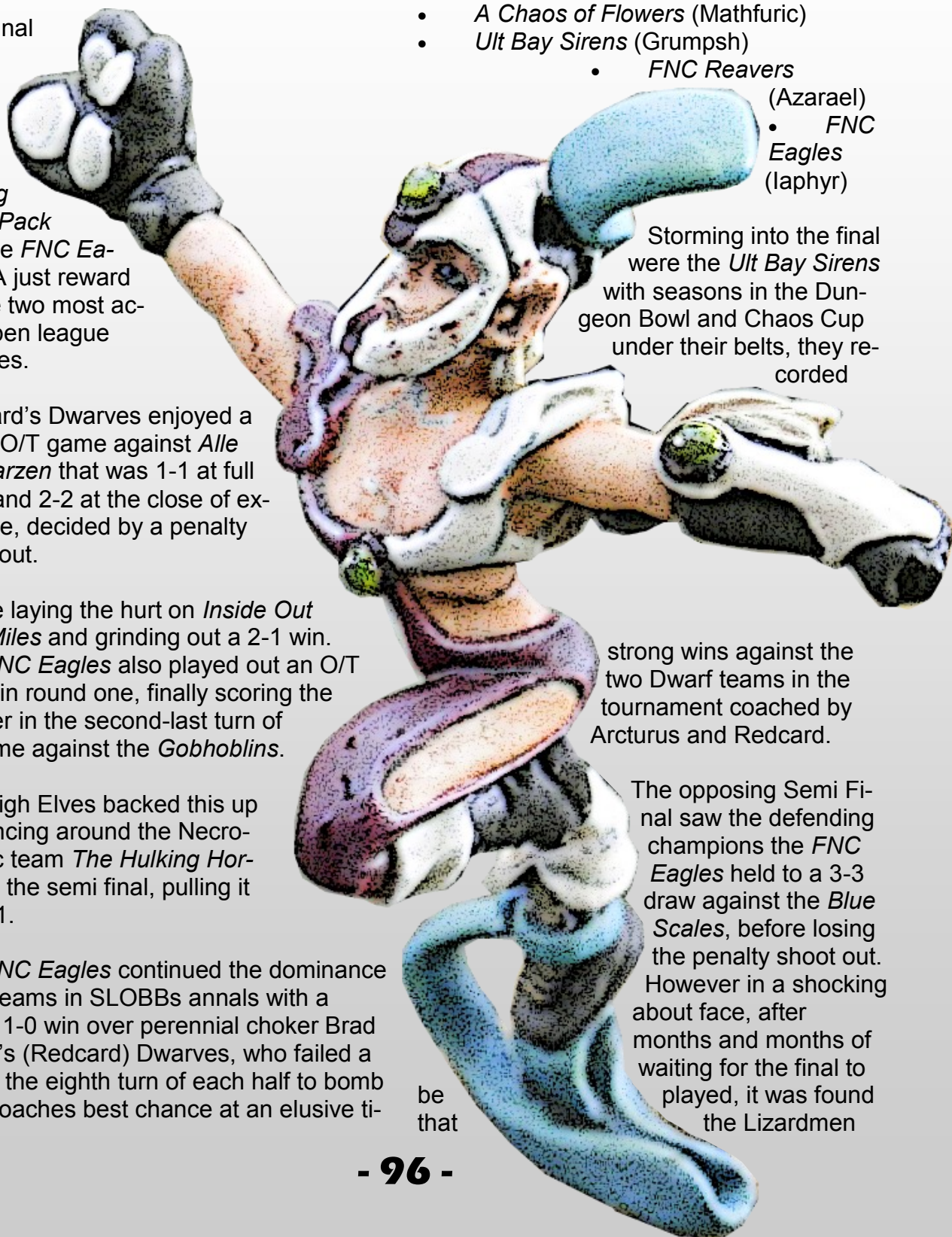
- *Keg Not 6 Pack* (Redcard)
- *Champions of Light* (Geoffwatson)
- *FNC Purplexed Dorfettes* (Arcturus)
- *Blue Scales* (Blorc)
- *A Chaos of Flowers* (Mathfuric)
- *Ult Bay Sirens* (Grumpsh)
- *FNC Reavers* (Azarael)
- *FNC Eagles* (Iaphyr)

Storming into the final were the *Ult Bay Sirens* with seasons in the Dungeon Bowl and Chaos Cup under their belts, they recorded

strong wins against the two Dwarf teams in the tournament coached by Arcturus and Redcard.

The opposing Semi Final saw the defending champions the *FNC Eagles* held to a 3-3 draw against the *Blue Scales*, before losing the penalty shoot out. However in a shocking about face, after months and months of waiting for the final to played, it was found the Lizardmen

be that



coach Blorc had used underhanded tactics in their match and the result was overturned.

The *FNC Eagles* had won a reprieve and would face their fellow High Elves in a winner take all battle for the Carnivean Helmet. At the time of writing the game was yet to be played, so keep a close eye on the SLOBB League page for the result of this epic final.

The Future:

The league is currently in its fifth season, playing for an old tin trophy that has been dubbed the SLOBB Interim Cup or SIC for short. Finals are fast approaching, while season six is only a few months away. So if you're in Sydney and looking to join a league with a bit of history behind it, look no further than SLOBB, it will be the best decision you ever made.

Team Records:

Longest Undefeated Streak: *Visigoths* 23

Longest Win Streak: *Summer Faerie* 10

Most TDs: *Summer Faerie* 67

Most Cas: *Chaos lil Leaguers* 63

Most Cas and Biggest Cas Margin (match): 8-0 (8) *Chaos Lil Leaguers* vs *Da Skolarz*

Most Total Cas (match): *The Horned Rat Hornets* 6-4 (10) *Drakwald Deadites*

Most TDs (match): 7-2 *FNC Humping Rats* vs *Noldorin Blades*

Most Total TDs (match): Above game + 5-4 *Summer Faerie* vs *Arboreal Anarchists*

Biggest TD Margin (match): (5) *Summer Faerie* x 5, *Post Twenties* x 1, *No Shade for Miles* x 1, *FNC Humping Rats* x 1, *Arboreal Anarchists* x 1, *Elf Pride* x 1, *Sithing Elves* x 1

Player Records:

Most TDs: 13 Bella (*Not Another Wood Elf Team*) Emm, Lily (*Summer Faerie*)

Most Cas: 19 Snitz (*Horned Rat Hornets*)

Most Comp: 40 Vixen (*Visigoths*)

Most SPPs: 75 Cassandra (*Visigoths*)

All stats are taken from the first four seasons of SLOBB and do not include the games played thus far in season five. Open League Stats are not available at this time.

Season 1 - Spike Magazine Trophy

Champion : *Summer Faerie* - GeoffWatson

Runner Up : *Chaos lil Leaguers* - Grumpsh

Season 2 - Dungeon Bowl

Champion : *Visigoths* - Rabid Bogscum

Runner Up : *The Post-Twenties* - Virral

Season 3 - Chaos Cup

Champion : *Visigoths* - Rabid Bogscum

Runner Up : *Arboreal Anarchists* - Double-skulls

Season 4 - Blood Bowl

Champion : *Visigoths* - Rabid Bogscum

Runner Up : *FNC Humping Rats* - Iaphyr

Carnivean Helmet I

Champion : *FNC Eagles* - Iaphyr

Runner Up : *Keg Not 6 Pack* - Redcard

James Russell-Wills (Rabid_Bogscum)
SLOBB Commissioner

All for BL!TZ and BL!TZ for all

By now you will have had the chance to experience BL!TZ magazine in all its glory and get a feel for the kind of publication we're trying to produce. However, I wanted to take some time in this first issue to reiterate something that I think is extremely important.

BL!TZ is **your** magazine!

Yes, a lot of people have (and will) put in a great deal of effort to put it together, but the content belongs to the Australian and New Zealand community.

Primarily, this means that most articles in the BL!TZ will be written **about** the Australian and NZ community, **by** the Australian and NZ community, **for** the Australian and NZ community. If you play Blood Bowl in Australia or New Zealand, and you have something to contribute, I want to hear from you. You don't have to be an amazing writer. You don't have to be an "influential" member of the community. You don't need to be playing in one of the leagues featured in this issue. You don't even need to be currently playing in a league.

But what sort of thing should you contribute? Well, there are a multitude of different options.

Some are fairly obvious and can be discerned from the content of this first issue. For example, the League Pages include many of the nation's leagues but are certainly not exhaustive. If you are a commissioner of a league, you can have your own League Page in every issue to talk about what is going on in your corner of the world.

In addition to the League Pages, each sub-magazine (Capital Punishment, Southern

Strike, etc) has its own mini-editorial written, or sourced, by the local AusBowl Committee representative. As part of this editorial, more general 'local' news can be discussed. So if you have anything to add you can contact your local rep. If it's interesting enough they may let you do a guest editorial for the issue.

You will notice that the sub-magazines only currently cover ACT, NSW, Queensland, SA, WA and the online realm. If you are in a different area and want to include your own sub-mag, get in contact and we will be able to organise it.

Match reports are also an obvious option. Who hasn't dreamed of having one of their matches immortalised in a report to the nation? Well, you can! You just need to write it up along with some pictures and send it in.

You will also notice that this issue includes a range of "spotlight" articles based around a league and player (team is also planned for future). These spotlights will be a feature of each issue and, if you want your league/team/player immortalised you can send me in some details and pictures. The spotlights will be limited to one of each type per issue, so I will be operating on a system of first-in-best-dressed, except where someone submits an exemplary submission.

Towards the start of this issue you will see a wrap-up of Sandgroper Cup 5. Tournaments are a key aspect of our community and I encourage all tournament commissioners to submit an article in the aftermath of their tournament to regale those who weren't present with the highlights and give those who were present a chance to reminisce. Of course, in the issue prior to a tournament I want to make sure you have the

chance to advertise your tournament and all “upcoming” tournaments have access to a half-page advert in the prior issue as well as being able to be in the “Important Dates”.

We have a series of semi-regular articles that we also want to include, like “Between Rounds” and “Stadia of the Old and New World” featured in this issue. We also plan on having a semi-regular interview with a person of interest. At the moment these, and other one-off articles, are being organised by members of the AusBowl Committee, but there is absolutely no reason why you couldn’t contribute something along the same lines...

You could, for example, submit a tactical article on how to use a particular team or star player; a showcase of a team you have sculpted/converted/painted and are particularly proud of; a piece of fan fiction you have written; a set of house rules your league uses; or anything else you can think of that is Blood Bowl related. It can be a one-off, or suggested as a series. Let your imagination run wild.

Also, if the idea of contributing a full article makes you want to hurl, why not just send in something small? A “Letter to the Editor”, a “Did You Know” or a piece of BB trivia would be great. You should also keep in mind our “Classifieds” section. The Classifieds is a section where you can pass comment on events in the guise of a funny classified. For example, you could trash talk an opponent by putting up a “Seeking Same” sign ad in the run-up to a match, or could rub salt into the wound of your victory by creating a “For Sale” notice for their dignity in a match’s aftermath. You could enter an “Obituary” for a recently deceased player (your’s or another coach’s) or make a note of thanks to someone for something they have recently done.

Finally, you may have seen some of the modified images of miniatures dotted

through the magazine and on the front cover. Most of this issue’s have come from my own collection (those in A Taste of Turf being the exception and being the work of James and Richard), but I will be looking for a cover model each issue and would love to have a range of these images to liven up the magazine. If you have a model that you would like to “take the treatment”, please send me a high resolution pic. I’m also really interested in anyone who wants to showcase their BB art, and I know there are a few artists out there...

If you do decide to take the plunge and send in a contribution, there are just a couple of things to keep in mind. First, if you intend a significant contribution, please contact me before you put in all the work. I need to solidify the structure and content for each issue fairly early in the publication cycle to allow time to create the magazine, so I need time to plan when to include your contribution. It also helps to avoid situations where I get two similar articles.

Second, keep in mind the length of your article. Two to five pages is generally a good length and, while longer is possible, it can get a bit much for the reader.

Finally, I prefer text files as Word (doc or docx) and picture files should be either jpg or png files of a decent resolution (at least 150dpi).

Our next publication date is scheduled for October 2011, and quarterly thereafter. There is a lot of talent out there in the community, so please don’t feel shy about getting involved.

I can’t wait to hear from you...

Brett Whittaker
(SinisterDexter)
Chief Editor



Stadia of the Old *and New* World

All across the world, Blood Bowl stadia have been built to house titanic clashes between opposing teams of Nuffle's warriors. From the humble local grounds – little more than patches of grass with roughly marked lines – to the super-modern arenas of the Major Tournaments, the place you play in can sometimes influence the game being played. And here with us we have renowned groundsman Eade N Turf to take us for a tour of some of the famous stadia he has worked in over the years. Eade, you've certainly been around, tell us about the stadia you have tended...

I received a great idea back when I was producing the Strike to make house rules for different locations that Blood Bowl is played in, set up as a deck of cards that could be drawn before each match. Alex Coombe (anc001) suggested different towns or places in the Old World, but it occurred to me that the real place that Blood Bowl matches happen is in a stadium! Issue 4 of the Strike had two "Stadium Cards" in it and I present here two updated versions of these cards, designed anew by the amazingly talented Jason Chellew (Mango).

Each issue I will give you two new Stadium Cards that can be printed off and mounted, if you like. Before each game, if both coaches agree to use the cards (and, if you're in a League, if the Commissioner is OK with it), randomly pick one Stadium Card and simply apply the effects as shown on the card. Easy!

In addition, the third rule on each Stadium Card is a special "Home and Away" rule. If you are not playing with Home or Away teams in your league, ignore these rules and only use the generic effects. If you want to use them, however, each coach/team in the competition is allocated a "Home Ground" at the start of the season and, in the draw for the season it should show which team is at home and which away for each match. You could randomly decide which team has which stadium, or you could

allocate it in some other way (a bidding system, choosing in some predetermined order, etc). But essentially, instead of randomly drawing a card for each game, the card belonging to the Home Team is used for each match, including the Home and Away rules.

It should be obvious that these are all house rules, and you don't need to use them, but if you're after a little bit more character to your games, go right ahead.

This issue I bring you cards #1 and #2, the Altdorf Oval and Bloody Park, based on Adelaide Oval and Footy Park in Adelaide.

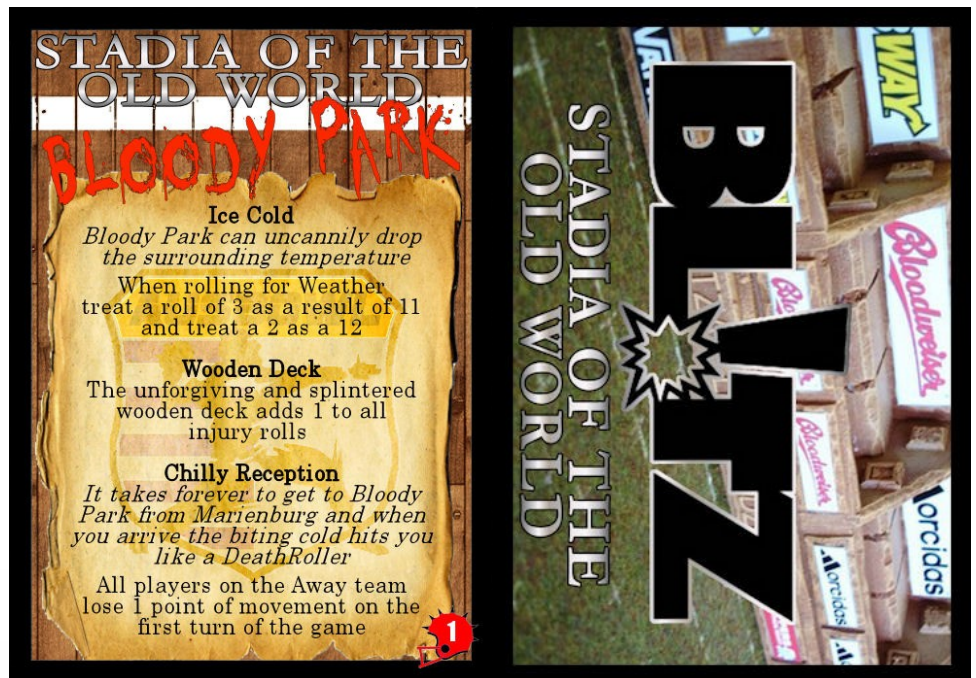
Most of these stadia will be fictitious grounds based on Australian sporting grounds. However, I would also like to do a range based on custom pitches that people have made! If you have a custom pitch, send me some photos, a bit of a background or history for the stadium (and even maybe the home team) and, if you have any, some ideas for special rules the stadium confers. We will then use it as a basis for future Stadium Cards.

Once again, a big thanks to Mango for his excellent work.

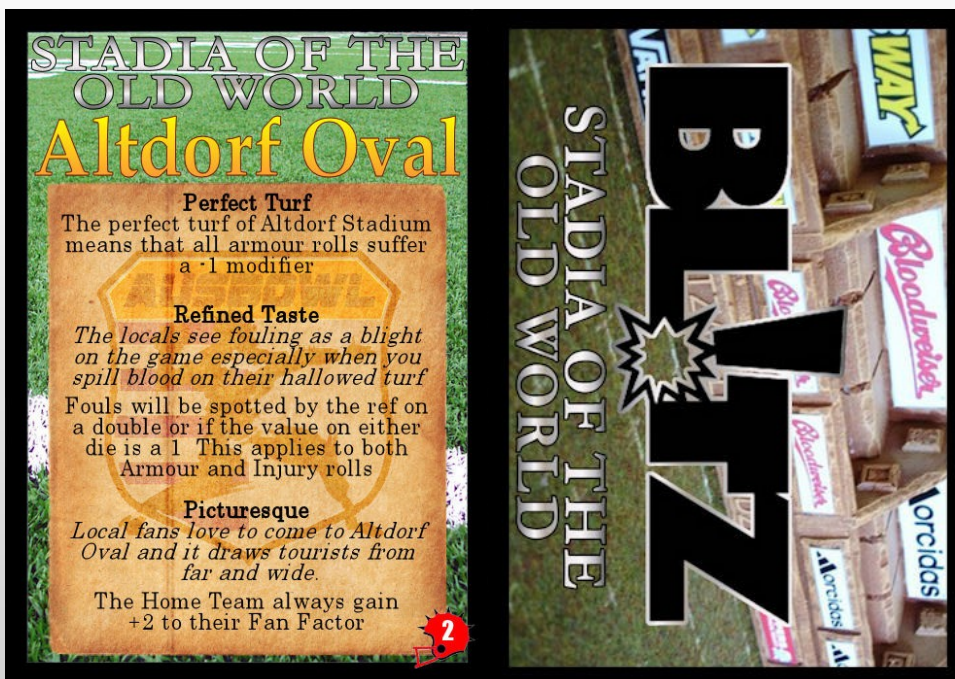
Brett Whittaker (SinisterDexter)
Chief Editor

#1 Bloody Park

A stone monstrosity, Bloody Park was carved from the craggy bedrock of a Black Ark and has been docked off the north coast of Marienburg for decades. Home ground of the Ark Alaide Crows it has a wooden deck for a pitch and, due to magical enchantment, is bone-chillingly cold.



#2 Altdorf Oval



Widely renowned for its beautiful setting and aesthetic design principles, Altdorf Oval is regarded as one, if not the, most picturesque stadium in the Old World and has always been tended by expert Groundsmen and provided with the most expensive fertilisers to achieve the highest quality natural turf.

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Player Spotlight: Lord Makk

The ulfwerener known as Lord Makk began his rise to prominence in the fourth season of the City of Churches King's United Prize (CCKUP) league. Competing in the Duke's Division for the valkyrie team *Three Wolf Moon*, Lord Makk was at first overshadowed by the team's other ulfwerener, Karn Mithralia.

Karn Mithralia scored a casualty and a touchdown in his first game, leaving Lord Makk to watch jealously as the media and team fans gravitated to the brown-furred team captain. For his part, Karn shied away from the attention and focused his efforts entirely on his duties as a leader to *Three Wolf Moon*.

Their personalities clashed in the locker room, and this was brought to a head when the decision was made to recruit a snow troll. Makk openly challenged Karn and called the move "desperate". Karn overruled him and collected the troll's prerequisite offering of fresh tears. Then, Makk and Karn travelled to the Norse wild-lands and, united by the necessity of the rit-

ual, patched over their differences.

Makk's impulsive nature was a problem on the pitch as well as off it. Without his more popular rivals' skill at blocking Lord Makk often found himself in danger, sometimes of his own devising. In one match against the *Bromeliad Crusade*, Lord Makk endured humiliation when an attempt to block while carrying the ball led him chasing a skink out of the safety of the cage, where he was set upon and lost possession.

At the beginning of their second season the *Three Wolf Moon* ulfwereners promised to be a formidable force. Karn had suffered an injury and was slower on his feet, but both were now capable blockers and guards.

Tragedy struck once again however and Karn was forced to retire due to further injury. Lord Makk was left to carry on his brothers' legacy, and the spotlight finally fell upon him. He relished the opportunity and embraced not only his growing fame but also social media, setting up a Twitter ac-

Lord Makk

Team:	Three Wolf Moon	Race:	Norse
Position:	Ulfwerener	Coach:	GuppyShark
Profile:	Mv6 St4 Ag2 Ar7		Block, Guard
Career achievements:	Casualties 5, MVP 3		

count and gloating about his triumphs online. He spends the majority of his winnings on exotic Lustrian lizard meat, as he has acquired a mysterious taste for skink.

He was forced to watch *Three Wolf Moon's* elimination from the playoffs on the sidelines due to an injury, and this now casts a long shadow over the future of Lord Makk's career. Will he still be able to continue playing for the team that has carried him into the celebrity that he so loves? And most

importantly of all - will he get revenge on Coach One Eye's *Skummi Gitz*?

GuppyShark
(Brad)



Classifieds

Wanted

Classified adverts for this section of BL!TZ magazine. "For Sale", "Seeking", "Obituaries", "Wanted", etc. All ideas considered. Make your statement and make it funny! All classifieds to :
southernstrikeeditor@gmail.com.

Wanted

Competent League Commissioner to run the PWND League. Current candidate is tardy, incompetent and unreliable (although undeniably handsome and creative). Apply at the sign of the Impotent Comet.

Seeking Chair

Human male seeking chair for romantic dinners, dancing and heavy petting. Have loved and lost before, help to cushion my fall. Enquire at the sign of the Drunken Territorian.

Lost

TackleZoneRadio. Approximately 4'6" with a tan, broad accent and unfulfilled intentions. May answer to the word "poignant". Fan-base now distraught and desperate. If found, please slap vigorously and point in direction of the nearest operating microphone.

Letters to the Editor

Definitely not a fake letter...

Dear SinDex,

While it would appear impossible for there to be a letter to the editor for this issue, considering that it is the first issue, I can assure you that this is not, in any way, a faked letter to assist you in filling space in a segment that doesn't yet have any content.

No, clear your mind of that thought. In fact, thanks to the sheer awesomeness of issue one, I was able to hijack your sheer creative genius and use the resultant energy to warp the timestream, heading back in time to a point prior to the release of issue one to send you a letter (that is definitely not faked) of appreciation for the incredible work you, and the other contributors, have

done or, as the case may be, will do.

I was particularly impressed by the match report, and it should be noted that I definitely did not use my time-travelling abilities to also go back and subtly modify Virral's GFI rolls. No way! That's just not something I would do.

So, anyway, keep it up, and hopefully issue two will furnish you with more letters for this segment (not that this letter isn't genuine, of course), whether they be to comment, criticise, question or commend.

Yours from the future
Dr Genuine Artificial

Disclaimer: some comments made in this letter may not be true.

Horoscopes

Faeries: Never look a gift horse in the mouth. The eyes are, after all, the window to the soul, and halitosis can be lethal.

Great Taurus: The winds of fate are blowing your constellation out of Uranus's sphere of influence this month, which has absolutely nothing to do with the fact that you will almost certainly roll a quadruple skull very soon! Be warned.

Comet: Behind every great Blood Bowl coach is usually a miasma of despair. Don't worry, you don't have one.

Chaos Star: I predict that you will roll at least one "1" during your next game, and probably more than one. Fear the power of astrology!

Leoncour: You will only be successful in life, ever, if you are able to attend BrisBowl, EucBowl, SSB and Bushranger Bowl this year. Anything less will leave you a squealing heap of squishy uncertainty.

Barak Varr Go: When trying to combat the vagaries of a Cyanide connection, studies have shown that the best fix is to walk clockwise around your modem five and a half times while pouring libations to the Chaos Gods and screaming in inchoate ancient Norse. I mean, you're not playing anyway, right?

Gnoblar: Looking in a mirror can often cause great despair, but fear not! Mar's vernal equinox is about to coincide with the freak shattering of every mirror in your home. Your resultant increase in self-esteem will only be matched by the pain in your feet.

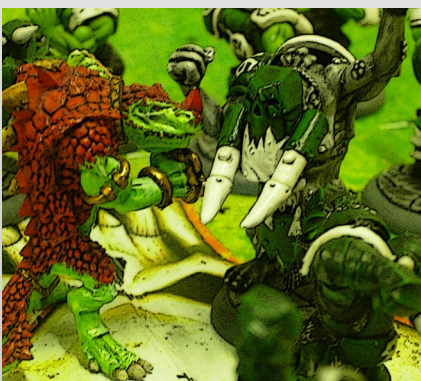
Gorkio: The planned Waaaaaagh! might seem like a good idea now. But trust me, those guys in the Zombie Walk are hardcore and you don't want to mess with them.

Slaangitarius: Under no circumstances should you feed the monkeys, trolls, Tom Anders or the Anti-Nuffle. It only encourages poo-flinging!

Unicorn: Things are looking up. Of course, if they're looking up at you with hunger in their eyes while you're hanging from a rope, then this is hardly comforting.

Orcquarius: I thought we determined in the Strike that this star sign is incredible silly and should never have been allowed into the BL!TZ zodiac in the first place. I'm still not going to do it!

Pieces: Taking advice from astrologers, real estate agents or shoddy magazine editors is bound to end in disaster. Just remember, you can't sue for it.



Spot the Difference
Can you find the five differences between these two images?

Someone2040 vs One Eye

Answer: 1, missing bump on the troll's left tusk; 2, green toenail on the kroxigor; 3, number "1" on the kroxigor's shoulder; 4, glowing red eye on the troll; 5, kroxigor's mouth is closed.



The Last Word

I was always going to struggle with something for the first "Last Word" part of the inaugural BLITZ. It's one of those things that if you try to write something, it never comes out the way you want it to or it sounds contrived.

I can't say what it will always be about, or what direction it will go in, but it will be done and I am willing to just let it happen.

I won't say I have had a near death experience, but things have cropped up recently that have made me reflect on my own mortality. Don't worry, this won't be a "Men's Health" diatribe, but it did get me thinking on everything, including gaming.

It is definitely hard to say what went through my head even at the mention of the "C" word, it's kind of a jumbled mess about family, but eventually it all sort of got itself in order and made sense.

When it came to our youngest, there was one thing that really stuck out in terms of games. He loves gaming in general, anything I am willing to play I have an eager nine-year old ready and waiting. A lot of you have also seen me go AWOL from time to time and this impacts on my home gaming as much as anything and my nine-year old seems the most affected by this.

And that was the crux of things, gaming seems to be the first thing that makes room for other things.

It's too late to start.

Have you done your homework?

I'm too tired.

How about tomorrow?

I have to finish this.



Everyone has a pile like this. Don't let it go to waste!

There was always an easy excuse. So it is definitely something that I am going to change, and likely I am not the only one doing this on what should be largely a fun time for the family as much as our-selves.

And I guess that is where most of this is coming from.

As a child we all played things like Monopoly, Snakes and Ladders, Trouble, etc, and have fond memories of the games we played. Other things have replaced these things but there are still some very compelling reasons to take it back to the table and away from the screen.

About a week after my issue, we had a black-out that rendered the children blubbering messes of fright. Both my wife and myself were out getting some groceries

when it hit. We paid for what we had and went home, candles were lit and before too long conversation turned to what would we do until the power came on.

It ended up being Monopoly by candle-light. Not my first choice, but having all five of us playing was good fun, so much so that when the lights came back a short time later, we continued playing. No TV, no phones, no nothing. We just continued playing. Most importantly no excuses.

So now one night a week becomes game night. It has only been done a few times, but we decide on the weekend which night it will be and we make a more concerted effort to lift the top off of a box and play something.

Anything.

I don't quite have a home BBL happening yet, but who knows?

So in the end it boiled down to a sort of mid-year resolution:

Make time, not excuses . . .

Until next month!

Erin McKee (Carnivean)
Editor

PS. tests are all clear to date in case you were wondering ;)

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