ISSUE 4

APRIL 2012

CanCon 2012 Photographic Feature

ADBC Grand Final match report

DIY Board

Showcase: danielcollins

Team Spotlight: da Skummi Gitz

BLITZ

BL!TZ

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EDITORIAL

BRETT WHITTAKER
SINISTERDEXTER

..llo H....o i....ybody ..ere? Repeat, is any...dy there? Can you hear me? This is BL!TZ radio broadcasting via pirated Cabal-transmissions from the new base of operations in a remote corner of the Southern Wastes. Can anyone hear this transmission? If so, please send Gat-orc-ade!

Yes, that's right, BL!TZ Central, otherwise known as my house, has moved to a place where Blood Bowl is something unsavoury fired in a kiln and where the closest gaming club members wonder why there are no Space Marines on the pitch.

sigh

Fortunately I am only four hours from civilisation, but it has meant that longstanding plans to join one of Adelaide's leagues have had to be put on hold for another year (at least) and it makes getting to any tournament tricky.

I do love my Blood Bowl, and I love putting this magazine together every quarter, but it is a constant issue for myself and many others to try and mix business, family and pleasure. And while those things don't necessarily need to be exclusive, the harsh reality is that pleasure tends to come last on the priority list, and Blood Bowl is a part of it.

For me, that reality has been pretty plain, as I have been starting a new career as a teacher in a place far from home. Business has been pretty much everything and, without the time to even visit a local gaming club, let alone start up a local league, things have been a little dull.

However, I was catching up on my backlog of podcasts the other day and listened to *Three Die Block's* interview with a UK school teacher who had started a Blood Bowl club. It has given me a lot of food for thought, and you never know, maybe there's potential there. I'd love to hear from any school teachers, or students (and I know there's a few in the Australian community) about whether it has been tried, or whether it is currently happening, in any Australian schools.

I also managed to get along to the second Adelaide Dungeon Bowl Cup where I came dead last, but had an absolute ball.

At this last event I also received something for which I cannot adequately express my gratitude: the 2012 AusBowl MVP. For those who don't know about it, this is an annual award granted to the individual in the community who has done the most for it in the previous year. In the back of my head I had acknowledged it was a possibility I may be in the running, but I hadn't seen any talk about it and had forgotten. The presentation caught me completely by surprise! I wasted no time, however, putting the award to good use, as you can see in the photo on this page.

To everyone who felt I was worthy of this award, please accept my gratitude. It truly is an honour. But also, please remember that things like BL!TZ are never the work of one person. There are many, many people who contribute to this magazine each quarter, and I couldn't put it together without them all. You can see their names in the orange box on the previous page (and in every other issue). Thanks everyone.

But enough about me, what have we got in store this issue?

Well, our interview this week is with Alex from Comixininos. I, like most non-Europeans I imagine, have great trouble saying the name of this company, but it has rapidly grown to become one of the stalwarts of the fantasy football sponsors club. When Alex found BL!TZ he wrote to me immediately asking if he could host the magazine from his web store. Of course, this made me deliriously happy, and Comixininos has also become our first paid-advert sponsor (see previous page). We thank Alex for this and recommend you spend some time browsing their catalogue next time you need to buy a team.

There have been a raft of tournaments recently, including the first AusBowl Team Championship, the Australian Nationals at CanCon and BrisBowl. Full write-ups can be found here.

"The Noob's Journey" by murishido is an enlightening look at how new players arrive in our hobby. If, like me, you're a beardy old man of BB, it can be interesting to hear how new players cope coming in fresh. Virral, who firmly fits the old man of BB category, then tells us how to construct one of those amazing boards he seems to churn out so easily.

We turn our spotlight upon two masters of their respective domains this issue. On the pitch, no team has been more feared in Adelaide for the past two years than One Eye's (Evan) *da Skummi Gitz*. He takes us inside the locker room to find out why. Then, in the team kit design studio, we meet danielcollins (Dan) who showcases his immaculate undead team (featured on the cover).

This issue's match report is direct from the ADBC Grand Final and has, therefore, seen a slight change of name to "A Taste of Dungeon".

There's more, but I'm going to let you find that out. As usual, please contact us with any tips, suggestions or contributions.

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NEWS

BothDown Swag

The newest gingers on the block at the BothDown podcast got in touch with me recently to spread the word that they are willing to do their best to help tournament commissioners with some swag.

If you are interested, contact them at bothdownpodcast@gmail.com

NAF Australia sponsorship deal

I don't want to steal Babs' thunder, but he is announcing a new sponsorship deal he has brokered in this issue that extends to all Australian NAF tournaments. Check out "NAF Full Time Siren" for more details.

Chaos Dwarfs, Underworld and Khorne?

While it is apparently not yet set in stone, Cyanide have announced that a new version of the game will be released that includes three new races.

Bowing to popular demand, the first is the elusive chaos dwarfs. No word yet on the altitude of their hats. Second is the underworld, giving the green light, in theory, to the non-official teams. But the final team is a new one—Daemons of Khorne.

In addition to this, surprising, news, Cyanide intends for two new star players to be included in the game, which will be sold at a discount to those who already own the game.

Talk in the community has expressed concern that the new team comes before all existing teams and star players have been added. Some have also scoffed at the need to purchase a new version that remains incomplete.

BB Rulebooks removed from GW site

Recently, concern was raised over the disappearance of the specialist game rule books from the Games Workshop website. This appears to have been a temporary situation and the books have now been replaced.

Can you help?

We need artists, graphic designers and photographers who can provide 'stock' images for use in BL!TZ like:

Photos of miniatures
Photos of BB-related elements
BB artwork
BB-related design elements

If you have the skills and can help, even with just one of the above, we would appreciate it and will credit you. Contact SinisterDexter at:

southernstrikeeditor@gmail.com

NAF FULL TIME SIREN

By Babs (Stephen Babbage)

KR Multicase and NAF Aus / NZ arrange sponsorship deal!

Thanks to the extreme generosity of Daryl at KR Multicase, the NAF can proudly announce that every NAF tournament for the next 12 months (commencing March 2012) will be sponsored by KR Multicase.

This is not just some small sponsorship either. KR Multicase are giving away at least three miniature cases at twenty five tournaments, with more prizes to the larger tournaments!

An *Aquilla 4* – these cases have a shoulder strap and look similar to a laptop bag. They hold up to 50 miniatures, with one side customisable for miniatures of larger size as needed. The laptop style bag also has another compartment for rules, team roster sheets or other items. You could fit everything you need for a tournament in one of these.

An *Aquilla 2* – this case is similar in size to the *Aquilla 4*, however has a zipper closed cloth cover, and does not have the same depth of foam inside the case. However, this case will still hold up to 50 Blood Bowl figures and allow you to easily carry two teams with your other equipment.

An *Aquilla 1* – this smaller case carries up to 25 figures – just enough for a Blood Bowl team. With 5 minutes with a Stanley knife, you could make room for up to three big guys (or more) and still have room for the 16 figures you need. This case is half the size of the Aquilla 2.

All these prizes, as well as other prizes for larger tournaments, have been kindly donated to the NAF, whose role is to ensure that we show our gratitude to KR Multicase at the tournaments they are supporting and that the cases reach the prize tables of tournaments throughout Australia and New Zealand.

You can show your appreciation for KR Multicase by considering their excellent products when working out storage for your teams – why not have an *Aquilla1* for each team you own? Or invest in some of KR Multicases larger products to store your entire collection? Click the logo to visit their website.

KR multi case ™

How does it work?

Daryl at KR Multicase has supplied me, as the NAF representative for the area, prizes for all the NAF tournaments that I was aware of as of November 2011.

If you are in charge of running an NAF tournament, once you have it approved and listed on www.naf.net, please pm me on Ausbowl or email me at babs@feudball.com and we will discuss how best to get your prize support from both KR Multicase and from the NAF to you.

There are a few requirements for the prize support, that I will discuss when you contact me. The amount of sponsorship from KR Multicase is based upon numbers of attendees at the tournament.

Can I take the opportunity to thank Daryl and KR Multicase for their generous support to the Blood Bowl community of Australia and New Zealand!

Sponsors

Are you a sponsor?

If your organisation has sponsored an Australian or New Zealand tournament or league in the last 12 months, contact BL!TZ to get a logo and link in the Sponsors Pages.

Click any logo to link to the sponsor's website (if available).

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More Sponsors

Are you a sponsor?

If your organisation has sponsored an Australian or New Zealand tournament or league in the last 12 months, contact BL!TZ to get a logo and link in the Sponsors Pages.

Important Dates

April 2012:

VIC **Conquest**
6-9, South Yarra (JoeKano)

NSW **Leviathan**
14-15, Quakers Hill (Thomsy / Sangraal)

May 2012:

QLD **Auscon**
5-7, Brisbane (big_al)

WA **Sandgroper 6**
19-20, Innaloo (Reaper)

ACT **Canberra Cup**
TBA, Lanyon Marketplace (Carbrawn)

NSW **Gosford Gauntlet**
TBA, Gosford (Vimes)

NT **Egypt Bowl**
TBA, Leanyer (whitetailscramblers)

June 2012:

ACT **Wintercon**
8-10, Canberra (avulling)

QLD **Cane Toad Cup**
9-10, Toombul (Kojihama)

NSW **Tin Soldier Penrith One-Dayer**
23, Penrith (Sangraal)

July 2012:

NSW **Eucalyptus Bowl**
7-8, Burwood (Virral)

August 2012:

NSW **Dragonbowl**
4-5, Mudgee (Hacker)

SA **Southern Shrike Bowl**
18-19, Klemzig (Olaf_the_Stout)

September 2012:

WA **Redneck Rumble**
TBA, Albany (Slothman)

NSW **Bushranger Bowl**
8-9, Glenrowan (tribalsinner)

October 2012:

NSW **MOAB**
TBA, Sylvania (Sangraal)

SA **Hindley Street Bowl**
13 or 14 (TBA), Adelaide CBD (Vain / Darkhorse)

VIC **Blocktoberfest**
TBA, Melbourne CBD (ksharper)

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.

GIVEAWAY BL!TZ

Well we talked about it last month, but the fifth birthday for AusBowl is officially upon us! And what better way that a giveaway.

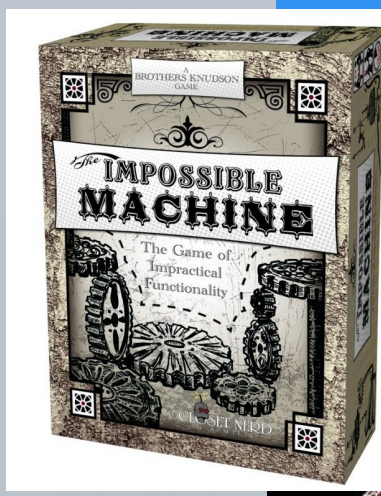
A monster giveaway, topping $600 (RRP)!

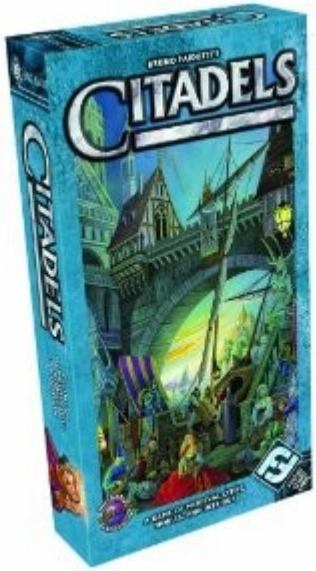
The way it will work is as follows. Each week I will randomly draw a members name from the list of current members and announce on the forums. As per the membership page, five entries for a gold member, three for silver and one for bronze.

Each person will be able to select something from the prize pool! And I will keep drawing until they are all gone!

If you haven't got your "badge" for membership, let me know. I will double check and get your membership in order.

2 x *Blood Bowl Team Manager*
Seven!
The Impossible Machine
Shadows over Camelot
Death Angel
Citadels
Monty Python Fluxx
Cutthroat Cavrens
Carcassonne Dice Game
Coloretto
Poo the Card Game
Munchkin Deluxe

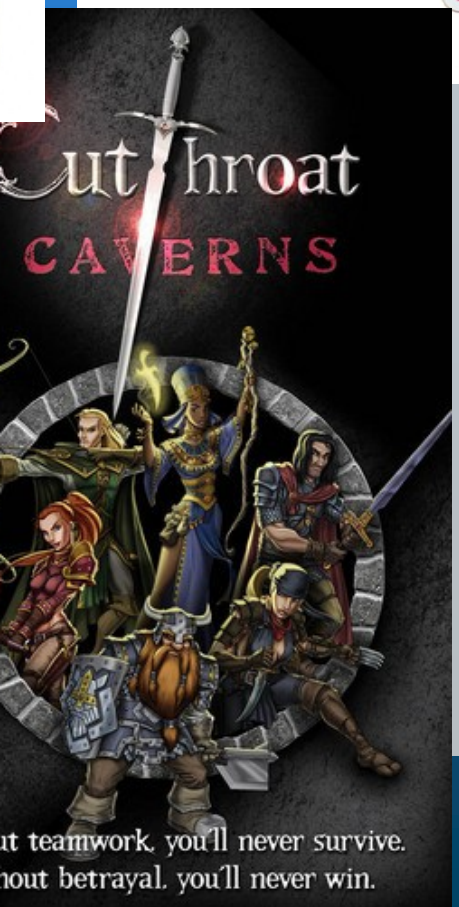



CITADELS

10 JAHRE
Klaus Jürgen Wrede
Olivier Lamontagne
Carcassonne
Das Würfelspiel

HOW to PLAY
OVERVIEW
MONTY PYTHON FLUXX
FLUXX
THE HOLY GRAIL
3-HEADED GIANT
3-Headed Giant
TROJAN RABBIT
Trojan Rabbit
BRING US A SHRUBBERY!
You Must Bring Us A Shrubbery!
MY BRAIN HURTS!
My Brain Hurts!

Coloretto
Michael Schacht
ABACUSSPIELE


ut throat
CAVERNS
ut teamwork, you'll never survive.
hout betrayal, you'll never win.

KILL THE MONSTERS
STEAL THE TREASURE
STAB YOUR BUDDY
MUNCHKIN
DELUXE
STEVE JACKSON GAMES

POO
THE CARD GAME

SSB12

COSTS

$40 by 18 July
$45 after 18 July

$20 under 18

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

18 - 19 August 2012

Klemzig Community Hall
7 OG Road, Klemzig, 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

Southern Shrike Bowl 2012

SA

NT

Darwin Tabletop Gamers would like to invite you "EGYPT BOWL", NT's first Dungeon Ball Tournament.
When: May 2012 (Date TBA)
Where: Darwin Bridge Club, Leanyer
650,000 gp Resurrection tournament.
All proceeds raised go toward the 2013 NT Ausbowl team.
Sponsored By Griffin Grove Gaming.
For further information see the advertisment at www.dtg.org.au or contact Drew (Whitetailscramblers) at egyptbowl@hotmail.com

The biggest and the best BLOOD BOWL Tournament in the country!

When: 7th and 8th of July 2012
Where: Burwood RSL, Sydney
Format: Resurrection, 6 games over two days
Website: http://eucalyptus-bowl.doubleskulls.net

Every player at Eucalyptus Bowl will receive a gift pack including the following:

- A limited edition custom Platypus miniature
- A custom dugout printed on sturdy card stock and two scatter templates
- A metal tournament coin
- A set of two custom D6 featuring the Platypus star
- A set of three reroll tokens

NSW

Tickets $40 until the 31st of May, $50 afterwards

EUCALYPTUS BOWL JUST WOULDN'T BE THE SAME WITHOUT OUR AMAZING SPONSORS!

Goblin Forge
THE COMBAT COMPANY
Maow miniatures
Milsims Games
SPARTAN GAMES
CNC WORKSHOP MINIATURE SCENERY
Carnevale The miniature game
scibor monstrous miniatures
GRIFFIN GROVE GAMING
MICRO ART STUDIO
TIN SOLDIER PENRITH
Clever Mouse Games
ARTISAN
IMPACT! MINIATURES
COMIXININOS
Thomarillion
GREEBO
FIELDS
KOed designed for dice
WILLY MINIATURES
KR
GASPEZ ARTS

QLD

9 - 10 June 2012

Irresistible Force

Shop 6, Colonial Square
2 Grevillea St, Tanah Merah, QLD

$40 entry

6 game resurrection format
1.1m to spend plus 'Additional Pre-Training Points'

Rules Pack Here

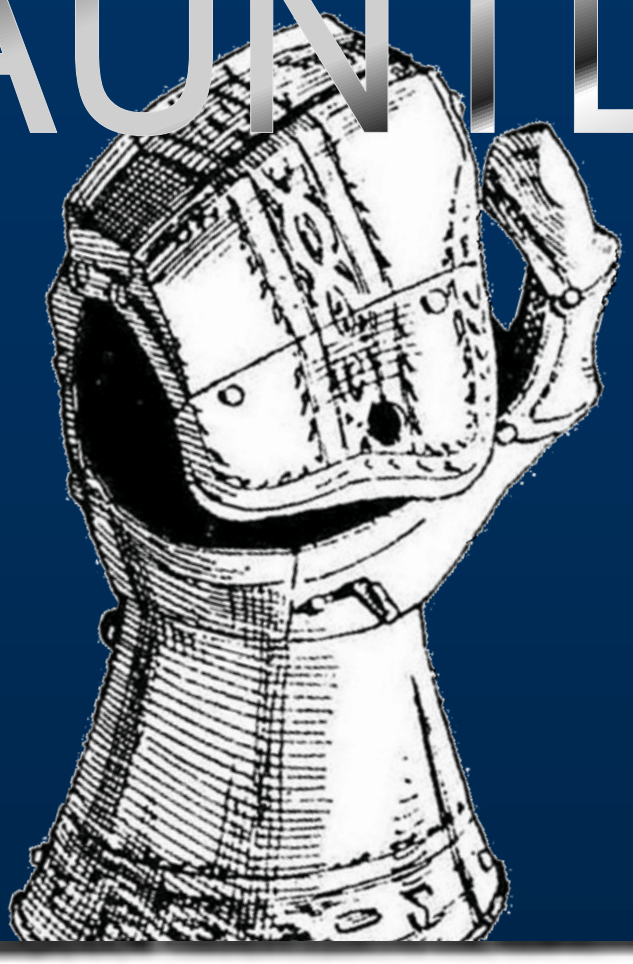
Prizes:
- Gavin Clark painted team
- Adam Norris painted team
- Phoenix Forge
- KR Multicase
- Willy Minis
- Impact! Minis
- FF Fields

Gifts:
- Token Pack
- Custom etched beer glass
- Custom CTC dice

(player gift pack awarded when ZAP! spell used)

NSW

GOSFORD GAUNTLET



Location: Good Games, Gosford

Date: 12 - 13 May 2012

Cost: $25 ($30 at door)
$15 single day only

Format: 6 rounds, resurrection
Swiss draw, modi - LRB6

Teams: all official plus Slaan, Underworld, Chaos Pact
1.1m build

Click gauntlet above for coach's pack

Prizes thanks to Good Games Gosford, the NAF and KR Multicase

Further details: jethrot2000@hotmail.com

AUSBOWL TEAM CHAMPIONSHIP 2012

b. vanzino
a.k.a. beefygoodness

hi blood bowl enthuisiasts! i'd like to share with you a snapshot of my experiences running the first inaugural ausbowl australian team championships.

first a little about myself and my involvement in the australian blood bowl community.

i started out playing around the beginning of fourth edition with many players hailing the vast improvements of the system over the previous edition at the time. i soon established myself as a 'cheesy git' amongst my gamer friends for pushing the powerful undead around the pitch with too much frequency.

anyway i've been an active member of the community attending events for many years as an avid competitor. when the question was raised around the creation of a truly 'open' team tournament hosted in the act, i felt it was my time to step up and give something back.

coming in blind to the tournament organisation process, i relied a lot on the ideas and suggestions through the ausbowl forum and also from my own tournament experiences about what to expect to be delivered.

many people helped me but specifically thomsy and sangraal kept me on track and without them the result could have been very rushed and probably less than spectacular. as it was we ended up with a great venue at the harmonie german club who was very supportive of us gamers and accommodating with their beer and roast pork knuckle. beer and blood bowl go together mighty fine!

balancing in the costs for prizes, venue, trophies with signups was more lucky than strategically managed, it all worked out for me in the end though but i'd recommend that you focus more closely on this aspect if you are concerned about running a tournament at a profit.

for the tournament we had players come from all the way across the continent to support the tourney. shout outs to our western australian friends for making the considerable commitment in both money and time to attend.

we had seven teams of four players. the final placings were:

356	bone idlers
319	lazy lumps
307	carnage club
297	cockney cock punchers
250	the improbable four
181	size doesnt matter
137	da mutant pack

individual results

60	doubleskulls (champ)
53	tribalsinner
53	grumpsh (most cas)
50	rabid-bogscum
48	runejack
48	thomsy
46	mmm
43	brunificus
40	talanis
39	garden gnome
38	vimes
36	beefygoodness
36	big a (stunty king)
33	sangraal (best painted)
33	d arquebus
31	sledge
31	mathfuric
30	creature
28	redcard
23	junior
23	cuttz (sportsmanship)
21	grimrod
21	sumbloke
21	stinging monkey
20	shadow
18	lelruthus
16	cuttant
3	nestyr

as you can see i had to jump in and play to fill a spot for the cockney cock punchers as one of our many australian natural disasters -flooding- prevented the final south australian coach from making it. trying to run a tourney and play in it is definitely not recommended. especially on your first go.

luckily i had coerced a friend name ziggy who is a founder of the australian fighting game community and website (www.ozhadou.net) and possesses "mad excel skillz" as i'll put it, to come and do the most important component of results entry and tallying for the tourney. honestly it wouldn't have worked or come off half as well without his help.

at the end of the tournament we had more prizes than competitors so everyone walked away with a prize plus the awesome reroll/turn counter that thomsy had commissioned through impact! miniatures. speaking of which i'd like to thank the sponsors impact! miniatures, kr multicase, the carnage club for providing their fully painted (above table top quality) custom-rare figures as prizes and to the naf for their support. i was glad to say we ended up with a full naf registered tournament with all games counting so that is a great result in itself.

looking forwards i think the most important aspect i have taken from the tournament was the spirit that was held both leading up to and at the tournament. i believed instilling this element and keeping it strong is the key for the future of our great hobby.

big thanks to the ausbowl forum community, stay strong and supportive.

Adelaide Dungeon Bowl Cup 2012

I'm going to go out on a limb and say that ADBC is the most unusual event on the abundant Aussie tournament scene. Although the tournament does use the CRP ruleset, we have worked and reworked a new add-on set of dungeon bowl rules over the last 2.5 years. The result is a detailed and flavourful ruleset that adds a panoply of new tactical challenges to the game we know and love. Walls, teleporters, water, stairs, pit traps and explosions require a different approach at times, and it is this challenge that we love. Games are played on a pitch that has roughly the same number of squares as normal, but that is where the similarity ends. Over the next couple of pages you will see some examples of how the variability in the dungeon layouts can create even bigger tactical challenges for coaches.

The Regular Rounds and Varied Dungeons

Table 1: Dent vs Olaf the Stout

Table 5: Kanga1869 vs Aaron

Tables 1 and 5:
This layout was the most open design of the entire tournament, with the fewest choke-points of all pitches. These pitches were characterized by large open chambers with relatively few small passages.
Tables 1 and 5 had identical arrangements, with the only difference that table 1 gave players a small introduction to water rules (centre of the pitch on table 1). These characteristics highly favoured fast and agile teams over violent teams, as Olaf's Skaven (below right) demonstrated in round one on table 1 with a runaway win over Dent's Chaos team.

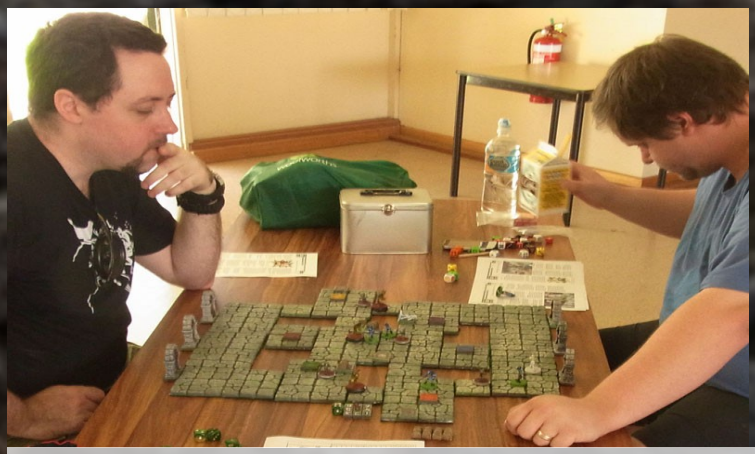


Table 2: sumbloke vs Darkhorse

Table 6: Chris vs Nayfan

Tables 2 and 6:
Table 2 featured a balanced layout that was reasonably open with each player having an easily defended narrow choke-point on their left flank. Chambers are highly connective, but several passages are only two squares wide.

Similarly, Table 6 was balanced with a variety of different sized rooms and hallways, overall it is highly connected with freedom of movement if control enough doorways are empty and if one avoids getting boxed in by a more violent team. In these dungeons no team can be considered to have a tactical advantage and the pressure is on each coach to play to his team's strengths.

Table 8: One Eye vs Jimm

Table 4: Paul vs SinisterDexter
This dungeon was presented as a gift to the CCKUP league for their own dungeonbowl shenanigans.

Tables 2 and 6:
A very tight layout was used on tables 4 and 8. These two tables also introduced players to pitfall traps. Play therefore revolved mainly around the central corridor system, from which two small dead-end side chambers sat. The ball was most likely in one of these two locations, which could only be accessed through the central crossway. Back from the central intersection sat two broader crossways, one on each player's side. While this offered lateral maneuverability, since the two flanks connected only to narrow hallways the real action was always likely to be played out in the center of these two dungeons and be dominated by the most violent teams.
However, this requirement for hitting power on these tables was juxtaposed against the many pit traps located throughout the narrow central throughways. Since stronger heavier players are more likely to trip the trapdoors above the pits, this gave strength 1 and 2 players a considerable advantage in mobility, allowing them to confidently go where heavier hitters dare not. Indeed the best players for this table turned out to be snotlings, since they were not heavy enough to spring the trapdoors, could dodge through the narrow areas with a ease and could reposition themselves easily in hallways thanks to their sidestepping ability.

Table 3: Addy vs Someone2040

This table was presented to SABBL Commissioner Nayfan in grateful thanks for his help in recruiting players from his league to ADBC2012. Now SABBL can practice their skills and maybe even make some similar dungeons to bring next year.

Table 7: WarRaven vs Froggy

Table of DOOM!

Tables 3 and 7:

The crossover feature on table 3 provided players with an introduction to the rules associated with stairs and higher levels. Several players used the opportunity to blitz or foul an unsuspecting opponent passing directly underneath their position. The location of a teleportation pad at the very edge of the raised platform led to occassional hilarity when a player would materialize out of the teleporter and realise there was no ground under their feet *a la* Wile E. Coyote!

Table 7 is testimony that the TO is a complete bastard. All the chests were sequestered in separate rooms that could only be accessed via the teleporter network. Furthermore, to access even the teleporters the players needed to find their way down very long narrow corridors that proved excruciatingly difficult to navigate in the presence of opposition players. Even when the player retrieved the ball and re-entered a teleporter ,the ball had a tendency to teleport separately, and therefore was quite likely to be delivered up right into the waiting hands of one's opponent.

Even if you did manage to hold on to the ball in the warp there was a better than even chance that you would re-emerge in one of the other isolated rooms, with no way out but to brave the teleporters again. When emerging triumphantly into the open with the ball the player was still required to fight or dodge his or her way through the long narrow corridor. A win on this table can be considered a great lifetime achievement! Yes the TO is a bastard, and yes Dungeon Bowl is a fickle unbalanced game that can be out of your hands, but it is never dull!!

Don't forget to check out the *Taste of Dungeon* article in this issue for a recap of the grand final of Adelaide Dungeon Bowl Cup 2012.

The dungeons shown can be replicated by printing out grid-based shapes, marking or cutting grid gaming paper or better yet **all you need to make these is JUST ONE Hirst Arts floor mold** and some cardboard from old cereal boxes.

There are a wide variety of different styles and textures available for floors and a quick look through the Hirst Arts or Griffin Grove website will provide the inspiration and theme for the type of dungeon or pitch you want. Get different types of textures to add variability to your project.

Floor tiles are available in 25mm or 1.5 inch tiles. Square size is not an issue due to the limited role that passing has in this form of the game.

Having Your Dungeon or Pitch made for you
After signing on as ADBC's primary sponsor Ian Plumb at Griffin Grove diligently prepared a variety of products for fantasy football games, and began stocking FF minis too. The custom product that is of direct bearing to this article is Griffin Grove's line of fantasy football floor sections.

Rather than gluing individual plaster tiles together, Ian has prepared a variety of floor textures in large solid sections that are cast out of rock-hard dental plaster. The size of these sections corresponds perfectly to what you need to create a pitch (regular or street) or dungeon. By choosing different textures for sidezones, centrefield and endzones all you need to do to make the pitch game ready is paint and drybrush it, no field markings are required.

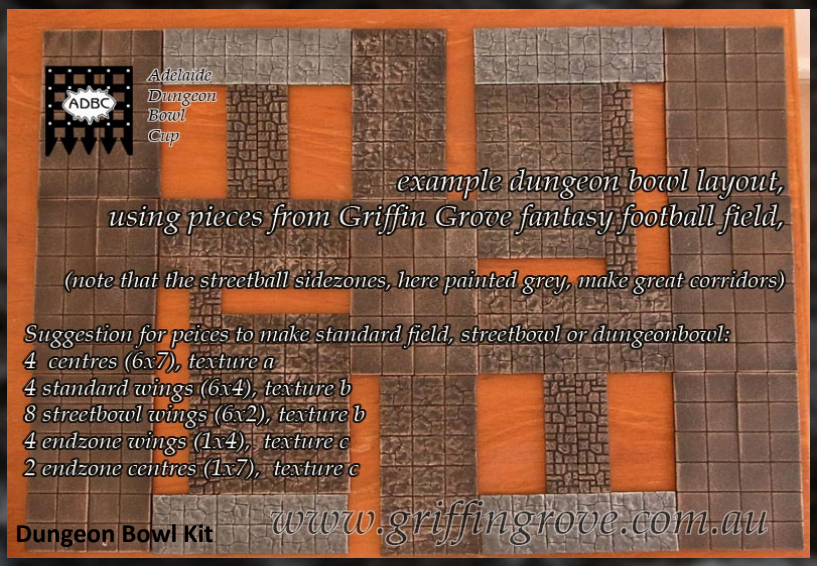
Standard Field
- Sidezones: eight 4x6 pieces.
- Centrefield: four 6x7pieces. Each may be made up of one 4x6 and one 3x6 piece.
- Endzones: two 4x1 and one 7x1 sections

Street Bowl Field
- Sideszones: eight 2x5 pieces.
- Centrefield: four 6x7 pieces. Each may be made up of one 4x6 and one 3x6 piece.
- Endzone: one 4x1 and one 7x1 sections.

So to make both a normal field or a Street Bowl field with the same pieces you need to order:
- Four 4x6 sections for one sidezone
- Eight 2x6 sections for the opposite sizezone (to double as all Street Bowl sidelines)
- Four centrefield sections.
- Two normal endzones.

Standard Field

Street Bowl Pitch



Dungeon Bowl Kit

GRIFFIN GROVE GAMING

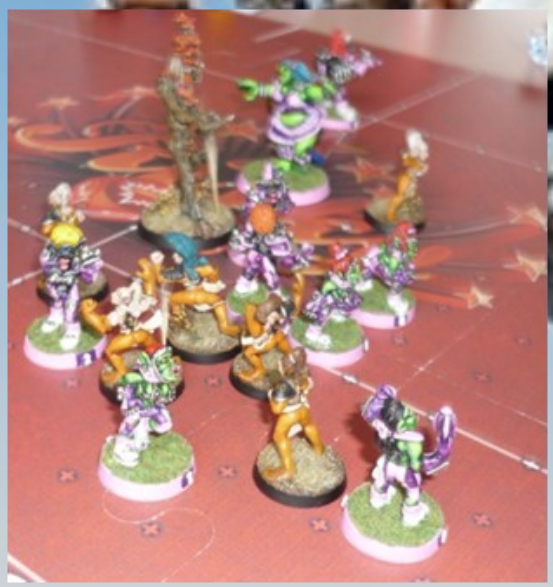
BRISBOWL

Well BrisBowl III has been run and won for another year. This year saw 16 coaches attend at the new venue.

This year with the larger field of coaches the strategy of skill progression saw a variety of decisions made on teams, with some working and some not. Despite the a good mix of teams, however there were no stunty teams which is something that might be addressed in the coaches pack for next year's BrisBowl.

In the end it came down the final round matchup between Greedysmurf (Nathan) and Risky (Steve) on who would take out the title.

Risky, living up to his handle in an attempt to stop the draw, produced an audacious three dice against Blitz with his goblin and jagged the roll to knock Greedy's skink out into the crowd. The ball then landed a few squares back into play next to Greedy's saurus. Risky proceeded to dodge three times and go for it twice to pick up the ball.



It only halted Greedy for a turn before he equalized and Risky, in true style on the final turn with glorious insight, attempted a pass which could have won him the game (with a GFI) only to have Greedy intercept and, with the draw, win the title for the second year in a row. There have been rumors that Hemlock may be banned from attending BrisBowl IV!!

Congratulations to Jacky On for third place and the other prize winners, especially Dean Thomas who won the painted raffle team.
In the end I would like to thank all those who attended ,the sponsors and Adam Norris for his wonderful raffle team. I hope to see you all again next year for BrisBowl IV. Cheers.

Beaso

SHOWCASE:

DANIEL COLLINS

THE NECROMANCER

Daniel Collins has been one of the most accomplished painters in the Australian Blood Bowl community for years. Aside from winning Best Painted at EucBowl twice (2008 and 2010) and at CanCon thrice (2009, 2010 and 2012), Dan is also one of the men behind the Southern Wastes League on FUMBBL and is an absolute a-grade nice bloke.

In this Showcase article, Dan takes us through the process of painting his amazing necromantic team, *Rise of the Fallen*.

Rise of the Fallen, painted by Dan, pose for a team shot.

Preparation

You've probably heard it before but one of the most important parts of painting is preparation. If you are going to spend a few hours painting a model then it's worth spending the time to make sure you prep it properly. The most important thing is to remove any flash or cast lines. I never use a file, preferring just to scrape a sharp blade across the surface.

Amongst detailed parts of the model it's worth actually damaging the detail to make sure cast lines are removed as much as possible. In my experience it's much easier to paint detail on then to try to "unpaint" cast lines. As always it's a balance between the two and on areas like hair it becomes very difficult to remove the lines and they aren't going to be really noticeable anyway.

Blended Orange

The "hero" of the paint job was always going to be the orange. It's made up of a flat coat of dark orange, with very thin (watered down) layers of lighter orange and then yellow over the top. It has some red and light brown washes too, as well as some final highlighting over that. The trick to getting a smooth transition for me is to use the natural transparency of watered down paint and let the colours below come through.

Other Colours

I didn't want to detract from the orange by using a lot of other colours. I also had some positionals where there was only one model type and for the zombies there was three of one type and three of the other. So to overcome both of these issues at once I wanted two colours that I could alternate on the clothing. I chose black and off-white as they contrast nicely with each other and the orange. In the end I had to put a wash over the white to add a pink/purple tone to it as the

scheme was not busy enough! It's much easier to do this though than to try to un-busy a scheme that has too many colours. The metals are all started with Boltgun and washed with browns or blacks then highlighted with silver, apart from the bronze.

The Flesh

To keep the whole scheme tied together further I used the same base colour for the flesh on all the models. Then for each positional I used a different wash over the top. Highlighting was done over the top with the original flesh colour and I then repeated the whole thing at least once again until I had a nice contrast between light and dark while maintaining a smooth blend. Where there are cuts on the models I painted a red wash into the cut. In the end each positional has a different skin tone, yet they all share a common feature. This creates an interesting variation but still pulls the team together. I've seen teams with really green ghouls and the whole thing doesn't seem to fit together for me.

Bases

The numbers on the bases are from Impact. Lots of people use them, some more successfully than others. It's very important if you want them to look good to spend time cutting them off properly, cleaning up any lines on them and gluing them on straight. It took a long time to do all of that plus paint them and to be honest I don't think I'd do it again as I'm much better at painting numbers now freehand.

The bases were painted on the top first with a sandy colour. Then I painted on PVA leaving bare patches so that when I sprinkled on the basing material it left lower "pools" behind. Once it was all dry I painted extra PVA, with a bit of green wash in it, into the pools and once it has dried it goes transparent and shiny. One day I'll try out the fancy water effects that some companies make but for now PVA works just fine for me.

OVERALL

I was really happy at the time with how these turned out. I usually paint something new leading up to a tournament to keep my motivation level high. This team managed to pull off the Best Painted award at CanCon 2010. Looking back on them now, especially using the high resolution images there's a few things I probably need to fix up on them. I also have a large number of extra miniatures to add as counters, sideline staff and star players. Most of these have a pumpkin theme which I'm hoping will match well with the orange dominant colour. Hopefully when I get time to paint these extra models I'll remember the techniques I used so that everything matches together well.

CanCon 2012

CanCon 2012

Legacy Team

CanCon 2012

ROOTED

A Taste of Dungeon

ADBC Grand Final

Olaf the Stout vs Jimm

Blood Bowl is a game of many forms, and in Adelaide the locals are not satisfied with just one type. Southern Shrike Bowl has established itself as a strong regional tournament in the traditional style, but the Hindley Street Bowl has showcased, over three years, the small-pitch variants of the game (Street Bowl and Beach Bowl). But we also play Blood Bowl's least hygienic cousin… the cousin that lives beneath the City, in the dank tunnels that, allegedly, honeycomb the Adelaide underground. We all know this cousin, as Dungeonbowl!

The Adelaide Dungeon Bowl Cup (ADBC) has now entered the records as an annual event, moving from the Greenacres Caverns to a new arena built immediately below the Windsor Stadium Complex, home to Southern Shrike Bowl. The custom-built facilities in this new complex are perfect, utilising the ruins of a long-dead civilisation embedded into the stone and a newly excavated series of caverns built out like the spokes of a wheel from the central Grand Dungeon. We now take you, live, to our commentary team, Bruce Hackavaney and Robert Balls, at the Grand Dungeon, where the ADBC Grand Final is about to commence.

Bruce and Robert (dark elf and chaos dwarf)

Bruce: 'Yes, here we are at the ADBC Grand Final and what a day it's been Robert Balls. Sixteen teams and four rounds of direct-to-Cabalvision mayhem culminating in the clash ahead of us. But before we discuss that, let's take a look at the path to this match.'

Robert: 'That's exactly correct Bruce. Who would have thought, when we began proceedings today, that a coach, written-off after "winning" Worst Rookie at SSB earlier in the year, would challenge for the Grand Final position?

'As you rightly said, sixteen teams started the day, but now only two remain. The first is coached by none other than Olaf the Stout, back to defend his title from last year with the *Green Vein Cheeseheads*. And what an accomplishment this is.'

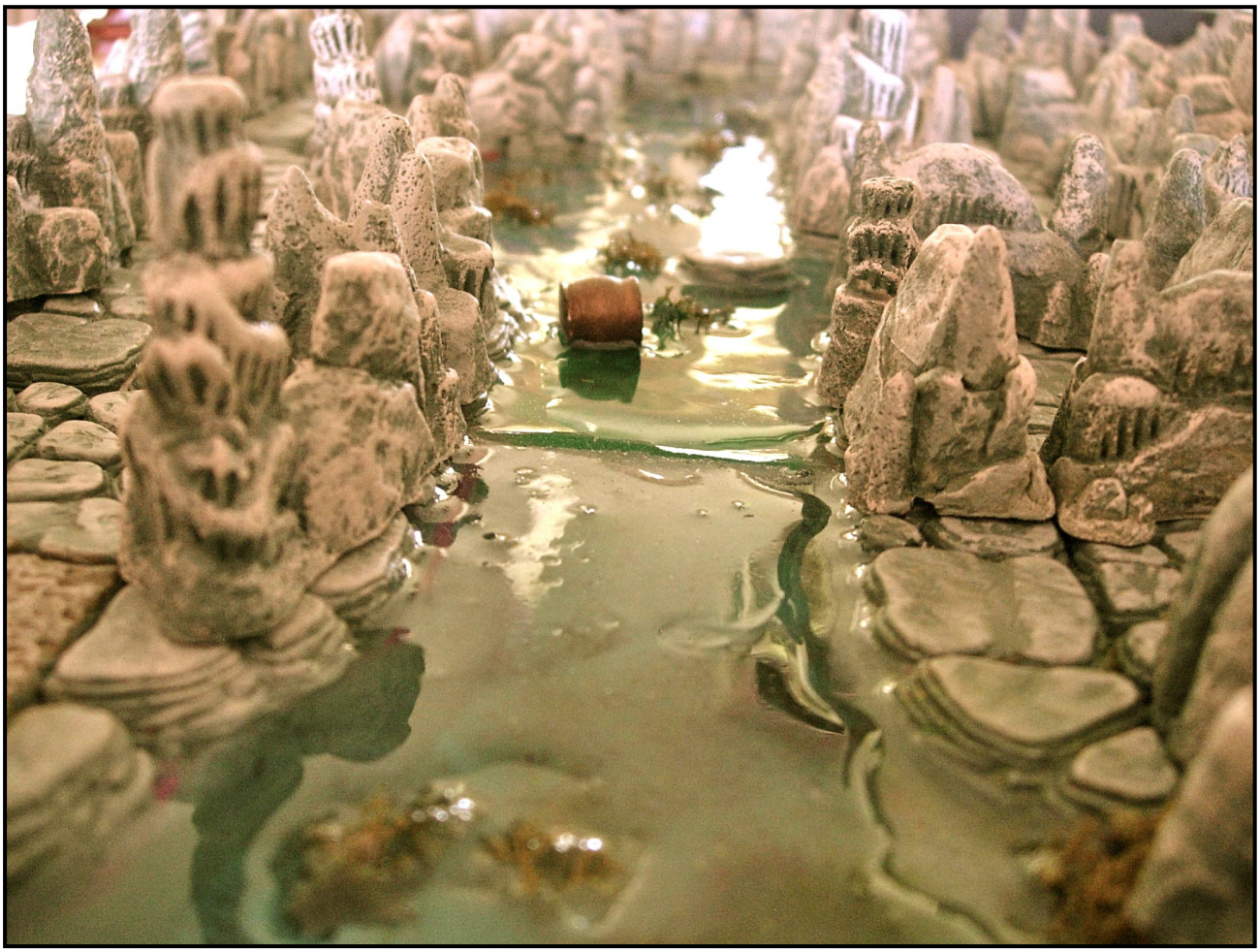
Bruce: 'You'll remember that Olaf was at a particularly dark place in his career just last September, taking the wooden spoon at SSB with this very team. But he's turned it around.

In fact, of his four opponents today, only one has beaten him, and it just happens to be his challenger, SSB 'Worst Rookie', Jimm and *The Quickening*.'

Robert: 'This dark elf team really has come from nowhere Bruce. Their first match today was against renowned coach One Eye, and even Someone2040 has fallen beneath their spiked heels. In fact, their record is almost hypnotic, with 1-0 wins across the course of this tournament…'

Jimm's opponents				Olaf's opponents				
Score		Coach	Team	Score		Coach	Team
1 - 0	v	One Eye	Wood elf	3 - 0	v	Dent	Chaos
1 - 0	v	Olaf the Stout	Skaven	0 - 1	v	Jimm	Dark elf
1 - 0	v	Darkhorse	Human	1 - 0	v	War Raven	Chaos
1 - 0	v	Someone2040	Human	1 - 0	v	Chris	High elf

Bruce: 'It has a certain inevitability to it doesn't it Ballsy? But before we look at the teams, I think we should revisit… the Dungeonbowl format!'



Dungeon Bowl

Dungeonbowl… An ancient variant of the game we all know and love, played across the years and made famous by the Colleges of Magic and their Major tournament of the same name. But since the fall of the old order the game played by the Colleges has followed the traditional Blood Bowl rules, with only the venue reminding us of its subterranean heritage.

The Adelaide Fantasy Open Under Lights, or AFOUL, has spent years perfecting an older form of the game and making it new again. With these 'AFOUL Rules', they claim to have struck a balance that will work effectively for the modern Cabalvision audience.

The game is played to a strict time limit. This is 50 minutes for the peripheral dungeons, but the Grand Final will feature an extended 120 minute play period. If, after 60 minutes, one team has annihilated their opponent or scored at

Earlier Today...

Fourth-round favourite and SSB11 second-placed coach sumbloke is drowning his sorrow in the tavern tonight after a shock draw denied his chaotic disciples a chance in the Grand Final.

After drawing a dungeon widely renowned as the most difficult to extract the ball from, he proceeded to do just that. As he dashed toward the waiting doors however, the random nature of the ADBC reared its head and the ball spontaneously burst, requiring the dungeon to be re-set for another drive with no score recorded. The clock, that most implacable of foes, would beat him today…

least twice, a runaway victory will be awarded. After 90 minutes, just one touchdown will win the game.

Touchdowns, of course, cannot be gained in the usual manner. Instead, the players must search the maze for one of six chests containing the ball and make their way to one of three exit points on their opponent's side of the dungeon. Many obstacles bar their way, not least being that the other five chests are rigged to explode when opened, all manner of pit traps, and the opposing players!

The teams themselves are purchased from starting rosters using 550,000gc. Six begin the game with one reserve entering each turn from then on (if available).

The Teams

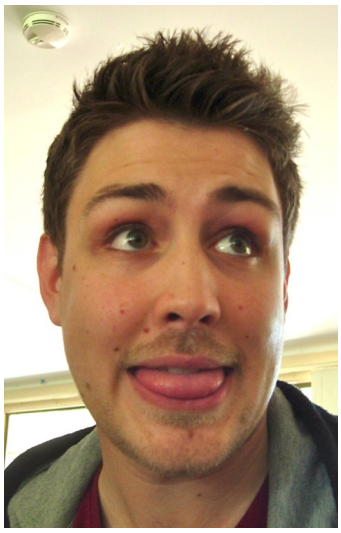
Bruce: '*The Quickening* have gone with the crème of Nagarythe nobility, starting a roster of no less than four blitzers. Backing them is a lone runner and a lineman, for a squad of just the minimum six.

The *Cheeseheads* on the other hand have chosen speed and numbers, with four gutter runners, two blitzers and a single line-rat bringing their squad to seven.

Neither team has availed themselves of any available inducements, to the disappointed sighs of the Cabalvision audience who were, I'm sure, longing to see the Bloodweiser Babes out today.

Coach Quotes

Robert: 'We now cross to our thing in the dugouts, Dipper, for a last word from the coaches…' (dwarf)



Dipper: 'Thanks Ballsy. I've spent some time in both dugouts, talking to the coaches as they get the teams ready to go. I have to say, I'm not sure which I would rather be out of faster. The blood is running thick and fast in the *Quickening's* rooms, while it is phlegm oozing from the walls in the *Cheeseheads'* area because coach Olaf appears to have one helluva contagion. Better quarantine this complex tonight!

The word from both dugouts, however, is surprisingly similar. When I spoke to Jimm he said “I hope to come out alive”, while Olaf told me “I just hope I can survive personally”. Seems both teams are expecting the worst and preparing themselves for a heavy beating.

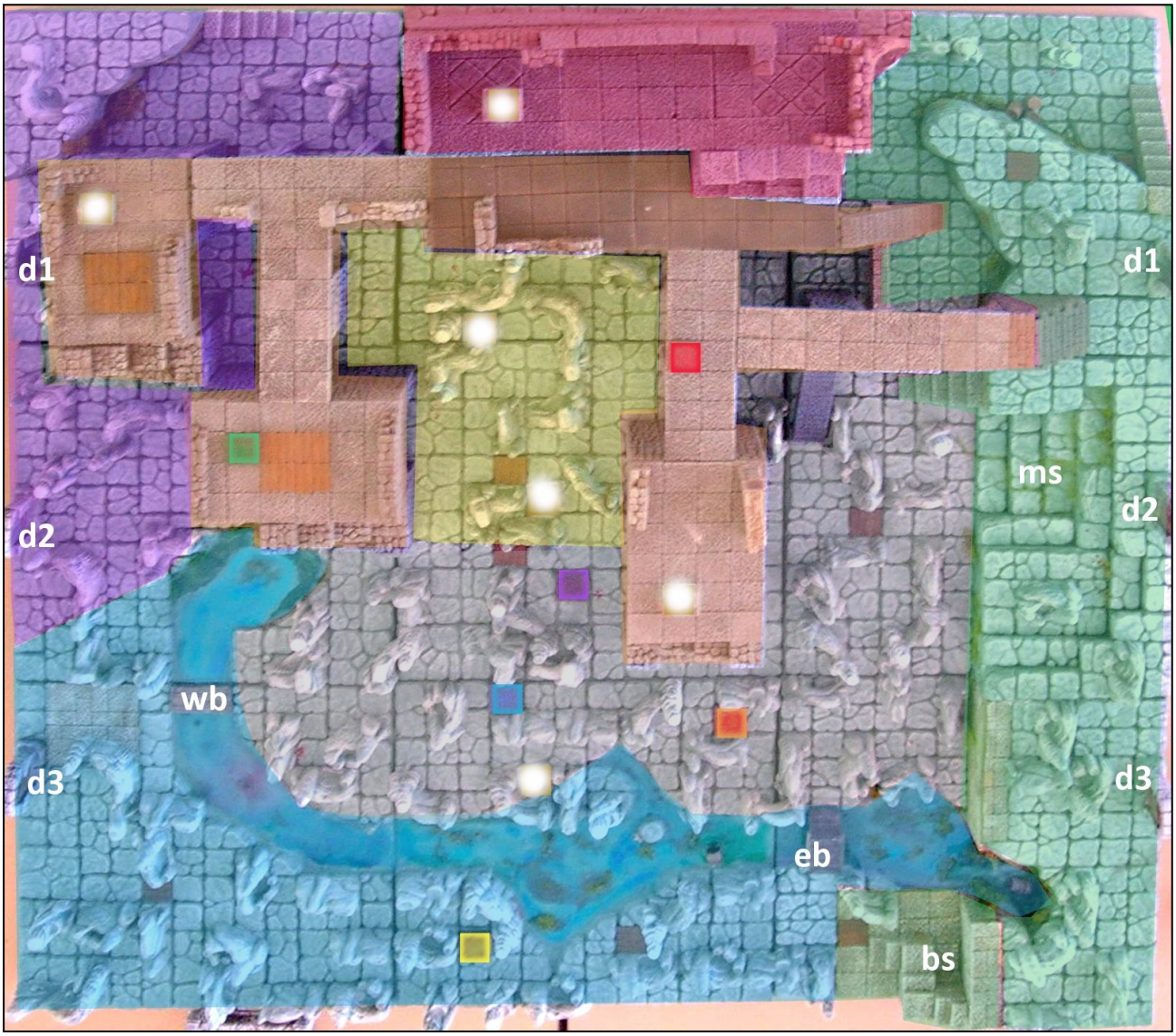
I, for one, hope they’re on the money! Back to you fellas upstairs.’

Drive One

Bruce: ‘Thanks Dipper. We’ve got the signal now and can see the teams stepping in to the dungeon.

It should be noted that this dungeon is the culmination of over a year’s work by master cave-smith and AFOUL Commissioner anc001. A marvel of modern engineering, the dungeon can be completely stripped bare and reconfigured each match, while still retaining all the charm and atmosphere of a ruined dwarfen stronghold.

This year’s dungeon is made up of several areas. Running through the southern section of the pitch is the River; a scum-filled, knee-deep trench of foetid sewage that can, nevertheless, be traversed at half speed. In the centre is the Main



Blue:	The River	Purple:	The Catacombs	Coloured squares:	Teleporters
Grey:	The Main Cavern	Green:	The Deck	wb / eb:	west / east bridge
Yellow:	The Courtyard	Red:	The Tower	ms / bs:	mossy / beige stairs
Orange:	The Upper Walkway	White dots:	Chests	d1 / 2 / 3:	doors 1, 2 and 3

Cavern, a maze of stalagmites running the length of the field just north of the River's icy clutches. In the very centre is the Courtyard, a small area also mazed with random pillars of stone and surrounded by the overlooking Upper Walkway that connects the northern edges. On the west (and underneath) this complex is the Catacombs - barely a crawl-space of nigh-pitch-blackness - while to the east is the Deck - a raised section of cavern floor ascended by either the Mossy Stairs to the north or Beige Stairs to the south. Finally, overlooking all, is the Tower!

Bruce: '*The Quickening* is to start, with Chest Two our quarry in this first drive. The mad dash begins in earnest as both teams stream in from their respective doors. Two *Quickening* blitzers quickly stream onto the Upper Walkway with a lineman hanging back on the Mossy Stairs and the others descending into the Main Cavern floor.

The *Cheeseheads*, meanwhile, are a blur of movement as gutter runner Marscapone and blitzer Pecorino reach the centre of the Main Cavern in the blink of an eye. The rest of the team either darted up the Eastern Stairs or through the Catacombs towards the Courtyard.

But *Marscapone* has become the first to reach the dreaded and coveted chests in the centre of the Main Cavern. Unfortunately for him, this chest is rigged to blow, and he ends up face down in the dust with a mouth full of BOOM!

But there is action all across the dungeon, as [de#1] has sprinted to the highest levels of the Tower and [de#2] has found another chest on the Central Colonnade. Like Marscapone before him, however, he finds himself knocked back under the force of the detonation.

[de#4] has moved back into the Main Cavern. Is he searching for chests, or rats?'

Robert: 'There is a pack of rats now Bruce emerging from the Catacombs into the Courtyard where two chests are hidden. I think it is Cheddar the line

rat, although it's hard to make them out in that gloom. He's opened the chest and… yes… he has the ball!

The call has gone out and he is shifting into the support of team-mates Pecorino, Camembert and Provolone. Looks like he's handed off the ball to Camembert.

But the dark elves have cottoned on, with [de#6] now standing on the Eastern Bridge to try and get a view of the action. Now [de#5] has spotted the ball and he's coming at Provolone hard.'

CRACK!

Bruce: 'Oh, and that's our first injury folks! You could hear the crack of that rat's jaw as it hit the floor, moments before the apothecary wizards blipped him from the dungeon, and straight to the trauma room I'll wager. [de#5] isn't content to leave it there though, he's followed further in, keeping his eyes on Camembert.

I can see Pecorino and Brie though coming back in to the fray to help their furry brethren and…

SMACK!

…that's another one out, this time a KO to [de#4].'

Robert: 'He was sandwiched like a nice slice of Swiss Bruce. But he looks a darned sight better than Provolone who seems to have taken a trip to the hospital.

But the action hasn't stopped on-field. [de#1] is trying to cover Ricotta, who is sprinting along the Upper Walkway towards the Mossy Stairs. Meanwhile, in the main scrum, [de#5] is covering Pecorino. [de#2] moves in to lay the blitz and only manages to push Brie away.'

Bruce: 'Looks like we're going to have a fight in the centre Ballsy. Marscapone, Brie, Cheddar, Camembert and Pecorino are going to have to go through at least three dark elf defenders, and with the tight confines of those corridors I'm not sure they can do it without putting one down.

Ricotta is dodging around on the Upper Walkway, but doesn't seem to be doing anything productive beyond, perhaps, presenting a target to the two elves nearby.

And now we see [de#5] storm in to blitz Brie, who goes down, but he seems to be stunned and will stay on the pitch. That gives the elves a numerical advantage over Marscapone and, yes, [de#2] blocks him…'

CRUNCH!

Bruce: 'That's a DELICIOUS block Ballsy! Marscapone's broken body hits the floor and blips from the pitch for some emergency surgery, and now [de#2] is right up in Cheddar's grill, with support in the form of [de#6] moving in fast.

Pecorino is now looking to even the odds a bit, throwing a savage blitz at [de#2]…'

SPLAT!

Robert: ‘Oh! My! Gods! Bruce! That is unfortunate! Did you hear the snap of his leg as it went down that sinkhole? Pecorino didn’t know what hit him, and [de#2] counts his lucky stars as yet another rat is teleported away to meet the apothecary.’

Bruce: ‘Yes, Pecorino skulls out and just four rats remain against five elves. The *Cheeseheads* still have the ball, but for how long?

Here comes [de#2] to answer the question for us. He knocks Camembert to the floor and the ball spills loose, landing with a splash in the water. [de#6] swoops in and scoops it up, but he’s still not free of the rats. Cheddar wades into the river to take on [de#6], but they just wrestle ineffectively.

Meanwhile, it looks as if Ricotta has his hands full upstairs. But he breaks free of

his two attackers and heads to the red teleporter. He’s in… but… I can’t see him Ballsy, can you?

Dipper: ‘Bruce, this is Dipper, I can confirm that the sideline wizards are having trouble finding him, he’s lost in the void…’

Bruce: ‘A massive blow to the *Cheeseheads* as they drop to a meagre three. Hopefully they can retrieve Ricotta before it’s over.

Meanwhile [de#2] has put Camembert on his tail and [de#5] has stunned Cheddar. [de#6] wades upstream, making for the door, but…'

Robert: 'He's down! [de#6] is down Bruce. Must be a deep section of river, but he hasn't re-surfaced. That's a lucky break for the rats and the ball is now drifting back towards the action.

Camembert is back up and splashing over towards it. He's looking very lonely there though and [de#2] has his tail. The ball drifts away from both of them in the eddies of the stream.'

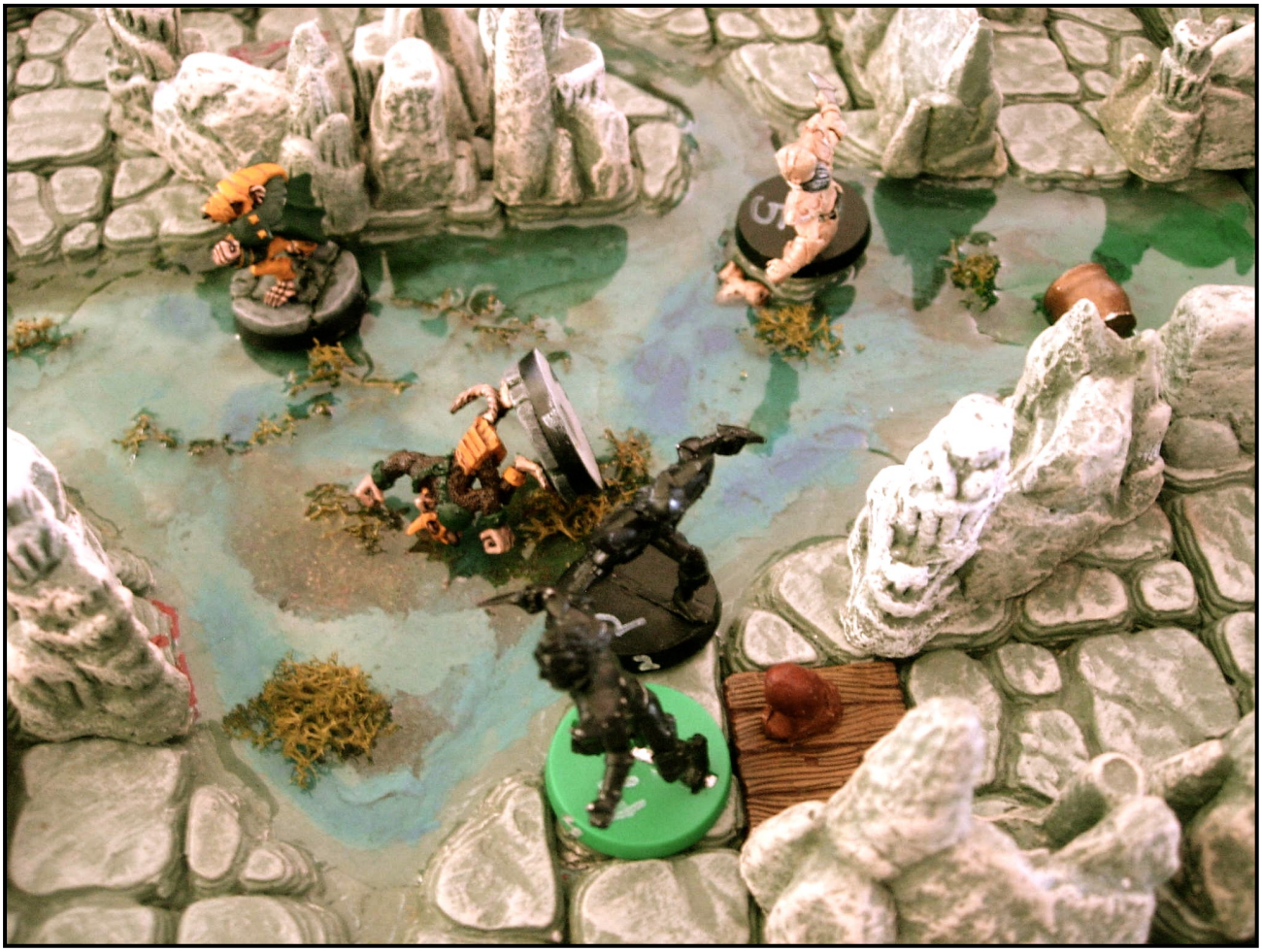
Bruce: 'Camembert has a couple of reinforcements though Ballsy. Brie has made it there to help and Cheddar is man-handling [de#2] away from the ball. That's left Camembert some room to grab it and wade to the southern bank where, just maybe, he will be free to make a break for the dark elf doors.'

Dipper: 'Don't speak too soon Bruce. In the dugout [de#4] has roused himself and is moving to teleport in.'

Bruce: 'I see him Dipper, he's appeared on the yellow pad, right near the unfortunate Camembert, who he guards zealously. Cheddar hits the floor, and so does Camembert as [de#2] comes up from behind with a vicious suckerpunch to the ribs. The ball goes flying and there are now two skaven left to wrest it from five dark elves.'

Robert: 'The stadium seems to be holding its breath Bruce as we see some pictures from the coach's box. Coach Olaf seems to be deep in thought, presumably trying to work out a way through this unforgiving dark elf defence with a dwindling number of warriors.'

Bruce: 'He needs to think quickly Ballsy, because Pecorino is on the move. But he's fallen on the slippery bottom of the river.



As if to rub the situation in, [de#4] grabs the ball and legs it in the other direction. [de#2] follows in support and the *Quickening* are away.

Brie takes chase, but the game has obviously taken too much out of him. The receding figures of [de#4] and [de#2] taunt him as he falls once… twice… and stuns himself for his trouble. He is surrounded by elves as [de#4] reaches the door and disappears through it!'

TOUCHDOWN!

Robert: 'An amazing drive Bruce, and it doesn't look to be getting any better for Olaf's furry charges. Only two left to come back into the dungeon for the next drive, while the *Quickening* will field five.

And if the *Cheeseheads* can't score sometime in the next 30 minutes, Jimm and his dark elves will take the victory on a timed win. What do you think, can they do it?'

Bruce: 'Well, anything can happen in the dungeon Ballsy. So much crazy stuff has happened today that I don't think it's beyond the rats. But it will take a Herculean effort on their part to balance things up.

Quickening	Cheeseheads
1	0

Bruce: The teams have re-entered their doors though and the timer is running again. The *Cheeseheads* hit the ground running and immediately make it deep into the central area. Cheddar gingerly opens a chest and… BOOM! He's down and stunned.

The dark elves take a more cautious approach, with two heading along the Upper Walkway and two towards the Courtyard. One of them hangs back to defend if needed. [de#5] tests another chest on the Upper Walkway and also hits the floor as the explosion shakes free a couple of small stalactites.

Cheddar gets up, dusts himself off and limps toward the nearest teleporter.'

Robert: 'And it looks as if the void has claimed him Bruce, I can't see him anywhere.'

Bruce: 'It's not their day Ballsy. Because, while Cheddar was doing that, [de#4] found the ball in exactly the same chest as last drive, right there in the north of the Courtyard. Brie, the last of the active *Cheeseheads* takes chase…

THUMP!

…but he's fallen down a pit! That's right, I'm not sure he even saw it, but as he crossed the mouldy trapdoor a board gave way, and there's just a gaping hole now where once was a skaven. He's also KOd himself in the process.

Looks like an annihilation win to the *Quickening* Ballsy?'

Robert: 'Not yet Bruce. There's two more minutes to go before an annihilation can be called. One last chance for the rats to re-group.'

Dipper: 'Fellas, Brie has just arrived in the dugout and Olaf has come down here to slap his team around a bit. A bucket of ice cold, warpstone-laced water seems to have jolted Brie awake and you'll see him any second…'

Bruce: 'There he is, bolting in the middle door. But nothing he can do is going to work today. Like his namesake, Brie is soft in the middle, and he has splattered himself on the pavement trying to blitz [de#4]. His quarry has no such worries as he sprints towards the door.

Now Camembert also shakes himself out of his stupor and also enters the dungeon, moving up to defend the door. He blitzes, but just shoves the dark elf around.

In return, [de#4] shoves him back, dodges away, and disappears through the door.

TOUCHDOWN!

Quickening	Cheeseheads
2	0

Robert: 'What an end to an exciting game. Even right at the end the skaven had a chance to stop the elves, but numbers won out and it is a convincing, and well deserved, victory to the *Quickening*.

We go now back to the dugout, where Dipper has coach Jimm…'

Dipper: 'Jimm, you must be happy with the win.'

Jimm: 'Very Dipper. I'd like to offer apologies to Olaf for smashing his team about. But it's also revenge for awarding me the 'worst rookie' at Shrike Bowl this year. I offer tribute to his sportsmanship though, and to anc001 for being a great tournament organiser.'

Dipper: 'Thanks Jimm, go and enjoy your victory.

Olaf, care to make a comment?'

Olaf: 'At least *I* survived…'

Dipper: 'There you have it Bruce, back to you in the studio.'

Bruce: 'And that's almost it for our broadcast here at the Windsor Stadium Complex. I trust our listeners have enjoyed a riotous game of dungeonbowl, played in great spirit. I hope you'll join us again next year for ADBC 2013.'

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- • Gold sponsor title and badge on AusBowl account

- • Access to admin panel to view stats
- • AusBowl sponsor forum access
- • AusBowl gallery access
- • Business name displayed on AusBowl shirt created during year of sponsorship

* Priority 5 is five times more likely to appear upon opening a page than priority 1. Priority 3 is three times as likely to appear.

UNDER CONSTRUCTION

A DIY BOARD CONSTRUCTION TUTORIAL; BY VIRRAL

Introduction

Last issue I wrote an article called "Anything I can do, you can do better!" Basically my aim was to demonstrate that there is nothing special behind the work I've done on custom boards, particularly if you start small.

Following on from that theme, I thought this time I'd provide the complete plans and step by step instructions of a board I've designed to be light, portable and easy to make.

We're using a simple, single-fold box using lightweight materials, a felt mat from Impact Miniatures chosen for both its quality and cost as well as the fact that it's available to Blood Bowl players worldwide, and the dugouts and tracks will be printed and mounted on thin MDF to give the board a bright and colourful appearance without the need for painting or other artistic abilities.

I want to give a special thanks to Impact Miniatures for donating the field for this article, they do a tremendous service for the Fantasy Football community and the certainly deserve our support in return!

Planning

I always spend a while designing the boards in my head before I go to pen and paper. I spend a lot of time looking at what others have made, getting ideas for new design types. I then sit in front of the TV with a clipboard and measuring tape, getting funny looks from my wife while I make assorted chicken-scratches on paper that would make no sense to anyone but me. Eventually I move on to CorelDraw to get all the measurements exactly right and to make sure the visuals match up with my imagination.

Here is what I came up with this time:

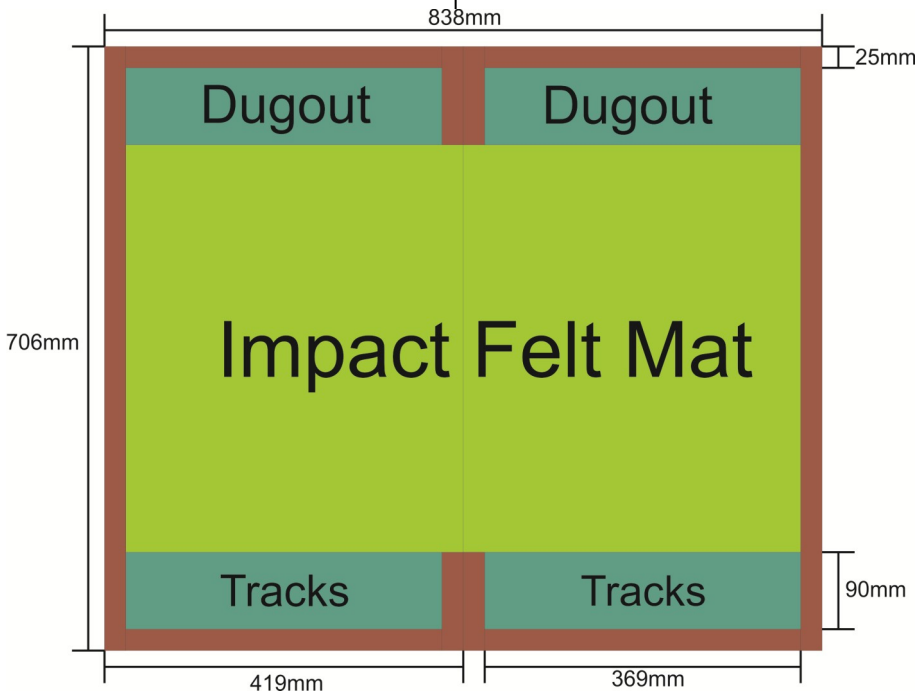
The base of the box is 6mm MDF, and the walls are 25mm MDF. You could piece together the parts from the pictured plan, but here's a shortcut:

2x 706mm x 419mm x 6mm – The two main halves of the box.

4x 369mm x 90mm x 6mm – The four boards which will have dugouts and tracks mounted onto them.

2x 709mm x 25mm x 25mm – The two long walls, one at the end of each half of the box.
4x 369mm x 25mm x 25mm – The four shorter walls, on the edges of the dugout and tracks.

4x 115mm x 25mm x 25mm – The small sections where hinges are fixed into place.



Don't be intimidated by the exactness of these measurements. If you're cutting everything by hand you should cut the 6mm boards to size first and then cut the walls based on the sizes of the boards. There is definitely scope for variation from my exact design!

Materials

These costs are mostly approximate, the exact costs will vary from store to store and depending on brands you choose. Still, this should give you a pretty good indication of the costs for this project. For our international readers, these prices are in AUD.

1x Felt Impact Board - $25 – *This should be pretty self explanatory!*

1x Sheet of 6mm MDF (1.2m x 0.6m) - $9 – *Used for the two large main boards, plus the four smaller boards for dugouts and tracks.*

2x Lengths of Pine or MDF (25mm x 25mm x 2.7m) - $4each – *For cutting the various walls. Note that changes to the size of these will mean small changes to the size of the 6mm boards. If your lengths of pine are a different shape (eg 30mm x 18mm) make sure you factor that in before cutting up the 6mm sheets!*

1x Medium Pot of PVA Glue/ Wood Glue - $5 – *Primarily for gluing down the felt pitch, also worthwhile putting a line of PVA glue in the joins to strengthen them.*

1x Pack of Screws - $5 – *This should also be pretty self explanatory, but a few things to remember. You want timber screws that are around 25mm long (well, anything below 31mm really, given we have 25mm walls and a 6mm base). They should be countersunk (which means they can be set flush with the box and won't scratch your table. Self tapping screws also make the work much easier!*

1x Corner Brace 4 Pack - $6.50- *These are put on the four corners of the box to compensate for the hinges when the box closes. While not an essential function they do also help to strengthen the box structure... and they look pretty cool too!*

1x Butt Hinge 2 Pack - $9 – *Make sure you buy a pair of hinges that will lie flat when open (it seems obvious but there are plenty of other hinge styles out there!) and that are not wider than the walls they will be attached to. These should come with the necessary screws in the pack.*

2x A3 Colour Print outs - $2ea – *Your local Officeworks or similar is a good place to go to get the tracks and dugouts printed. Just print something a bit larger than the size of the boards you will glue them onto, so you can wrap around the edges of the board to conceal the MDF completely. Each A3 sheet would hold on track and one dugout.*

1x Roll of Contact - $5 – *It's important to protect your tracks and dugouts, so once they are mounted on their boards cover them in Contact before gluing the boards in place. For those who didn't use this stuff to protect school books, Contact is a thin, see-through adhesive material that can be used to cover paper and give it some protection from the elements. You can buy it from most good art and hobby stores, and often at newsagents too!*

TOTAL COST OF MATERIALS

$76.50

Optional Extras:

Paint or Stain & Varnish – You could get some kind of stain & varnish or paint to finish things off and make them look nice. Remember to do this BEFORE gluing in the pitch/dugouts/tracks or installing the corner braces or hinges. A lot of you may have something suitable sitting in the shed from an old project or work around the house. If not there is a host of affordable options from your local hardware store.

Get the Wood cut professionally – There is nothing quite the same as finishing a project like this by hand. However, if you're like me it's sometimes the case that no matter how careful you are you just can't get everything quite as

neat and clean as you'd like. There are companies out there, for example Lifetime Industries in Leichhardt NSW, who sell MDF and Plywood and will cut items to your specifications. Just be aware this comes with additional costs, particularly for very small jobs like this one. You may find it's roughly the same cost to order the materials for several boards in one go, so if a few of you are going to attempt this project that might be a good way to combine resources!

So don't freak out when you see how neatly this board goes together and is cut, I'm not some kind of wizard... I just know how to cheat :)

Tools

You will need the following tools. If you don't have something and don't want to spend a lot of money I can recommend "Ozito" brand tools from Bunnings. You typically get what you pay for with tools, but for hobby enthusiasts more interested in a few small projects than serious woodworking they get the job done at a very reasonable price.

Cordless Power Drill/Screwdriver – *For drilling and screwing for assembly of the box, installation of hinges and corner braces.*

Jigsaw or Circular Saw – *For cutting the boards out of the 6mm MDF. You can also use these for cutting up the walls, but I prefer a hand saw and mitre box for that as you need to be quite neat about it.*

Hand Saw and Mitre Box – *This is for cutting out the walls (you can use a jigsaw/circular saw if you're confident). A Mitre Box is one that gives you guides for your saw so you can get a nice straight edge or cut at a particular angle. You can get these very cheaply from hardware stores.*

Clamps – *A selection of small clamps is always a good idea, they hold things in place while you're cutting and also help hold things while glue dries. You can pick up clamp sets very cheaply from hardware stores, I recommend ones which can be quickly clamped with a handle and released with a catch.*

Metre Long Ruler – *For measuring out the boards on the 6mm MDF and cutting the felt, do not try and attempt this with a 30mm plastic ruler from school if you want to do it properly!*

Right Angle Ruler – *Again, for measuring out the cuts for the 6mm MDF, the ability to get things square is very important.*

Sharp pair of scissors or hobby knife – *For very carefully cutting the felt mat along the LOS and the printed dugouts/tracks.*

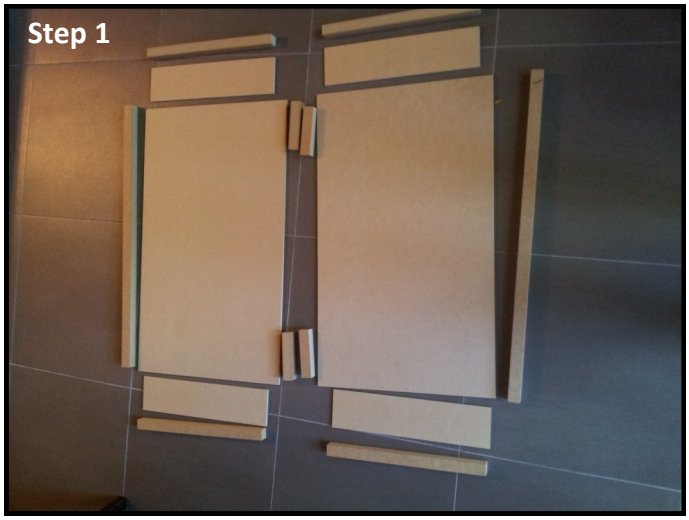
Sandpaper – *Just a reasonably fine grit for smoothing edges and cleaning things up. Personally I use a small handheld power sander designed for detail work.*

Glue Stick - *PVA glue is awesome for wood or plaster, pretty horrible for paper... when it comes to gluing down the tracks and dugouts I recommend using a cheap UHU glue stick or similar.*

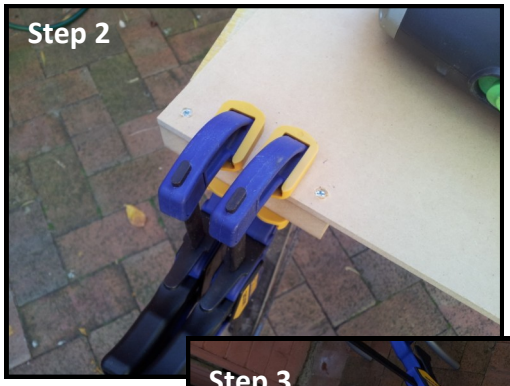
An open space to work is also important, preferable with a worktable or at least some sort of level surface.

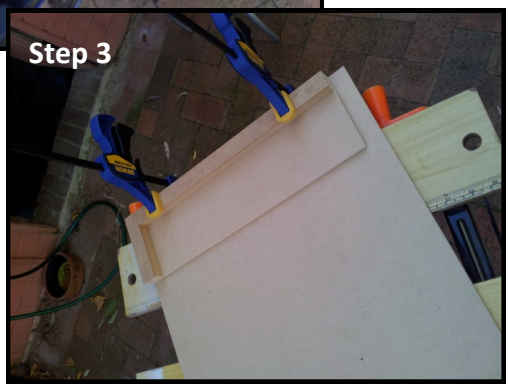
Construction – Step by Step

Step 1 – Cutting everything to shape.



Step 2 – Hinge Wall, clamp and screw. You might wonder why I start here... the two side of the box with the hinge needs to sit as close to flush as possible when open, so if you start here you can guarantee these walls will not extend at all over the lip of the base. It doesn't matter if the back wall doesn't quite fit the same way.





Step 3 – Side wall, clamp and screw. Use the Dugout/Track board as a guide but don't fix it in place.

Step 4 – Other side and hinge wall, repeating Step 2 and 3.

Step 5 – End wall, clamp and screw. With the side walls in place this should now slot easily into place.

Step 6 - Now, one at a time, unscrew each wall, put a small line of PVA glue and screw it back into place. Clamps aren't needed thanks to the screws and this will give much stronger joins. By this stage you should have one of these ready to go:

That finishes one half of the box, easy huh?

Now repeat Steps 2 – 6 for the other half of the box!

Optional Step: Paint or Stain & Varnish your box halves now. This should be done before the corner braces and hinges are installed preferably. It'd be hell trying to do this once the dugouts/tracks and pitch is installed so make sure you're happy with the boxes appearance before moving on to that stage!

Step 7: Install the corner braces at each of the four corners of the box.

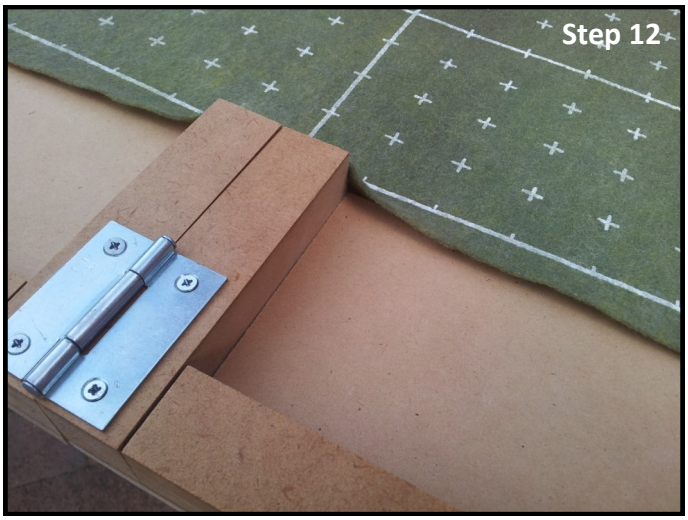
Step 8: Very carefully, install the hinges. Make sure the box held together with clamps and that the hinge is straight and fixed over the exact centre between the two halves.

Step 9: Your box should now open and close easily, don't worry if it's not perfectly lined up when closed, the important thing is that it's right when it's open!

Step 10: Make sure the four dugout/track boards fit easily, if necessary give them a bit of a sand along the edges to get them to fit. Keep in mind that these will be getting a layer of paper and contact which is going to make them a tiny bit bigger, better to have them fit loosely now than too tight.

Step 11: Lay the felt mat in place to make sure it’s a good fit too. If a bit too small, the felt will stretch a bit if you need it to when you're gluing it down later on. If it's a bit too big for the space you can carefully trim the edges with scissors to get the right fit.

Step 12: You'll notice my measurements were a touch off here and the felt mat needs a small amount of trimming... what I did was just trim the sections around the hinge wall with a sharp knife, and I'll mount the actual boards on top of the excess felt.

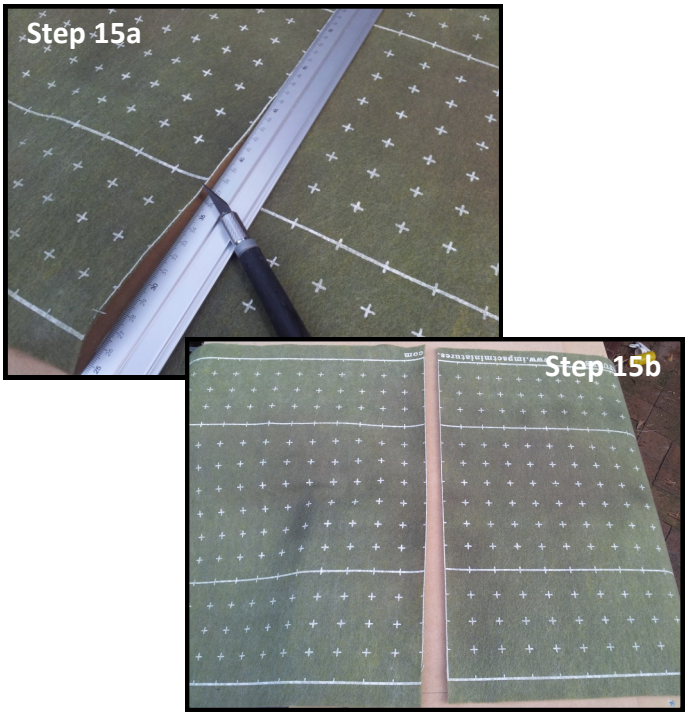


Optional Step: Pat yourself on the back, the woodworking section is done. Now go bandage up all the cuts, get that nail out of your thumb and take a well earned break!

Step 13: Cut the images out with a sharp knife or pair of scissors and mount the tracks and dugouts onto their boards with a glue stick, folding the edges over and gluing them in place so that the edges of the MDF are obscured.

Step 14: Cover these in a layer of contact to protect them from wear and tear, again folding the contact around like wrapping a present so the edges are obscured.

Step 15: VERY CAREFULLY cut along the line of scrimmage of the felt mat, preferably with a long metal ruler and a new blade in your hobby knife. No second chances on this one so please take care.



Step 16: Lay a thin layer of PVA glue in the first half of the box using a cheap paint brush. You want good coverage for sticking down the felt but you don't want too much glue or it will soak through the felt and form hard spots... Again, no second chances on this bit so please be careful! You don't need to get 100% coverage but make sure the edges all have enough glue to hold down the felt.

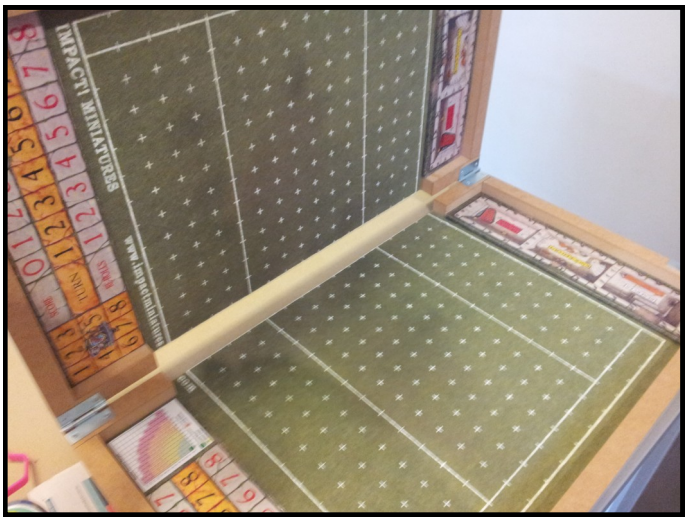
Step 17: Lay the first half of the board out on the glue, with the LOS along the edge between the two boards. Don't apply too much pressure (because we don't want glue to soak through) but gently smooth out the felt so that it fills the space, is level on the LOS edge and has no creases. Make sure it's lined up nicely with where the dugouts/tracks will go, assuming you don't have a bit of excess felt.

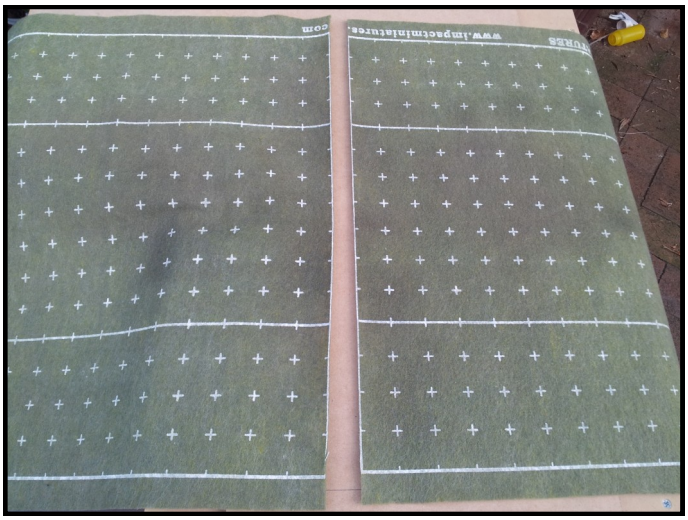
Step 18: Repeat Steps 16-17 for the other half of the board.

Step 19: Now with liberal use of PVA glue on the bottom of each board, lay the four track/dugout pieces in place and if possible lightly clamp them in place. Do I need to remind you to make sure each half of the board has one dugout and one set of tracks? :)

Step 20: Let it all dry.

And that's it, you're done! Your board will now be ready to fold in half, chuck in the boot of the car and take to your next league night or tournament.





Finishing thoughts

Needless to say this is a basic board and there are plenty of ways you can improve it. To make it easier to carry around you could attach a handle and clasps, or make a bag for it which would double as a way to carry the box and give it a bit of padding and protection. Here is a bag made for the prototype of this board style <image 22 and 23>.

For people who want a bit more of a hobby experience, you could also replace the printed tracks and dugouts with 3D models using Balsa wood or Hirst Art blocks. Even the field could be replaced with something homemade using sand and flock to recreate the surface of the pitch. Here is a look at the prototype board which includes Balsa wood dugouts and a different style of board printed on vinyl. <image 24>

And for those who STILL don't think they could do this for themselves, the board you've seen me make in this article is going to be available as a prize in the Eucalyptus Bowl raffle, drawn on the 8th of July. For more details please check out the Eucalyptus Bowl website where we will be updating information on the raffle during the lead up to the event.

I'm also modifying this design using a Griffin Grove 1.5 inch Hirst Arts pitch to make a deluxe version which will be available as a prize for the tournament. Check out the next issue of Blitz for pictures!

THE AUSBOWL COMMITTEE

The AusBowl Committee was 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)

BL!TZ Chief Editor

Brett Whittaker (SinisterDexter)

ACT Representatives

Ben Vanzino (BeefyGoodness)
Rod Noy (Grimrod_Waaghfist)

NSW Representatives

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

NT Representative

Matthew Semmens (morge)

Queensland Representative

Nick Ashby (Rednick)

SA Representatives

Adam Marafioti (Olaf_the_Stout)
Brett Whittaker (SinisterDexter)

Tasmanian Representative

Brian Horton (Bevan)

Victorian Representatives

Kyle Harper (ksharper)
Andrew Godde (JoeKano)

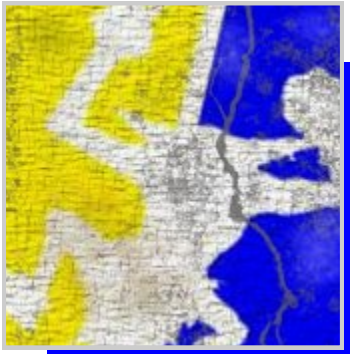
WA Representatives

Drew Lovell (Reaper)
Nathan Gall (Ratt)

New Zealand Representatives

Paul Deacon (Smeborg)
Christian Schwager (Schwager)

BL!TZ SUB-MAGAZINES



CAPITAL PUNISHMENT

The next season is upon us and despite the slow start with coaches unavailable (and withdrawals) we've seen some very bloody games in the majors which bodes for an epic season playing for the Blood Bowl Cup. Here is Shadows statement on the league progress so far:

BeefyGoodness

Looks like the Blood Bowl Cup II is lining up to be a bloody one! Already multiple teams have seen their team values slashed by the aggressive and competitive nature of the players.

The coach of *Hell's Cout* was heard grumbling something about potential wizard frenzies in the future... No surprise as, entering into the league, he'd carefully nurtured (culled) the team to a lean fighting machine ranking only fifth in value among nine.

With one team retiring and three higher valued teams receiving a first round blooding they have now been pole vaulted to the second most expensive in the season! Back bench talk is already taking place with the team's accountant on whether to permanently collect on some of the souls still walking and striding for *Hell's Cout*.

Coach gossip aside the crowd are loving the bloodshed and side bets are already running crazy with renewed interest in shares on cemetery plots! With every loss there's always someone gaining.

Onto finance news, the GFC...Graveyard Fiscal Capital, have seen a recent hike in their share prices. Even the lowliest peasants are finding wealth turning their farms into places of permanent rest.

Deaths and Injuries from the games have been:

Hells Cout versus *Rusty Cage*: *Rusty Cage* suffering three deaths a niggle and a MNG weighing in with a massive nine casualties suffered.

Food For Thawt versus *Davi Grontis*: The *FFT* suffered two deaths and a MNG whilst the dwarfs saved their star runner from a deadly crowd thrown missile and a minus agility on a blocker. The *FFT* suffered an impressive eight casualties this game.

Team	Race & Coach	team value	won	tied	lost	points	TD score	Cas score (kills)
Food For Thawt	Undead Ben	1,920k	1	1	0	30	4 - 1	5 - 10 (1-2)
Eastern EurElf Gym Team	High Elf Peter M	1,960k	1	1	0	30	8 - 7	5 - 6 (0-1)
Hell's Cout	Necromantic Andrew V	2,030k	1	0	0	20	2 - 1	9 - 2 (3-0)
Grim Reapers Guards	Necromantic Simon M	1,910k	1	0	0	20	2 - 1	1 - 5 (0-2)
Davi Grontis	Dwarf Phil W	2,150k	0	1	1	14	2 - 3	13 - 4 (3-1)
Sewerside Runners	Skaven Lelruthus	1,750k	0	1	1	14	6 - 9	3 - 6 (0-0)
the infernal comedy	Chaos Pact Aaron	1,940k	0	0	1	4	1 - 2	5 - 1 (2-0)
Rusty Cage	Nurgle Andrew R	1,720k	0	0	1	4	1 - 2	2 - 9 (0-3)

The high elves have started out well as have the *FFT*. The nasty *infernal comedy* will be facing off against *Hell's Cout* and given our bloody start to the season everyone is expecting this to be a cracker. I predict Vulling's necro to be hard to beat this season but this next game may shorten his teams stride a bit.

Group Sunwise

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
Mome Raths	Skaven Carbrawn	1,570k	3 0 0	60	15 - 2	10 - 13 (2-2)
Paris Catacombs Runners	Necromantic Michel	1,640k	2 1 0	50	5 - 1	12 - 7 (3-1)
FUBAR Fellows	Dwarf Simon M	1,520k	1 1 1	34	2 - 2	13 - 6 (1-3)
Chaos Madness	Chaos Andrew V	1,610k	0 1 1	14	2 - 6	6 - 4 (1-1)
Brutle Orcs	Orc Phil W	1,540k	0 1 1	14	1 - 6	3 - 12 (0-2)
River Stir Slayers	Human ModelWarrior	1,280k	0 0 3	12	1 - 9	10 - 12 (3-1)

Group Widdershins

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
Hammer of Hashut	Chaos Dwarf Big Pete	1,720k	3 0 0	60	7 - 3	7 - 1 (2-0)
Hellarious Pranksters	Underworld Drakeular	1,850k	2 0 1	44	4 - 4	9 - 13 (2-2)
Crimson Breweries	Dwarf Lelruthus	1,610k	1 1 0	30	3 - 1	11 - 0 (1-0)
Purple Haze	Dark Elf Keith	1,610k	1 0 1	24	5 - 4	1 - 6 (0-0)
Didditon Oddrugs	Skaven Peter M	1,360k	0 1 2	18	4 - 6	2 - 12 (0-2)
Dead Ringers	Undead James H	1,900k	0 0 3	12	3 - 8	9 - 7 (1-2)

The *Hammers of Hashut* and the *Mome Raths* are the clear front runners and would be my picks going forward for the grand finalists.

The Rookies looks like it might be a lot more closely contested. It is hard to say who might be in the finals spots going forwards. I think we need to look at the league balance of necromantic teams, however, with five of them currently running though our divisions!

Lastly please note that AusBowl team tourney captain selection is currently being decided on the ACTBBL website forum and team selection criteria will be decided upon and posted shortly once that process has occurred.

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
All French Company	Human Michel	1,180k	2 0 1	44	8 - 3	8 - 3 (0-1)
Pulp Horror United	Necromantic Luke	1,250k	2 0 1	44	5 - 2	9 - 7 (2-2)
Belconnen Bluetongues	Lizardmen Drakeular	1,170k	2 0 0	40	6 - 1	2 - 3 (0-0)
Woodland Stryders	Wood Elf Grimrod	1,050k	1 1 1	34	7 - 7	4 - 12 (1-2)
Barak Varr Dreadnaughts	Dwarf Big Pete	1,050k	1 0 1	24	1 - 2	3 - 4 (1-1)
Odinn's Champions	Norse Paul O´G	970k	1 0 1	24	2 - 4	5 - 8 (2-2)
The Midnight Hour	Necromantic James H	1,070k	0 1 2	18	4 - 8	7 - 3 (2-0)
Ellyrion Eyra's	High Elf ModelWarrior	1,140k	0 0 2	8	1 - 7	3 - 1 (0-0)

NSW NUFFLE SAYS WHAT !?!?

Welcome back to our fourth edition of Nuffle Says What ?!?! Plenty has gone on, and there is more on the horizon. Lets start with a recap.

CanCon 2012 has been run and won. NSW flexed its collective might as Grumpsh (Iain) further justified his place in the State team, through a commanding performance with his High Elves (number #1 in the world now). Meanwhile BL!TZ Bridesmaids Wall inductee Redcard (Brad) snared second place.

Clash of the Titans has also concluded. With Sangraal (Bill) finally winning his first tournament, will this be the beginning of an avalanche of victories for this experienced "hard-luck story" coach? Bill had to get the better of coaches D_Arquebus and Redcard.

NSW sent three teams to the AusBowl Team Championship, and finished first,second and third. I know we come across as a 'confident' lot to the rest of Australia, but when you can back it up with results like this…. Why the hell not !!! SLOBB picked up 1 and 2 while Carnage Club were third. The winning team was myself, Grumpsh, tribalsinner (Pete), and Redcard.

The next couple of Months are Australia's most tournament heavy period. In NSW there is Leviathan, the Gosford Gauntlet, and a Tin Soldier one day tournament in Penrith. There is also a smorgasbord of quality interstate tournaments, including Sandgroper, and the debuting Cane Toad Cup. I can personally recommend Sandgroper, while the organizing committee of CTC look just that… organised, which is most pleasing from our QLD friends.

In early July though, we have the sleeping giant of Australian Blood Bowl; Eucalyptus Bowl. Sleeping is a bit of a misnomer as the work Virral (Andrew) has put into making this the biggest and best tournament Australia has ever seen is truly mind-blowing. I'm going to stick my neck out and say there will be 100+ coaches at this one. I urge you to block the 7th and 8th of July in your diaries. Get time off work, get out of a weekend of sport, earn some brownie points with the missus or hubby, and just get there. You wont regret it.

I'm also going to do a little shout out for Dragon Bowl. This is a country NSW tournament held in Mudgee in August. It's an ambitious first time tournament being run by Hacker (Cody). I've seen the sculpts for the custom mini, and it looks great. Cody has made a big effort to get to a number of tournaments himself, despite living so far away, and I think it would be really great if the NSW Blood Bowl community could make a big effort and try to get to this one. All TO's know the blood, sweat and tears that go into organising a tournament, as well as the upfront financial costs. Lets see if we can reward Cody for his hard work and dedication to the hobby.

I think I've covered everything, just remember Virral and I, though god-like are not quite there and still need all the help we can get (especially from Nuffle). If you have anything you would like to contribute don't hesitate to drop either of us a line. That goes for any leagues that would like a presence in the magazine, or individuals that just have something to say that pertains to Blood Bowl in NSW. May your boots be extra grippy, and your gauntlets extra spiky. Keep those TDs and Casualties coming in spades and let's continue the NSW dominance of Australian Blood Bowl.

Rabid Bogscum

I told you all in the last issue that SLOBB was the best league in Australia, and I am pleased to say after the AusBowl Team Championships in Canberra there is no egg on my face.

Sure I know there are bigger leagues around, but to use a boxing/MMA analogy, SLOBB is the Pound for Pound King in Australia. In a stunning display of Blood Bowl awesomeness (though there were some Cockney Cockpuncher related hiccups) SLOBB managed to take home the inaugural AusBowl Team Championship.

Not only that our second team finished second as well. Cant do much better than that folks. Congratulations to tribalsinner, Grumpsh, and Redcard on joining me in victory, and also to Mathfuric, doubleskulls, D_Arquebus, and vimes on their hard fought second place.

Congrats to Junior who also represented SLOBB well playing as a filler in the ACT Team that knocked off the WA boys and helped seal our victory.

Doubleskulls also took out the individual title with another flawless 6-0 effort (Something yours truly just cant seem to manage). In two years time we will defend our title, wherever the ATC is held.

From the left: Grumpsh, Redcard, tribalsinner and Rabid_Bogscum - Australian Team Champions 2012

From the left: doubleskulls, D_Arquebus and vimes of the runner-up ATC team!

TEAR OF REDCARD BATTLE ROYALE

Summer Faerie (Season One Champions)	v	Meat the Beast (Season Five Champions)

That's right SLOBBers, Season 6 has reached its finale. Some stunning results in the finals that saw the *Chaos Lil Leaguers* choke again and fall to *Atomic Winter* in the Quarter Finals. While season debutants, the chaos pact team coached by Grod *Big Bang Theory* surprised all, first by taking out the more experienced *Spear of Akkad* before pushing the much fancied *Summer Faerie* to an extra time draw, only to lose a roll off after rolling a five (They also had the casualty count in their favour so would have won had a five or less been rolled).

Which left us with a pretty smashing finale really as the only other teams besides the *Visigoths* to win a SLOBB title meet to decide who can pick up a second title?

Geoffwatsons wood elves have a scary battalion of super catchers, that this season's teams haven't been able to get a handle on so far, while Hutchie's undead will be digging into some inducement money, with both the team's mummies sustaining serious injuries in their Semi Final win over *Atomic Winter*. *Summer Faerie* would have to start favourites for this match, but never discount D_Arquebus, as frankly it wouldn't surprise me if *Meat the Beast* went back to back.

Commissioner	Website	
Rabid Bogscum (James)	http://slobb.talkfantasyfootball.org	League meets for a season opening BBQ then occasionally at Good Games and casually. Current Season 6. Season 7 starting April 2012.
Contact	**Rules**	
pm to above	CRP	

ROOKIE LEAGUE

Season Two of the rookie league is in full swing. Playing for the services of Zara the Slayer, has seen "Chokecard" take his strongest race, the dwarfs of *who wears short shorts*. He is the early front runner while tribalsinner is also looking strong to take out another Rookie League, with his Melbourne Storm themed high elves *Maelstrom*.

A number of new coaches have joined the league this season, welcome to Gumbi, NFA and Marius. We have only just passed our third deadline though so there is plenty left to go in this season.

Hopefully we will have some pictures of the painted Zara to show you all next issue. A few coaches have sustained deadline point's losses, and need to pull their socks up and get their games played, you know who you are.

Zara the Slayer (S2)

#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	Redcard	who wears short shorts	Dwarf	1470k	6	5	1	0	12	15	-5	22
2	Tribalsinner	Maelstrom	High Elf	1420k	5	4	1	0	8	10	0	22
3	RabidBogscum	Blue Steel Mining Corp.	Chaos Dwarf	1240k	5	4	0	1	6	5	0	20
4	Chavo	Friends Don't Let Friends Stand Next to Trolls	Chaos	1280k	6	3	1	2	2	10	-1	16
5	gumbi	Swedish Designers	Elf	1110k	4	2	1	1	0	-17	0	12
6	Murishido	Murishido's Mercenaries	Orc	1200k	3	2	0	1	3	9	0	10
7	Vimes	Sandgropers II	Khemri	1240k	3	1	1	1	-2	-2	-1	6
8	NFA	The Rock Rumblers	Orc	1180k	5	1	0	4	-7	-1	0	5
9	Mathfuric	Bull'e Beat Down	Orc	900k	2	0	1	1	-2	-1	-2	0
10	D_Arquebus	A*R*G*H (Avid Refs Gobbo Hit-Skwad)	Goblin	990k	4	0	0	4	-8	-17	0	0
11	Conan	Homebush Hoodlums	Chaos Pact	1170k	5	0	0	5	-9	-6	0	0
12	Arcturus	FNC Moops II	Dark Elf	970k	1	0	0	1	-1	-2	-2	-2
13	marius	Minicider Vikings	Norse	980k	1	0	0	1	-2	-3	-2	-2

In closing, I'm looking to be a bit more proactive in getting some league fees from people so that we can help to expand the look of the league. League fees will be set at $5 per season played, or $7 if you run teams in both the main SLOBB season and the Rookie League. As well as paying for the trophies, we are looking to update the logo and then move forward with league shirts, custom dice etc. In two years time I would love the ATC winning SLOBB team to all be kitted out in some form of league shirts.

The as yet unnamed Season 7 will be kicking off this month. So if you are interested in joining SLOBB please get in touch with us on the AusBowl forums. I'm not going to rehash what how our league is structured in these pages, but look to previous BL!TZ issues for more detailed information, or once again don't hesitate to drop me a line.

Thank you to Redcard and tribalsinner for their support, and Doubleskulls for maintaining the website, and thank you to all for being part of the league, and helping to make it great. It was my honour to represent you all in Canberra, and I consider our results to be a win for the whole league. Good luck next season.

Rabid Bogscum

NOBBL

It's been a busy few months for a league that only officially meets less than once every four weeks. At the moment the big news is that next month will be the last chance for players to get regular season games in before I announce the end of season Final Event. Rumour has it that this will take place in a dungeon with the top coaches using their teams to try to win and the bottom coaches controlling monsters making the game more chaotic than ever!

What's that you say? Only one more meet to get a game in? NO!!!

You can also play at the Newcastle Legions Club meet, where we can display our wares to the eight coaches they have there. Your friendly Commish is currently negotiating a merger with Legions to take us away from the randomness of EGG meetings and towards a licensed venue! You heard correctly...the three Bs: Beer and Blood Bowl. Plus it's only 20m to the station and close to buses.

I have finally got the gnomes to add up all the scores and compile a league table so you can stress over whether your team gets to play in the dungeon final and have all their players killed! Babs is currently leading and I reckon there will be people/monsters lining up to smash his amphibious leapers. Expect a report next issue...

Daniel Collins

Team	Race	Coach	P	W	D	L	Pts
Jumping to Conclusions	Slaan	Babs	5	3	0	1	30
Drag Queens	Elves	vimes	7	3	1	3	28
The Quick	Undead	shasta	5	2	1	2	23.5
Small and Powerful	Dwarf	elih	5	1	0	4	16
C'zark Steelers	Chaos Dwarf	Stepo	3	2	0	1	16
Bear Arms	Norse	Kransky	2	2	0	0	16
Good Rats	Skaven	Camo	2	2	0	0	14
Dirty Undies	Underworld	danielcollins	5	1	0	4	12.5
Hef's Hotties	Amazons	Gfallon	1	1	0	0	8
Paper Norse	Norse	Afallon	2	0	0	2	5
Jen's Orcs	Orc	Jen	1	0	0	1	3

Commissioner
Daniel Collins

Website
see AusBowl

Contact
pm to above

Rules
Slightly modified CRP

BLUE BLOODS BATTLECRY

Not much has gone on for selection for the NSW Team. Mark Hammersma has opted to step aside from the committee and Pete Arentsen has returned to take his place. As we know NSW sent three teams to the AusBowl Teams Championship. Finishing first, second and third. If that doesn't make obvious how important it is we win the next State Championship I don't know what will.

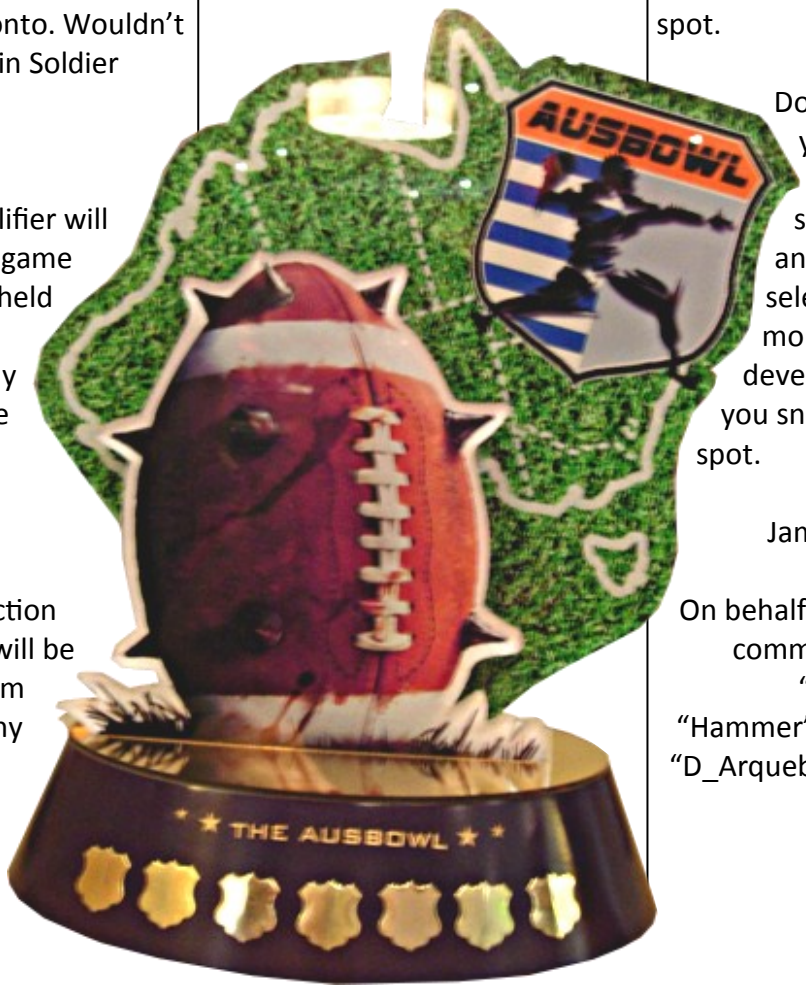
So with that in mind I'm going to take up some of this page with a picture of the trophy so you can see what is our destiny to capture and hold onto. Wouldn't this look great in Tin Soldier Penrith?

Coming up:
The next NSW qualifier will be a one day, four game tournament to be held at Tin Soldier Penrith on Saturday 23 June. Make sure you get there.

Wall of Averages:
This is the average placings from selection tournaments and will be used as part of team selection should any of the winners be unavailable or should there be inadequate numbers of selection tournaments. The figure in brackets is the number of Raffle tickets allocated to that coach for the wildcard selection.

1. Grumpsh (0)
2. Rabid_Bogscum (0)
3. Virral (0)
4. Sangraal (0)
5. Gardengnome (0)
6. Thomsy (0)
7. Tribalsinner (0)
9. Geoffwatson (0)
10. Amaroo (0)
11. Vimes (0)
12. Payne_train (0)

N/A – Creature (0)
N/A – Redcard (1)



Closing Words:
As you know any selection tournaments will be played using the current SSB ruleset as that is what will be played at AusBowl Two.

There are some changes they are trialling this year which may come into effect for the state tournament, so please take note if there are any changes in upcoming qualifiers due to this.

Don't forget you only need to win one qualifier to make the state team, and you only need to attend two qualifiers to get a raffle ticket for the wildcard spot.

Don't be concerned if you are only new to the game, the selection committee and I'm sure the selected team will be more than happy to develop your game should you snare that wildcard spot.

James "Rabid_Bogscum" Russell-Wills
On behalf of the NSW Selection committee; myself, Richard "Virral" Andrew, Mark "Hammer" Hammersma, Daniel "D_Arquebus" Hutchinson, Brad "Redcard" Milner.

Cane Toad Chronicle

Queensland has been a hive of activity for Blood Bowl with over 50 players active in various leagues, as well as local tournaments. The XMAS Cup run by the Queensland Northern Knights and BrisBowl will have been run by the time BL!TZ issue 4 has been released and, on top of that, there is the up and coming Cane Toad Cup which is being held on 9 and 10 of June at Irresistible Force.

BABBL (Brisbane Area Blood Bowl League – www.brisbane.bloodbowlleague.com) is still as strong as ever with 22 players in Season 11. Season 10 with the Northern Wastes Challenge has brought some new concepts into BABBL while the trusty old SquigBall / RotGut special round remains. Season 10 ended with the *Strassburg Spacefrogs* taking out the Championship after a typical '1' reroll '1' for the go for it ended the *Valodalen Nobles* chance to equalise late in the game.

The current season has JJ (John) the upstart running away with the lead to be clear favourites with his super rat team the *Warp Pit Scavengers* which boasts not one, but TWO one turn touchdown gutter runners! Having taken out the RotGut, can JJ be the first to take out the first double crown in one season of BABBL?

IFBBL (Irresistible Force Blood Bowl League – www.iforce.bloodbowlleague.com) has kicked off another season and has a healthy following for those living further down south of Brisbane. Contact Gavin Clarke (gavin.clarke@irresistibleforce.com.au) for further information.

The most exciting thing to come to Queensland is the Cane Toad Cup (CTC)! CTC was the brain child of myself and Devilsreject (Chris). We wanted to up the ante in the Queensland tournament stakes and deliver a tournament that would one day rival the likes of Eucbowl and Sandgroper Cup. We have high aspirations and we're hoping the work and effort we're putting in will show inter-staters that Queenslanders can put on a good show. We hope to encourage them to Queensland for the tournament as well as also encourage locals to make this the biggest Blood Bowl tournament in Queensland!

We already have the biggest prize pool for a Queensland based Blood Bowl tournament and everyone should walk away with something. The player's pack will also contain goodies for everyone ranging from tokens, to dice to CTC etched glasses. Most importantly the CTC will have two fully painted teams by local painters adamn73 (Adam Norris) and Devilsreject in the raffle. You don't even need to place to win fully painted teams with fantastic paint jobs!! There are some other exciting announcements coming soon for Cane Toad Cup!

The players pack can be downloaded here (link is http://www.plork.org/CTC/Cane_Toad_Cup_Players_Pack.pdf). Alternatively please see the advertisement on page 14 for further details.

If you have any Queensland news for this section, a league or tourney you want to promote, match reports etc, just pm Kojihama on the Ausbowl forums.

Kojihama (Kin Sum)

HOTGOBLIN BLOODBOWL

In 2012, the HOTGOBLIN Blood Bowl League continues to offer exciting Blood Bowl in the only way it knows how, by taking you to the astrogranite and giving you more – seeing the world on a 2+.

As if regular Blood Bowl wasn't enough, HOTGOBLIN started a journey on the road of an average Blood Bowl players career. Starting with the season of Street Bowl in late 2011, the league came to learn how brutal the game could be in the filthy, crowded and disturbing streets of the old world.

Between Mrs Miggins, the brutality of the cobblestones, the absence of Apoths and the fact that strength giving potions could kill you at any moment, Street Bowl was the epitome of brutality.

With 41 deaths over the season, Koji's chaos pact team *The Culture* took line honours, JJ's skaven the *Mighty Mice of Mythical Mayhem* came in second and Fumbles claimed third spot all for his own with the undead team, *The Underground*.

The same teams from the Street Bowl Season then progressed to the Blood Bowl Seven's Season.

With the Season half way through and most people's teams feeling the effects of promotions*, Koji's chaos pact is again storming out in the lead, with Electra's Frenzy laden Chaos team *Pop Khorne* hot on his heels.

Everyone is hoping their best players get promoted before they get left behind on the Seven's circuit and the coaches can field some great teams in the third instalment of a Blood Bowl players career – the Blood Bowl season. Who will be Champion when it really matters?

Next season which is just around the corner see's HOBBL return back to the regular programming of Blood Bowl and then the circle ends with a season of Dungeon Bowl. The winner of Dungeon Bowl being crowned the Champion!

Details of our league can be found at www.hotgoblin.bloodbowlleague.com

Chrissie Todd
HOTGOBLIN CEO

* After each game there is the chance your players can get promoted by the ever present scouts, the more skilled your player, the more likely they are to get scalped.

Commissioner	**Website**
Chrissie Todd	www.hotgoblin.bloodbowlleague.com

QNKBBL

QUEENSLAND NORTHERN KNIGHTS BLOOD BOWL LEAGUE

QNKBBL is a friendly league based out of Caboolture, north of Brisbane, and has been going for three years now. Each year we have two seasons, the QNKBBL Spring Cup and the QNKBBL Autumn Cup, and at Christmas we run a one day tournament where coaches fight and maim their way to the QNKBL Xmas Cup.

The focus of the league is one of fun and enjoyment of the game. It is not so much about taking optimised teams in order to wipe opponents off the pitch (though of course the odd eight CAS game does occur!). At QNKBBL the coaches seem to be more interested in trying interesting teams, combinations of skills and randomness by the bucketful.

To that end, we have three special events each season – the Squig Cup (a super-comp where the ball is a Squig and players compete for Squig-points), the Dungeon Bowl (usual fare) and our own special creation, the McMurty's Mootland Massacre (a variant of Deathbowl, set in the Moot, with a hedge maze on the pitch!). We also have a range of perks for high performing teams and players with our titles – Sniper, Golden, Dangerous, Viscous, Interceptor and The Chosen One!

But don't think we are all soft and cuddly – QNKBBL boasts some of the best coaches in the country, as our NAF rankings and tournament results will attest. The focus however is, as previously stated, having a great time playing the game we all love.

We have on average 15 coaches in each season, with a steady rotation of teams - no team has ever lasted more than two seasons – and we are all about developing new players as well.

QNKBBL always attempts to put in a big showing at events from around Brisbane and of course our annual pilgrimage to the Mecca of Blood Bowl in Australia – Eucbowl in Sydney. I'd tell you more but what happens in Burwood…

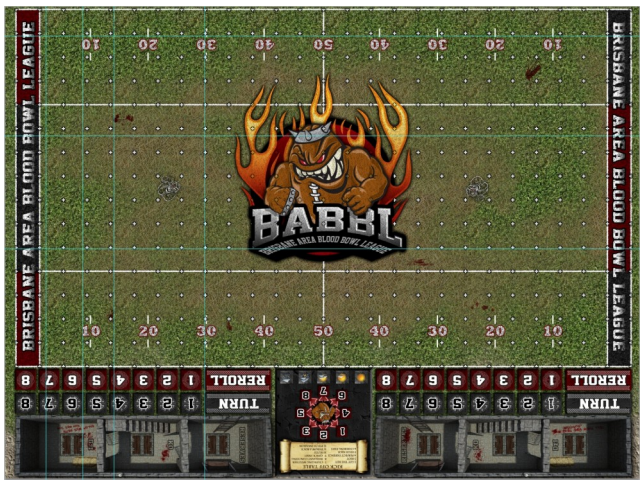
So please, feel free to visit our website (www.qnkbbl.webs.com) or catch us on the forums at WagamerAU where we are most active.

Commissioner
Jacob Connor

Website
www.qnkbbl.webs.com

As of April 2012, the BABBL is in the business end of Season XI. With another 20+ coaches in the current season, the BABBL continues to be one of the strongest leagues in Australia. However, in this update I'd like to highlight Season X of the BABBL. There was a lot happening in the lead up to Season X. We were looking to make the league look a little more professional, give a consistent look to the website and maybe look at some merchandising / gifts for coaches.

Planning for some of this awesomeness began quite some time before the start of Season X.



First off we arranged for a mascot to be created for the league, although we still haven't settled on a name for him yet, almost twelve months after his unveiling. We owe a big thanks to Alex at FF Fields for the design of the logo.

Every coach who enrolled to play, unbeknownst to them at the time was gifted with a set of custom d6, with the leagues mascot replacing the '6' face.

In addition to the free BABBL dice there are sets for various winners (and losers) as follows:

- Crystal blue which will be awarded to the winner of the special round – Northern Wastes Challenge,
- Chili coloured ones for the winner of the Dungeonbowl special round,
- Gold dice for the overall BABBL champion at the end of the season, and finally
- A set of pink dice with 'Spud' on them for the last place finisher.

We have supplies of these dice for quite a few seasons winners of each event.
In conjunction with the new mascot, we orchestrated an order from FF Fields, for some custom BABBL pitches, which turned out fantastic.

So season X of the BABBL was a bumper year for the league, and will provide a good springboard to help the league prosper and grow.

The key thing to the BABBL's success thus far, is that we strive to foster a fun and enjoyable atmosphere, and a friendly sense of competiveness.

bouf

Commissioner
Bouf (Shawn)

Website
www.brisbane.bloodbowlleague.com

Victorian Times 3

Welcome back to the Victorian Times. I have to say, I think it is great to see the success and popularity of BL!TZ, and all the hard work that is going into it, but on with some news from the home of sport.

Ah, the start of AFL, Easter nearly here, and Conquest just around the corner, it is a good time of year.

I have had a nice busy Blood Bowl start to the year. Along with the MBBL, I have been enslaved into playing at the Realm of Legends League. Well, maybe enticed more than enslaved. But either way, plenty of Blood Bowl on the menu.

The Legends Plate is a high TV small league, and with a starting package to buy players and skills, I ended up with a very nasty looking Orc team. Six games in I managed four wins and two draws, and a good amount of blood on the pitch. It has been a different experience for me, as the MBBL has always had a majority of lower TV teams.

In local league news I am very happy to introduce Liam and the Geelong And Regions Blood Bowl League (GARBBL) for their first appearance amongst the BL!TZers, and some more news from the MBBL.

ksharper

MELBOURNE BLOOD BOWL LEAGUE

I'm happy to say that the Melbourne Blood Bowl League has started off its Sixth Season strong, with 24 coaches returning, amongst them a few new faces.

While it has been an interesting start to the season, there are, unsurprisingly, two powerhouse teams looking strong in the Black Conference after three games, the *Twakkers* and *Wing Chun Bin Fa*.

The surprise is new coach Charger, sitting in third place, after defeating two experienced teams, *Hexoatl Missionaries* and *Scream in the Night.*

We also welcome into the league, and the Black Conference, Big Al, from Brisbane, who has brought his goblins down to meet everyone. A big welcome from the MBBL!!

Across in the Red Conference, there is just one team on the big 3 and 0 after three games, *Woodchuck's Blitzers*, with the rest of the group quite even, thanks to a lot of close games ending in draws.

This conference is going to prove much tougher to pick the leaders, and if the *Woodchucks* can keep their efforts up, they should be the favorites.

Round 4 is going to be a thriller round, with the top two teams playing each other; *Woodchuck's Blitzers* taking on *Brass Juggernaut*, and *Twakkers* taking on *Wing Chun Bin Fa*. I'm giving even odds for both games. The other game to keep an eye on, is *Kharrons's Chargers* against the *Ratsburg Steelers*.

Until next time, may Nuffle bless your dice.

ksharper

Group Black

Team	Race & Coach	team value	won	tied	lost	points	TD score	Cas score (kills)
Twakkers	Chaos Dwarf Twak	1,820k	3	0	0	9	6 - 0	13 - 3 (1-0)
Wing Chun Bin Fa	Orc Elan	1,610k	3	0	0	9	6 - 0	5 - 2 (0-0)
Kharron's Chargers	Dark Elf Charger	1,140k	2	1	0	7	8 - 4	7 - 5 (0-1)
Scream in the Night	Necromantic Luke	1,700k	1	0	1	6 (+3)	4 - 2	5 - 4 (0-0)
Ratsburg Steelers	Skaven Skritter	1,710k	2	0	1	6	7 - 6	7 - 10 (0-0)
Hexoatl Missionaries	Lizardmen Greyhound	1,780k	2	0	1	6	5 - 4	2 - 7 (0-0)
Renault Gitane	High Elf Dazed	1,530k	1	1	1	4	8 - 7	8 - 6 (3-1)
Numas Hotspores	Orc Myki	1,440k	1	0	2	3	2 - 2	5 - 1 (1-0)
Hashuts Horders	Chaos Dwarf Graeme	1,040k	1	0	2	3	2 - 6	5 - 7 (0-0)
Gravesons	Undead Atropos	1,080k	0	0	3	0	2 - 7	7 - 4 (1-2)
Filthy Biscuits	Goblin Big_al	850k	0	0	2	0	1 - 7	4 - 8 (0-1)
Gastly Ones	Skaven Goblin	970k	0	0	3	0	0 - 6	4 - 15 (0-1)

Group Red

Team	Race & Coach	team value	won	tied	lost	points	TD score	Cas score (kills)
Woodchuck's Blitzers	Wood Elf Rimmy	1,570k	3	0	0	9	10 - 1	4 - 2 (1-1)
Brass Juggernaut	Chaos Dwarf Dust	1,610k	2	1	0	7	6 - 3	10 - 3 (1-0)
Sultan's of Sth'ss Tor	Lizardmen Annachie	780k	2	0	1	6	4 - 2	8 - 11 (1-2)
Siwan Shufflers	Khemri Moraiwe	1,580k	2	0	1	6	3 - 3	12 - 3 (1-0)
Doomside Thunderbolts	Dark Elf greg_n_white	680k	1	2	0	5	5 - 4	7 - 12 (0-1)
The Sheltering Sky	High Elf Fassbinder75	1,220k	1	2	0	5	3 - 2	3 - 12 (0-2)
Chaos United F.C.	Chaos Al Taylor	970k	1	1	1	4	3 - 3	9 - 8 (0-1)
Pact of Life	Chaos Pact Kyle	1,560k	0	2	1	2	2 - 4	10 - 9 (1-1)
Raging Dykes	Human Chilli	1,530k	0	1	2	1	2 - 5	13 - 4 (3-0)
Little Casear's Centurion	Dwarf Aspie	1,360k	0	1	2	1	2 - 6	4 - 7 (2-1)
Little Horrors of Skye	Halfling JoeKano	1,140k	0	0	2	0	1 - 3	3 - 11 (0-0)
The Stomp	Orc Billo	920k	0	0	2	0	0 - 5	5 - 6 (0-1)

Commissioner
ksharper (Kyle)

Website
http:melbourne.bloodbowlleague.com/

Hello there! And welcome to the report from the Geelong and Regions Blood Bowl League! I'm the Commish, Liam (or Van der Vaart on the various forums, go Spurs).

The GARBBL is a relatively new Blood Bowl league, having just kicked off our fourth season. In saying that, we have grown heaps since our first season, more than doubling the amount of coaches we had to start with!

Originally we were the St Portdale Blood Bowl League, as we only had coaches from the Drysdale, St Leonards and Portarlington area. However as word spread we grew, and began to gather coaches from all over Geelong and its surrounding regions.

We play on a fortnightly basis, usually playing on a Monday night at the Geelong Gamers Guild. However this isn't restrictive and we do allow coaches to play anywhere (Good Games Geelong is a popular alternate venue) at anytime that suits provided that they play their games within the two week timeframe.
As we haven't had too many games played so far for season four and rather than go all the way back to season one I thought I'd give a little re-cap on season three, and how it went for me personally.

Season Three of the GARBBL saw twelve coaches test their mettle against one another. We had a few new coaches to the league, but they were by no means inexperienced. Unfortunately we had one coach drop out, but luckily as the fixture worked out I didn't have to play that coach, so I was able to put in a fill in team.

I coached a skaven team, *S.P.U.R.S* and was hoping to cause some carnage on the scoreboard, especially after my fairytale run of last season, finishing third with halflings (in no small part due to the excellence of star player

David Burns (left) and Zac Bennett shake before the GF.

Commissioner
Van der Vaart (Liam)

Contact
garbbl@hotmail.com

Website
http://geelong.bloodbowlleague.com/

Rules
Slightly modified CRP

Pippin).

However my season was riddled with setbacks, suffering ten deaths and having to retire a few players I managed to stutter into the finals, only to have an intercepting ogre dash my hopes of a first Championship.

The two teams that were left standing come the Grand Final were the wood elves of Romerio Kamp FC a second season team who were eager to put the embarrassment of losing to the halflings in the final last season behind them, against the first season human team, Melbourne Galaxy. Galaxy had gotten a rough start to the season, but had recovered well and developed a very nice team.

In the end the Galaxy were triumphant, with coach David Burns winning his second GARBBL title. Coach of *Romerio Kamp FC*, Zac Bennett was denied the chance to win his second GARBBL title before heading on overseas adventures.

The game was one of the most tactical the GARBBL has ever seen, and it could have gone either way. Coach Bennett's dice killed him at crucial times (failing a leap when he had a two dice block on the ball carrier, and rolling double skulls when all he needed was a push on the last turn to attempt the one turn score spring to mind) but Coach Burns used his luck to his

advantage.

Special mentions to coaches Matt Pipan and Phil 'Pip' Haintz for their efforts during the season, narrowly losing out in the semi-finals.

Well I've probably taken up enough of the magazine now so I'll say goodbye till next issue. However if you are in Geelong or its surrounding regions and wish to get some Blood Bowl action feel free to contact me so we can set something up. We currently have an Open League running and we actually have one spare spot in season four for a coach to play. But till next time!

Liam

Group A

Team	Race & Coach	won	tied	lost	points	TD score	Cas score (kills)
Romerio Kamp FC	Wood Elf Zac Bennett	7	1	2	22	29 - 12	8 - 34 (1-2)
S.P.U.R.S	Skaven Liam	4	4	2	16	21 - 16	13 - 32 (1-10)
Axoptl Aneurisms	Lizardmen Mouse	3	4	3	13	15 - 13	17 - 14 (3-0)
The Carroburg Cutthroats	Human James M	3	2	5	11	11 - 22	34 - 16 (4-2)
P.O.C	Orc Juan	2	3	5	9	10 - 15	22 - 22 (1-2)
Dwarf FC	Dwarf Brandon	1	1	8	4	5 - 16	28 - 13 (5-5)

Group B

Team	Race & Coach	won	tied	lost	points	TD score	Cas score (kills)
Karond Kar Killers	Dark Elf Pip	6	3	1	21	21 - 14	18 - 17 (2-3)
Lonely Mountain Marauders	Dwarf James Fyn	6	1	3	19	13 - 11	32 - 7 (5-2)
Melbourne Galaxy	Human Big Dave	6	1	3	19	23 - 12	14 - 22 (3-2)
The Utgard Uppercut	Norse Matt	4	3	3	15	13 - 12	21 - 24 (3-3)
The Dreaded Doomaxes	Chaos Dwarf Hatsie	4	0	6	12	14 - 13	22 - 14 (1-1)
Kellogg's Kaptains	Underworld Liam	2	1	3	7	7 - 14	15 - 24 (2-0)

Southern Strike 9

Nine issues of the Strike! That's about two years worth of work… then I move to the southeast!

And that's about all I know. No, honestly, I have been so out of the loop recently, that I may as well have moved to Mars. Still, things carry on apace and I did manage to get along to the Adelaide Dungeon Bowl Cup 2.

Alex truly should be lauded for the work he puts in to this thing. Dungeonbowl was an extremely niche game that didn't get a lot of love at all, and then came the AFOUL and this crazy idea. Now they have spread their tendrils north, with the Egyptbowl set to begin off the back off one-time-AFOULer whitetailscramblers.

Anyway, the ADBC was a truly enjoyable event. I, and I think most players, went in to it without any real expectations to win, and the fun factor was high. I finished dead last I reckon, but played four incredible games, able to get *le Coq* out for the first time since SSB 2008. A big shoutout to sumbloke, who taught me just how effective teleporters can be!

But the real highlight of the day was the Grand Final dungeon. What I wouldn't have given to have played on that board. As you can tell from the match report this issue, it was huge and last year's defending champion Olaf played out for honours against surprising wildcard Jimm.

You should know who won by now, but it's also worth noting that the aforementioned Territorian (sumbloke) only missed out due to getting bogged down on the table of doom - a spiral dungeon where the chests could only be reached via long passages and teleporters.

I highly recommend that you get to the ADBC if you can. It is a refreshingly new Blood Bowl experience played in an amazing spirit. Oh, and did I mention the home-brewed amber gold that Alex provides for players? Get there next year, you won't regret it.

Unfortunately very little has occurred on the AusBowl State Championship front, largely due to me going AWOL. This will be rectified soon, however, and we will be getting things on-track for the big event. With the success of the Team Championship in ACT (great work BeefyGoodness), ensuring that this is an amazing event is high on our priority list.

It is worth noting that we now have tentative confirmation of eight teams for the event. All the founding regions will be there, plus a Northern Territory team and either a New Zealand or International team. This catapults the ASC into international territory and, with the recent tournament in Singapore, will we see an Asian element join us in 2015?

Other than that, SSB 2012 isn't too far away and will be done and won by next issue. 18 and 19 August is the date, in a new venue at Klemzig this year (see the ad earlier in this issue of BL!TZ). I look forward to seeing everyone there, hopefully with a friend as the bring-a-friend discount is still offered.

SinisterDexter (Brett)

The Season of RAGE!!! Is over!

Well!! Season 4 of SABBL's ever expanding history is all over and despite some absolutely epic matches, hilarious moments and a very positive group of fun guys and a gal (yes we have a female, we are the coolest of all leagues!), it has been lovingly captioned and referred to by the coaches as 'SABBL Season 4. The Season of RAGE!!!!!'. All the antics aside though, this was the most eventful, competitive, funniest and craziest season I have ever witnessed which included moments like;

- a first season Dark Elf team coming back from a dead Witch Elf and Blitzer in their first three games to sneak into the finals series.
- the Undead team *The Sickness* going into the season and throughout as almost certain champions before being dismantled, disembowelled and destroyed in a semi final mauling that saw over 300 TV being removed from the roster.
- a thrice-blessed goblin team making the Grand Final with only three deaths and three stat decreases for the entire season!

We had tantrums, we had some of the most epic plays ever seen on a Blood Bowl pitch and most importantly, we had some great fun with some great people playing our great game, life is good!

Season 4 saw the return of all the old and extremely disfigured faces of last season's coaches along with some rather well built and strong second season teams such as favourites *The Sickness*, Norse powerhouse *Stiff Carrots*, the very battered and bruised humans the *Filthy Bitches*, along with two orc mobs of Sammi and James plus a lizardmen team sporting a one turn TD machine of death!

The season was off and running but while the expected demolition crew *The Sickness* came out strong, they were joined at the top of the table by a brand new dark elf team coached by Aaron and an amazingly well armoured and injury-free goblin squad coached by the much maligned One Eye. It didn't matter what was thrown at these three squads (including rocks, dice and the occasional goblin!) nothing could knock them off from owning the top three spots during the second half of the season and only off-field issues saw the dark elves pulled from the competition.

Some late season heroics from Drew's *Bloody Fists of Khaine* and James' *Waaaaaghsenal* saw

Commissioner	**Contact**
Nayfan (Nathan)	pm on AusBowl

them jump into the finals in the last round along with the Commish Nathan's misfiring chaos pact, Matt's skaven fell apart in the latter half of the season but held firm for third on the ladder while the second season squads of Aubrey and Paul made up the eight. It was finals time!

The finals, being the cutthroat affairs they are, saw the unexpected first round dumping of some of the more fancied second season teams in the *Stiff Carrots* and the *Filthy Bitches* (who had over ten stat decreases by this time!) who were joined by *Filth of the Horned Rat* in the KO matchups. The final game of the first round saw the first epic encounter of the finals series between *The Sickness* and *Green, Mean & Farkin' Keen* which went all the way through extra time for a goblin win at the death, giving the little buggers the next round off.

The second round only offered two matches but they were crackers as the undead got back to winning ways against the pact while James' rampaging orcs *Waaaaaghsenal* took down the high flying dark elves to end their dream run and their finals hopes.

Waaaaaghsenal didn't stop there though as they promptly faced off against the raging favourites *The Sickness* in the semis and pummeled the living (or unliving) crap out of them to re-bury a mummy and ghoul worth over 300 TV in total! If the Undead could feel pain then it would have be a big OWWIES! This meant that the unheralded and almost unnoticed orcs would be facing off against their smaller greenskin cousins in the Season 4 Grand Final billed as 'The little wwwaarrrgghhh versus the big WWWWAAAARRRGGGGHHH!!!'.

I recommend you head to www.ausbowl.com and check us out in the leagues section for a very long and comprehensive match report of the Grand Final as well as many pictures and information on the club, but for the sake of this publication, SABBL put on a Grand Final of epic proportions that went all the way to extra time before the overwhelming strength of the orcs eventually smashed the goblins into submission, earning James and his *Waaaaaghsenal* crew the title of SABBL #1 for Season 4!

Congratulations to James for a sterling bone crushing juggernaut of an effort in the finals series and a big thanks from our Commish Nathan and

Season 4 Trophy Winners

SABBL#1:	James Scott
Runner Up:	Evan Whittaker
Third:	Drew Stearman
Wooden Spoon:	Sammi Szewczuk
Most SPPs Individual:	Drew Stearman
Most TDs Individual:	Aubrey Slater
Most CAS Individual:	Aubrey Slater
Most Completions:	Drew Stearman
Most SPPs Team:	Evan Whittaker
Most CAS Team:	Evan Whittaker
Most TDs For:	Matthew Thurston
Least TDs Against:	Robert Bushell
Least CAS Against:	Robert Bushell

the SABBL committee (Evan and Paul) to all those coaches who took part and made our Monday nights so much fun.

Away from the pitch, SABBL continues to move forward in some very large and positive steps for 2012 such as recently making a large order for six permanent FF-Fields to replace our crumbling stock of playing surfaces as well as branching further out into other games such as Hell Dorado and Warmachine. No other game could ever replace our Blood Bowl roots though. This is displayed perfectly with Nathans upcoming in-club tournament for veteran two-season teams called Pro-Bowl, which has been lovingly renamed the Rommel Legacy Cup in honour of recently passed canine, Rommel. Known as our clubs very own Beast of Nurgle, Rommel really was a part of SABBL and while he will be greatly missed, we always want him to be a part of SABBL and nothing could honour him more. RIP Rommel.

So finally, if anyone within South Australia is looking for a league and can make Monday nights from 6-6.30pm in Trott Park, please contact our brilliant Commish and all round long-haired git Nayfan. Visit our website www.sabbl.com.au to witness firsthand just how mad we really are before committing to the looney bin.

So with that i will say thanks for reading and may all your dice roll off the edge of the table, bounce twice before slipping under the cabinet to be lost forever!

be the ideas stage and I'd like to see if there is any interest both in SA and other parts of Australia that would like to see this happen. So send me pm's or emails because i would like some feedback on this.

One Eye

Season 4 Ladder: Round 8

1.	The Sickness	undead	Robert	8/1/2
2.	Green Mean & Farkin' Keen	goblin	Evan	8/2/1
3.	Filth of the Horned Rat	skaven	Matt	6/4/1
4.	Miami United	chaos pact	Nathan	6/5/0
5.	Stiff Carrots	Norse	Aubrey	4/2/5
6.	Waaaaaaghsenal	orc	James	5/5/1
7.	Filthy Bitches	human	Paul	4/5/2
8.	Bloody Fists of Khaine	dark elf	Drew	4/7/0
9.	Benchwarmers	human	Tim	3/7/1
10.	Southside Slammers	orc	Sammi	2/8/1
11.	Dinostars	lizardmen	Scott	1/10/0
12.	Underdark Nightmares	dark elf	Aaron	7/2/2

Lots has happened since the last time your read the AFOUL update, with a new champion crowned for Season 6, a fun Dungeonbowl preseason and Season 7 now well underway.

Season 6 ends spectacularly

The Commissioner's unbeaten undead team, *Children of the Grave*, were odds on favourites in the grand final, especially when they came up against the goblin team *Gob on You* who only entered the playoffs due to the league's stunty-supportive house rules (and by virtue of their status as the only stunty team in the league, are the only team eligible for the Stunties Only wildcard slot). The downside of this is that the *Best Stunty* wildcard is always matched in the first round of the playoffs against the *Most Casualties* wildcard spot. With only five games under their belt, the chance of the gobbos surviving against Gormath's orc team, the *Mighty [censored]s* were slim. That was until Morg N Thorg joined the fray. A very strong front line controlled the tempo of the match and freed up the faster goblins in the orc backfield, where the AG4 pogo scored freely and often. A flabbergasted league looked on as the stunties ammassed a 3-0 win in fairly short order.

In the semis another mysterious set of circumstances benefited *Gob on You*, with their opponents a no-show for the game. Naturally the goblins graciously accepted the forfeit and proceeded to the grand final matchup.

As the Grand Final got underway Ripper, two trolls and a block Fanatic carved their way through the undead front line. The mummies and zombies could do nothing but rise to be knocked down. With the defense collapsing, the greenskins moved down the field en masse and the agile pogoer kept the ball out of reach. Towards the end of the first half the undead committed all the ghouls and wights into the goblin cage and managed to put a tackle zone on the ball carrier.
The goblins decided to block the zombie out of the way, rather than 2+ dodging away, and when double skulls reared its ugly head the talented pogoer with the ball was left in serious trouble. Several good solid hits later the goblins in the vicinity lay stunned, a ghoul clutched the ball triumphantly and two blodge-catching ghouls raced alone into the goblin's half of the field.

A turn later, anc001 elected to go for broke with a long bomb to a deep ghoul and lost the ball in the process. The star pogoer again gathered the ball, made a quick pass and a goblin caught the ball and scampered in for a score. In a turn eight junk time turn, the eight undead set up, including Hack Enslash, only for six of them to be beaten senseless by the crowd as they celebrated the score by invading the pitch.

Setting up to receive the ball in the second half the undead were down to just nine players, and their captain was resting his aching head on the sideline. A goblin blitz broke through the line and gathered up a close kickoff, tackle zones were spread on the few players in a position to get to the ball carrier, and without much they could do the undead butt shuffled backwards as the goblin went in to score and put the game in safe hands 2-0.

The rest of the game (which ended 3-0) was largely drowned out by the sounds of hooting and hollaring coming from the stands, and obscured

Commissioner
anc001 (Alex)

Contact
afoul@internode.on.net

Team Ranking (Average per game; Win =10, Draw=5, add TD&Cas +/-)

	Team	Points	Games	Record	Touchd.	Cas.
1	**the War Pigs**	**10.2**	**5**	**4 - 0 - 1**	**7 : 2**	**13 : 7**
2	Flickas	6.5	4	2 - 0 - 2	6 : 3	10 : 7
3	the Naggarroth Nighthawks	6	3	2 - 0 - 1	5 : 2	4 : 9
4	Blooming Idiots	2	2	1 - 0 - 1	3 : 4	1 : 6
5	Tlaxhex Leap	1.5	2	0 - 1 - 1	1 : 3	6 : 6
6	Mordholm Munchers	0.33	3	0 - 1 - 2	1 : 7	11 : 9

by the smoke blowing from the many fires set by an ecstatic band of rioters.

Preseason Dungeon Bowl

AFOUL's pre-season ran as an extended playtesting session in the lead up to ADBC 2012. Each coach selected players from their full Blood Bowl roster to make a team of 550k value. This gave coaches a chance to skill up key players prior to the start of the season proper. These matches were all fast paced and very action oriented. The short time format (30-50 minutes) allowed for game night to host 2 or 3 rounds. Teams were usually seen trying every crazy and zany trick to score.

The *Flickas* (lizzies) and *Mordholm Munchers* (ogres) casued heavy casualties and *Thlaxhex Leap* (slann) inexplicably weren't far behind. The *Naggaroth Nighthawks* (DE), *Blooming Idiots* (goblin) and *Poncey Princes* (HE) scored often but suffered at the hands of the violent teams. War Raven's gobbo team and ANC001's orcs had good all-round stats.

Games were often see-sawing affairs which led to a fun preseason and some useful playtesting for yours truly, who in addition to running AFOUL also organized ADBC2011 and 2012.

Season 7

Currently at AFOUL we are about halfway through Season 7, with things shaping up for an interesting run towards the play-offs over the next month. The *War Pigs* (orc-anc001),are sitting high and balancing out well (with only one loss) causing carnage wherever they go. *Flickas* (liz-Addy), are continuing the trend of violence with sauruses blocking all the way. The *Naggaroth Nighthawks* (Jimm) returning from Season 6 following closely behind *Flickas*, losing only one match. *Blooming Idiots* (Kanga1869) are using every dirty trick known to gobbo kind, intimidating with their secret weapons and blatant fouls. *Thlaxhex Leap* (Dent) is leaping along in bounds with a couple of touchdowns and causing a few casualties. The *Mordholm Munchers* are yet to win, but are causing just as much damage as the *War Pigs*. Oversized ogres, outstanding offence. Lastly the *Poncey Princes* (Chris) are running all the way into the season.

anc001

Most Knockouts

Nameless	**the Naggarroth**	**6**
Nameless	Mordholm Muncher	6
*Terhan Skullcrusher	the War Pigs	5
Rusty	Flickas	5
* Bluey	Flickas	4

Most Fouls

***Geskon the quick**	**the War Pigs**	**1**
*Fiskin	the War Pigs	1
Gecks	Flickas	1
* Cham	Flickas	1
Kroxboq	Tlaxhex Leap	1

Roughest Team (Avg.)

Mordholm Munchers	**3.67**
Tlaxhex Leap	3.00
the War Pigs	2.60
Flickas	2.50
the Naggarroth Nighthawks	1.33
Poncey Princes	1.00
Blooming Idiots	0.50

Toughest Team (Avg.)

the War Pigs	**1.40**
Flickas	1.75
Poncey Princes	2.00
Blooming Idiots	3.00
Mordholm Munchers	3.00
the Naggarroth Nighthawks	3.00
Tlaxhex Leap	3.00

Best Offence (Avg. TDs)

the Naggarroth Nighthawks	**1.67**
Blooming Idiots	1.50
Flickas	1.50
the War Pigs	1.40
Tlaxhex Leap	0.50
Mordholm Munchers	0.33
Poncey Princes	0.00

Best Defence (Avg.)

the War Pigs	**0.00**
the Naggarroth Nighthawks	0.67
Flickas	0.75
Tlaxhex Leap	1.50
Blooming Idiots	2.00
Poncey Princes	2.00
Mordholm Munchers	2.33

The Crystal Ball

As noted in the News section of this issue of BL!TZ, Cyanide have announced a new edition of their game, dubbed “Chaos Edition”, for release soon.

The important aspect to this news was the announcement of three new teams. After continual pressure from fans of the tall-hatted buggers, chaos dwarfs will finally see the Cyanide light of day and were the obvious first choice. However, the other two teams are interesting choices.

As you know, the three “unofficial” teams that are NAF-approved and common in tournaments around the world are slaan, chaos pact and underworld. Cyanide has no love for the first two in that list, but is adding underworld as their second new team in the Cyanide game.

But if chaos dwarfs and underworld are in, who is the third team? Well, they’re new. Yes, Cyanide has overlooked the other common teams to introduce a completely new team into the game; Daemons of Khorne.

There is no word yet on what this team will look like or how it will play, but the announcement assured players that it was a thoroughly playtested team that would not throw the balance of the game into… well... chaos.

The other good (ish) news is that two more star players will be added, but no news on who they will be.

I’m not sure what to think of this. On the one hand, I do enjoy the Cyanide game and, connection issues aside, it is pretty much what I imagine based on the background fluff of the game. But to overlook two established teams in favour of something new seems a little strange.

Further, to create a new game that will require another offload of cash on behalf of players, that doesn’t introduce the full compliment of star players is, frankly, disappointing.

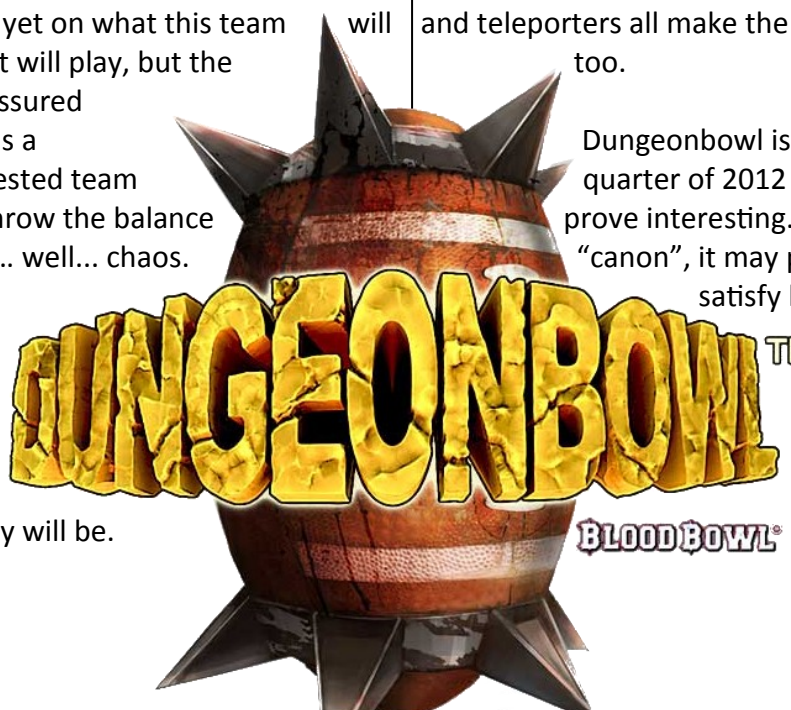
I will probably still grab a copy when it is released, although I still live in hope they will finally finish it.

Another thing I will probably pick up when released is another offering from Cyanide announced just this week: Dungeonbowl.

Cyanide’s Dungeonbowl appears to be following the original background, with the Colleges of Magic putting together multi-race teams (the example in the announcement is that Rainbow Wizard teams use wood elf, halfling and human players). Chests, dungeons and teleporters all make the announcement too.

Dungeonbowl is due for a second quarter of 2012 release and should prove interesting. As it is less “canon”, it may prove easier to satisfy hard-core fans with a lighter-style of game.

SinisterDexter



Season 43! A season marred by the withdrawal of Olgrot due to Japanese work pressures. It's always a shame when the Premier Division isn't at full strength but in the end it remained a tight battle. Even the Conference Divisions got exciting with a playoff required to decide the final promotion place and a well deserved win went to Tribal's Butchrangers 2-1 over Luohghcra's High Street Dandies. In the end the title went to the Seusville Slammers and here is a part of coach Tomay's very long acceptance speech:

danielcollins

"It's hard being the best coach in Australasia. To win the Premiership in SWL's 43rd season I had to overcome the jealousy of my fellow coaches, often voiced through anonymous booing in the crowd over the client every time I made a successful roll. I also had a target over my (and each players') head, experiencing merciless fouling and a host of underhand tactics. I had to contend with a less than ideal Undead roster in this edition of the game (No Count, Expensive block-less Mummies and 40k zombies!). Yet somehow, I prevailed to win the premiership. Again.

I think the trick to winning with Undead is to utilize your player's versatility. You will never be the best ball playing or the best bashing team. However, with sound positioning you can outbash any team in key areas of the pitch and you can get around even the fastest team when it's needed. The ability to swap between game plans has been key for me, alternating between bashing, caging and elfballing. That and being a brilliant coach.

I ended up going 6-1 this season, with my only loss being to the 2nd place Chaos Dwarf team (The Large Head-on Colliders) who went undefeated, but dropped too many points on draws. I had several memorable games which had been hyped for weeks, once the draw was revealed. I played Faulcon's Slumbering Skinks and managed to gain retribution for last season's loss with a nail biting 1-0 victory. I finally defeated my bogey coach (and a coach I regard as one of the best in the world) erikekers' pro elves 3-2 after he crushed my hopes of winning a title last season in a game that came down to a frantic final drive. I defeated an overconfident young up and coming dwarf coach with something to prove, who was hyping up his chances of beating me a month before we even played. Although I lost to Barre's Chaos Dwarves, I managed to stay in the match despite copping 6 casualties against and narrowly lost 1-2. Enjoyably, I won in the end, once again finishing first above him to deny the Premiership title he's been after for so long.

There's a special atmosphere in the SWL that makes winning the Premiership title feel like a great achievement. There's the crowds that gather to spectate games over the client, booing the teams they dislike, cheering the teams they like and appealing to the ref every time he fails to spot a foul. There's old-timers who have been playing for years and are still yet to win that elusive premiership title. There's the friendly atmosphere and rivalries between coaches. Most importantly, there's the incredible depth of highly talented coaches from across Australia, New Zealand and South East Asia all competing for a chance to win the premiership title, and yet the fact that in 43 seasons only a handful that remain have done it. I'm glad I'm the best of them!"

Commissioner	**Contact**
danielcollins	fumbbl.com

SWL Premier League XLIII

(Delete) (Edit) (Configure)(Replace Team)

Round 1

Large Head-on Colliders 3 Daughters of the Song 0	**Redgum's Ruffians** 2 Quotable Folks 1	Slumbering Skink 1 **Woodies Double Inc** 3	**Seussville Slammers** Some Kind of Voodoo

Round 2

Large Head-on Colliders 2 Seussville Slammers 1	**Redgum's Ruffians** 2 Slumbering Skink 2	Quotable Folks 3 **Woodies Double Inc** 4	**Daughters of the Song** Some Kind of Voodoo

Round 3

Large Head-on Colliders 2 Quotable Folks 1	**Redgum's Ruffians** 2 Daughters of the Song 1	**Slumbering Skink** Some Kind of Voodoo	**Seussville Slammers** 3 Woodies Double Inc 2

Round 4

Large Head-on Colliders 1 Redgum's Ruffians 1	Quotable Folks 1 **Daughters of the Song** 2	Slumbering Skink 0 **Seussville Slammers** 2	Some Kind of Voodoo **Woodies Double Inc**

Round 5

Large Head-on Colliders 2 **Slumbering Skink** 2	Redgum's Ruffians 1 **Seussville Slammers** 2	**Quotable Folks** Some Kind of Voodoo	Daughters of the Song 1 **Woodies Double Inc** 1

Round 6

Large Head-on Colliders Some Kind of Voodoo	Redgum's Ruffians 0 **Woodies Double Inc** 2	Quotable Folks 0 **Slumbering Skink** 3	Daughters of the Song 0 **Seussville Slammers** 2

Round 7

Large Head-on Colliders 2 Woodies Double Inc 0	**Redgum's Ruffians** Some Kind of Voodoo	Quotable Folks 1 **Seussville Slammers** 2	**Slumbering Skink** 2 Daughters of the Song 1

Tournament Members

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDΔ	Cas+	Cas-	CasΔ	Score
1.	[L] Seussville Slammers	Tomay	172/165	Undead	6	5	0	1	12	6	6	18	15	3	30
2.	[L] Large Head-on Colliders	Barre	186/175	Chaos Dwarf	6	4	2	0	12	5	7	25	7	18	29
3.	[L] Woodies Double Inc	erikekers	153/166	Elf	6	3	1	2	12	10	2	11	14	-3	22
4.	[L] Redgum's Ruffians	Redgum	194/224	Dwarf	6	2	2	2	8	9	-1	19	6	13	19
5.	[L] Slumbering Skink	Faulcon	172/127	Lizardman	6	2	2	2	10	10	0	15	18	-3	19
6.	[L] Daughters of the Song	DaemonicLazoth	181/186	Amazon	6	1	1	4	5	11	-6	12	25	-13	12
7.	[L] Quotable Folks	Enigma179	160/127	Wood Elf	6	0	0	6	7	15	-8	9	24	-15	5
8.	[L] Some Kind of Voodoo	Olgrot	155/158	Necromantic	0	0	0	0	0	0	0	0	0	0	-1

Cereal Revenge Conference XLIII

(Delete) (Edit) (Configure)(Replace Team)

Round 1

Dark Swans 1 **Butchrangers** 2	BBQers Rise Again 1 **Amazingly High Elves** 1	**Psych Lab** 1 Wonga Wonga Whalekillers 1	Pon Fhar Athletics Association 1 **Bedouin Falcons** 2

Round 2

Dark Swans 3 Pon Fhar Athletics Association 0	**BBQers Rise Again** 3 Psych Lab 1	Amazingly High Elves 0 **Wonga Wonga Whalekillers** 2	Butchrangers 0 **Bedouin Falcons** 1

Round 3

Dark Swans 5 Amazingly High Elves 2	BBQers Rise Again 1 **Butchrangers** 2	Psych Lab 1 **Bedouin Falcons** 2	Pon Fhar Athletics Association 0 **Wonga Wonga Whalekillers** 2

Round 4

Dark Swans 1 BBQers Rise Again 1	Amazingly High Elves 1 **Butchrangers** 2	**Psych Lab** 2 Pon Fhar Athletics Association 2	**Bedouin Falcons** 0 Wonga Wonga Whalekillers 0

Round 5

Dark Swans 3 Psych Lab 2	**BBQers Rise Again** 2 Pon Fhar Athletics Association 1	Amazingly High Elves 2 **Bedouin Falcons** 3	Butchrangers 0 **Wonga Wonga Whalekillers** 1

Round 6

Dark Swans 2 Bedouin Falcons 1	**BBQers Rise Again** 1 Wonga Wonga Whalekillers 1	Amazingly High Elves 4 **Psych Lab** 5	**Butchrangers** 2 Pon Fhar Athletics Association 0

Round 7

Dark Swans 2 Wonga Wonga Whalekillers 2	BBQers Rise Again 0 **Bedouin Falcons** 2	Amazingly High Elves 1 **Pon Fhar Athletics Association** 2	Psych Lab **Butchrangers**

Tournament Members

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDΔ	Cas+	Cas-	CasΔ	Score
1.	[L] Bedouin Falcons	ClavInfinity	173/201	Dwarf	7	5	1	1	11	6	5	40	13	27	27
2.	[L] Butchrangers	tribalsinner	170/174	Human	6	4	0	2	8	5	3	16	14	2	25
3.	[L] Dark Swans	Irqy	201/218	Dark Elf	7	4	2	1	17	10	7	18	16	2	24
4.	[L] Wonga Wonga Whalekillers	Balle2000	160/168	Norse	7	3	4	0	9	4	5	21	14	7	23
5.	[L] BBQers Rise Again	danielcollins	186/203	Necromantic	7	2	3	2	9	9	0	17	15	2	16
6.	[L] Psych Lab	eganra	197/208	Skaven	6	1	2	3	12	15	-3	6	15	-9	9
7.	[L] Pon Fhar Athletics Association	mopp	159/173	Elf	7	1	1	5	6	14	-8	6	17	-11	7
8.	[L] Amazingly High Elves	Smegish	181/190	High Elf	7	0	1	6	11	20	-9	6	26	-20	2

We Fink Wer Orks Conference XLIII

(Delete) (Edit) (Configure)(Replace Team)

Round 1

Aflof Fairies 1 Elektric Boogaloo 1	**Memories of FUMBBLs Past** SkitterSkniks Scourge	**Wild Jokers** 2 Blackwater Sting 0	Gumbeast Reunited 1 **High Street Dandies** 3

Round 2

Aflof Fairies 3 Gumbeast Reunited 2	**Memories of FUMBBLs Past** 2 Wild Jokers 0	SkitterSkniks Scourge 1 **Blackwater Sting** 3	**Elektric Boogaloo** 2 High Street Dandies 1

Round 3

Aflof Fairies 3 SkitterSkniks Scourge 2	Memories of FUMBBLs Past 1 **Elektric Boogaloo** 2	Wild Jokers 1 **High Street Dandies** 3	Gumbeast Reunited 0 **Blackwater Sting** 2

Round 4

Aflof Fairies 0 **Memories of FUMBBLs Past** 3	SkitterSkniks Scourge **Elektric Boogaloo**	**Wild Jokers** 2 Gumbeast Reunited 1	**High Street Dandies** 2 Blackwater Sting 1

Round 5

Aflof Fairies 0 **Wild Jokers** 3	Memories of FUMBBLs Past 0 **Gumbeast Reunited** 2	SkitterSkniks Scourge **High Street Dandies**	Elektric Boogaloo 1 **Blackwater Sting** 2

Round 6

Aflof Fairies 1 **High Street Dandies** 4	**Memories of FUMBBLs Past** Blackwater Sting	SkitterSkniks Scourge **Wild Jokers**	Elektric Boogaloo 0 **Gumbeast Reunited** 1

Round 7

Aflof Fairies Blackwater Sting	**Memories of FUMBBLs Past** 2 High Street Dandies 1	SkitterSkniks Scourge **Gumbeast Reunited**	Wild Jokers 1 **Elektric Boogaloo** 2

Tournament Members

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDΔ	Cas+	Cas-	CasΔ	Score
1.	[L] Memories of FUMBBLs Past	Olaf_the_Stout	154/160	Undead	5	3	0	2	8	5	3	14	11	3	25
2.	[L] High Street Dandies	Lughghcra	195/194	High Elf	6	4	0	2	14	8	6	8	15	-7	25
3.	[L] Elektric Boogaloo	Rabid_Bogscum	204/244	Slann	6	3	1	2	8	7	1	6	13	-7	22
4.	[L] Wild Jokers	Bobs	201/252	Nurgle	6	3	0	3	9	8	1	21	5	16	20
5.	[L] Blackwater Sting	Chavo	218/227	Dark Elf	5	3	0	2	8	6	2	7	8	-1	15
6.	[L] Aflof Fairies	Slothman	137/149	Elf	6	2	1	3	8	15	-7	12	13	-1	12
7.	[L] Gumbeast Reunited	gumbi	173/193	Human	6	2	0	4	7	10	-3	8	9	-1	10
8.	[L] SkitterSkniks Scourge	gladiatorluke	152/144	Skaven	2	0	0	2	3	6	-3	3	5	-2	0

Vanguards Ark Conference XLIII

(Delete) (Edit) (Configure)(Replace Team)

Round 1

Fire and Anger 2 **Brethren of the Horned Rat** 3	**Mort Volente** 3 Financial Meltdown 1	Tribute to Alan Parsons 0 **We are Ninjah** 3	Vanisburgh Vipers 0 **Intoxicated Mayhem** 2

Round 2

Fire and Anger 3 Vanisburgh Vipers 3	**Mort Volente** 1 Tribute to Alan Parsons 1	Financial Meltdown **We are Ninjah**	**Brethren of the Horned Rat** 3 Intoxicated Mayhem 1

Round 3

Fire and Anger **Financial Meltdown**	**Mort Volente** 1 Brethren of the Horned Rat 0	**Tribute to Alan Parsons** Intoxicated Mayhem	**Vanisburgh Vipers** 1 We are Ninjah 1

Round 4

Fire and Anger **Mort Volente**	Financial Meltdown 1 **Brethren of the Horned Rat** 4	**Tribute to Alan Parsons** 2 Vanisburgh Vipers 2	**Intoxicated Mayhem** 2 We are Ninjah 0

Round 5

Fire and Anger **Tribute to Alan Parsons**	**Mort Volente** 2 Vanisburgh Vipers 0	**Financial Meltdown** 1 Intoxicated Mayhem 0	**Brethren of the Horned Rat** 3 We are Ninjah 1

Round 6

Fire and Anger **Intoxicated Mayhem**	**Mort Volente** 0 We are Ninjah 0	**Financial Meltdown** 2 Tribute to Alan Parsons 1	Brethren of the Horned Rat 2 **Vanisburgh Vipers** 3

Round 7

Fire and Anger **We are Ninjah**	Mort Volente 0 **Intoxicated Mayhem** 2	Financial Meltdown 0 **Vanisburgh Vipers** 4	Tribute to Alan Parsons 1 **Brethren of the Horned Rat** 3

Tournament Members

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDΔ	Cas+	Cas-	CasΔ	Score
1.	[L] Brethren of the Horned Rat	Espionage	171/196	Skaven	7	5	0	2	18	10	8	7	20	-13	25
2.	[L] Mort Volente	OldBugman	192/199	Chaos	6	3	2	1	7	4	3	19	13	6	24
3.	[L] Intoxicated Mayhem	Erickan	205/212	Orc	5	3	0	2	7	4	3	15	7	8	19
4.	[L] We are Ninjah	markCuz	168/184	Human	5	1	2	2	5	6	-1	11	10	1	19
5.	[L] Vanisburgh Vipers	gregory_n_white	166/158	Dark Elf	7	2	3	2	13	12	1	10	11	-1	16
6.	[L] Financial Meltdown	Grod	149/184	Chaos Pact	5	2	0	3	5	12	-7	9	7	2	15
7.	[L] Tribute to Alan Parsons	polemarch	152/178	Slann	5	0	2	3	5	11	-6	10	15	-5	8
8.	[L] Fire and Anger	Pij	175/163	Necromantic	2	0	1	1	5	6	-1	3	1	2	2

Maniac Mammalians Regional XLIII

(Delete) (Edit) (Configure)(Replace Team)

Round 1

S'Drazil 3 Messrs Understood 0	**Gray's Anatomy** 1 Lords of Toruk 0	**Ankle Grab United** 2 Quod's Grunts 0	Treemates 90s Class 2 **Call of Cthullu** 3

Round 2

S'Drazil 3 Treemates 90s Class 1	Gray's Anatomy 0 **Ankle Grab United** 1	**Lords of Toruk** 1 Quod's Grunts 1	**Messrs Understood** 2 Call of Cthullu 0

Round 3

S'Drazil **Lords of Toruk**	Gray's Anatomy 2 **Messrs Understood** 2	**Ankle Grab United** 2 Call of Cthullu 0	Treemates 90s Class 1 **Quod's Grunts** 2

Round 4

S'Drazil **Gray's Anatomy**	Lords of Toruk 0 **Messrs Understood** 1	**Ankle Grab United** 2 Treemates 90s Class 1	Call of Cthullu 0 **Quod's Grunts** 3

Round 5

S'Drazil 2 Ankle Grab United 0	**Gray's Anatomy** 2 Treemates 90s Class 0	**Lords of Toruk** Call of Cthullu	Messrs Understood **Quod's Grunts**

Round 6

S'Drazil **Call of Cthullu**	Gray's Anatomy **Quod's Grunts**	Lords of Toruk 1 **Ankle Grab United** 2	**Messrs Understood** 2 Treemates 90s Class 0

Round 7

S'Drazil 2 Quod's Grunts 0	Gray's Anatomy **Call of Cthullu**	**Lords of Toruk** 2 Treemates 90s Class 1	**Ankle Grab United** 3 Messrs Understood 0

Tournament Members

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDΔ	Cas+	Cas-	CasΔ	Score
1.	[L] Ankle Grab United	Satans_mechanic	165/160	Undead	7	6	0	1	12	4	8	20	15	5	30
2.	[L] Quod's Grunts	Quod	199/226	Orc	5	2	1	2	6	6	0	18	13	5	22
3.	[L] S'Drazil	Ice2	126/141	Lizardman	4	4	0	0	10	1	9	17	3	14	18
4.	[L] Messrs Understood	rangev	154/160	Norse	6	3	1	2	7	8	-1	16	28	-12	17
5.	[L] Gray's Anatomy	almic85	142/134	Khemri	4	2	1	1	5	3	2	8	10	-2	16
6.	[L] Lords of Toruk	Lord_Hereticus	163/176	Chaos	5	1	1	3	4	6	-2	15	10	5	7
7.	[L] Call of Cthullu	Belphegor	92/134	Lizardman	4	1	0	3	3	9	-6	10	16	-6	3
8.	[L] Treemates 90s Class	polemarch	118/139	Halfling	7	0	0	7	6	16	-10	17	26	-9	0

I-House Regional XLIII

(Delete) (Edit) (Configure)(Replace Team)

Round 1

Giant Hats of Pain 0 **Blue Green Envy** 2	**Fist of the Southern Cross** 2 Black Mass Reverends 0	Harrowed Helf Harlequins 1 **Skye Xotica** 2	**Guild of Undead Minions** 2 Unhappy Khlowns 0

Round 2

Giant Hats of Pain 0 **Guild of Undead Minions** 0	**Fist of the Southern Cross** 2 Harrowed Helf Harlequins 1	**Black Mass Reverends** 2 Skye Xotica 1	**Blue Green Envy** 2 Unhappy Khlowns 0

Round 3

Giant Hats of Pain 2 Black Mass Reverends 0	Fist of the Southern Cross 0 **Blue Green Envy** 5	**Harrowed Helf Harlequins** 2 Unhappy Khlowns 1	**Guild of Undead Minions** 1 Skye Xotica 1

Round 4

Giant Hats of Pain 0 **Fist of the Southern Cross** 2	Black Mass Reverends 0 **Blue Green Envy** 3	**Harrowed Helf Harlequins** 1 Guild of Undead Minions 1	Unhappy Khlowns 1 **Skye Xotica** 1

Round 5

Giant Hats of Pain 2 Harrowed Helf Harlequins 0	Fist of the Southern Cross 0 **Guild of Undead Minions** 2	Black Mass Reverends 0 **Unhappy Khlowns** 2	**Blue Green Envy** 4 Skye Xotica 0

Round 6

Giant Hats of Pain **Unhappy Khlowns**	Fist of the Southern Cross **Skye Xotica**	Black Mass Reverends 1 **Harrowed Helf Harlequins** 2	**Blue Green Envy** 2 Guild of Undead Minions 0

Round 7

Giant Hats of Pain **Skye Xotica**	Fist of the Southern Cross **Unhappy Khlowns**	Black Mass Reverends 1 **Guild of Undead Minions** 1	Harrowed Helf Harlequins 0 **Blue Green Envy** 4

Tournament Members

	Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDΔ	Cas+	Cas-	CasΔ	Score
1.	[L] Blue Green Envy	BeefyGoodness	205/239	Slann	7	7	0	0	22	0	22	16	11	5	35
2.	[L] Skye Xotica	JoeKang	193/216	Chaos Pact	5	1	2	2	5	9	-4	16	2	14	19
3.	[L] Guild of Undead Minions	Lughghcra	129/139	Khemri	7	2	4	1	7	5	2	14	18	-4	18
4.	[L] Unhappy Khlowns	lolvenom	133/142	Khemri	5	1	1	3	4	7	-3	12	7	5	17
5.	[L] Fist of the Southern Cross	TransientNomad	121/183	Chaos	5	3	0	2	6	8	-2	14	13	1	15
6.	[L] Giant Hats of Pain	DixonHuang	133/149	Chaos Dwarf	5	2	1	2	4	4	0	13	6	7	12
7.	[L] Harrowed Helf Harlequins	ItchyCrotch	124/153	High Elf	7	2	1	4	7	13	-6	5	22	-17	12
8.	[L] Black Mass Reverends	Dark_Lord	124/178	Nurgle	7	1	1	5	4	13	-9	6	17	-11	7

Hall of Fame

SinisterDexter

OK, so I dropped the ball on this one. Mae maxima culpa (for those of you without the required education in Latin, that means I'm sorry).

A busy schedule means I simply ran out of time to put up an AusBowl thread in regard to the Hall of Fame. But I also had a bit of a re-think about how it should work.

Instead of trying to separate out the various regions for the Hall of Fame Star Awards, I am now instead going to use the existing, South Australian, awards and expand them nationally.

To recap, there will be three categories of Hall of Fame Inductees.

Champions are winners of any BL!TZ-represented tournaments or leagues .

Stars comprise five sub-categories, as below, and are nominated and voted in by the AusBowl community:

- One Eye's Helmet is granted to the coach voted most tactically superior in all ways.
- The Sinister Garter is awarded to the coach voted the best presenter of teams (includes background, fluff and painting).
- The Darkhorse Ribbon goes to the coach who wins the MVP award (this is a slight change from previously, but as it is essentially the same award, I felt it was appropriate to confer it in this way).
- The Cod Piece of Sharnt goes to the best coach of stunty teams.
- The Vain Gauntlet is conferred upon the most brutal coach.

I will (I promise) put up a thread on AusBowl for voting on the nominations I have received thus far. If you have any additional nominations, please email them to southernstrikeeditor@gmail.com.

The final category is Legends, awarded only after debate amongst the AusBowl Committee upon individuals who have proven their stripes in more than one way within the community over many years.

Each category, except for Legend which is based on lifetime commitment, is based on the 12 month period prior to voting.

So keep your eyes open for the 2012 Hall of Fame voting thread.

I am undecided yet whether you will see an additional magazine next issue with the Hall of Fame inductees in it, or whether it will be released as part of BL!TZ issue 5. But either way, it will be there.

SinisterDexter

TEAM SPOTLIGHT:

DA SKUMMI GITZ

The longest WAAARRRGH RD

by one eye

Da Skummi Gitz have been my number one Bloodbowl team ever since that day playing my first ever Blood Bowl game. I loved the flexibility they offered in play style and tactical options and, while you may raise an eyebrow or two at that, have no doubt *Da Skummi Gitz* have not and never will be a solely bash-orientated orc team! They do it with flair, they do it with a balls-out attitude but they never do it half-arsed... that role is filled entirely by their famous coach! May i introduce my alter ego, *Da Skummi Gitz* coach and my long time psychotic delusion, One Eye!

bout time 'umie. RIOGHT! Lisstun up yer snotling fondlerz! Dis iz da storri 'bout ow da bashiust, meanust 'nd bestust team of greenskinz eva ta take da Bloodbowl pitch wuz birrfed! Birrfed ta fight! Birrfed ta kill! Birrfed ta thump evri 'umie, pointy eared git and fat stuntiez dat dares git in da way! Wez Da Skummi Gitz 'nd wez dead 'ard we iz!

Well he was unusually respectful today... must be the new hair squig.

Anyway *Da Gitz* are nothing without their head coach One Eye who has seen the team through many glorious victories and some hard defeats. For a quick word about his long term coaching abilities and general brilliance, may I introduce the teams vicious star troll Meatbag, who has graciously offered some of his time to talk about his beloved coach One Eye.

boss mean! Hits Meatbag.

Erm... a troll of many words... lets try the team's long term captain and star Blitzer, Lag.B.Hind!

Da Gitz ain't nuffin' wivout da evilust orc ov dem all leadin' us ta victory! Tis said da boss wuz birrfed undaneef a ragin' dragon off da Peakz of Doom. He dun cum rioght out of da ground undaneef da dragons dung'eap... lucki sod! 'Ee gitz all da luck...

Erm yeah... lucky indeed. Thanks Lag.

So yes, I'm One Eye or at least I am whenever it comes to anything Blood Bowl related. Just as a duck is to water or a fat man is to a MacDonalds dumpster, One Eye is to those mad, green skinned devils known as orcs.

The best way to explain my fascination and enjoyment of playing orcs is that they just fit me right! Its the best explanation i can give but it works. I have tried the rest but I always come back to the best team that fits my desire to break bones and crush spleens while still being capable of the occasional dazzling pass play or lung-bursting run downfield.

What I know is the reason I continue to and always will enjoy *Da Skummi Gitz* is due to the back story and history I have cultivated with the team over nearly two decades. Its the same reason I enjoy the Horus Heresy books so much as the story just continues to grow (and grow and grow and grow in the Heresy books case!) and so does *Da Skummi Gitz* story...

But where did it all actually begin and who is ultimately responsible for this abomination bing given life? Well it may surprise you all to know the culprit is in fact this very publications editor, my brother SinisterDexter!

Da Skummi Gitz came into being the moment my brother and I played the amazing game we all know and love. Starting off with numerous random leagues between a core group of six of our gaming friends using the old tournament challenges system, *Da Skummi Gitz* soon had their opponents scurrying for cover and screaming

"I CONCEDE! GET AWAY FROM MY TEAM YOU DEMENTED MADMAN!".

It's actually pretty hard to blame them considering it was back with the early rule packages when you could play with Piling On (back when the skill deducted the blockers STR from armour or injury) and you could combine that with Mighty Blow and use it for fouls! Throw a troll in with those skills and HELLO -7!!

Yeah somewhat ridiculous! Those

were enjoyable days though as we encountered the first tantrums related to those &$^#*@#ing plastic dice that ruin every game even though my tactics are amazingly flawless and I would never lose except the dice always...

Ahem... yeah sorry about that... Lets get back on track...

We enjoyed scenarios such as a giant picking up and relocating our main stadium to the chaos wastes in order to restart our teams for the rule changes (LRB's) and we enjoyed some proper Dungeonbowl leagues. Late night game sessions and a regular chance to play hours and hours of Blood Bowl followed by hours and hours of Mario Kart was all we needed to make the weekend great (ahhh the good old days!).

As we grew though, I fell away from the great game and One Eye, barely in his infancy within my chaos-addled mind, became disgruntled at the embarrassing lack of kahunas within the opposition and quit to wander the Old World. Some rumours abounded that the coach suggested the league Commish (his likely adopted sibling SinisterDexter) to cram his little white dice exactly where the double skulls could do the most damage but the reality was that school (snigger) then University (oh please you spent it drunk) and then working life (GAH HA HA!!) became more important and gaming fell from my mind.

As we all well know though, the immensely evil whispering and dark dreams of Blood Bowl would always claim its lost souls back within its loving embrace and I was reintroduced to the great game at the most fortuitous moment for South Australia's growing Blood Bowl movement, the Southern Shrike Bowl, our first state tournament!

Coach One Eye himself.

Within a single weekend I had played six matches, met some fantastic people whom I easily won over with my immense charm, wit and generally affable personality as well as won some cool prizes. I was hooked again! But this time it was LOVE! The thirst for the blood of my opponents (no no the coaches on the other side of the table not their mini's), the desire to pile on the touchdowns one after another and the unholy glee found within the most beautiful tactic in the orcish tactical book, Da Cage! Oh I was in heaven.

For months i planned my return to Blood Bowl. I practiced hard, learnt my teams strengths and weaknesses as well as trying different mock-ups for the next tournament. The months dragged by as I became more and more eager until the date finally arrived, SSB09 was here and I wanted the trophy bad! Now I have always lived by one simple credo when playing Blood Bowl, 'Taking a plan into a game is like kissing your girlfriends best friend... its fun for a while but doomed to fail from the start!', however I decided I did need to go into each match with some level of planning and it all began with the team setup.

Southern Shrike is a unique tournament in Australia due to its skill packages, which without going into heavy detail for those

of you outside of Oz, offer a choice of either just skills or some skills with a single stat increase, of which *Da Skummi Gitz* took the +AG package. Why the plus AG you ask? Because there is one thing, one single occurrence that will not only end an orc team's chances in a tournament but will also very likely frustrate you so much as a coach that you lose focus, concentration and multiple clumps of your hair...

Yes its that bloody orc thrower who fails to pick up the ball... every... single... goddamned turn!

Now every regular orc coach has just muttered the words YES GOD YES! I am sure and when it happens against a team like woodies or skaven, it's a disaster and you may as well retire to the bar and begin the slow process of melting each individual plastic dice that continues to roll 1's and 2's into a thick paste.

So with this in mind, I placed the +AG on the Thrower, saddled up my 4 Blitzers with two Guards, Tackle and a Frenzy and the rest was history! First place with a 5/1/0 record and only a single touchdown scored against da lads the entire tournament.

Now in hindsight, after having played much more BB and coming up against better skilled and experienced coaches, I probably would not go with this skill set again but at the time it worked to perfection and *Da Skummi Gitz* had tasted glory, One Eye was hooked and it looked as though much of the state of South Australia was as well.

Soon SA was abuzz with plans for building the great game in our state and the old chestnut for a state v state championship became a hot topic across the community, leading to the first bi-annual AusBowl State Championship tournament in the wastelands of New South Wales.

Da Skummi Gitz had earned their place on the team via no less than three separate avenues (SSB09 winner, Selection League winner and highest place SA coach at SSB10) so off *Da Gitz* went on their first interstate tournament in 2011 with five other SA hopefuls including SinisterDexter and a blast from the past in BenSquig who was knee high to a grasshopper last I had seen him when we played a short-lived Blood Bowl league many years ago .

Most of the top players within Australia had made the trip and the quality of play was very high, exactly the type of competition *Da Skummi Gitz* and One Eye craved. Despite it being very difficult to type, let alone say out loud, NSW is definitely the hotspot for Blood Bowl in Australia and has many of the top players living within its borders (oh I was just a little sick in my mouth) so it was really exciting to have the opportunity to play against and watch how other coaches played their teams, formed tactics, team choices and approached the team they were facing.

Battle was done for two days and *Da Skummi Gitz* almost finished the tournament undefeated with a 3-2-1 record but what impressed me the most was just how many people in Australia loved the game and would willingly travel across this great land to compete in a truly national event. I think it served as a wake up call to all the states that it was time to bring the community much closer together, which some of the community's greats have been brilliant in achieving.

Back to the *Gitz* though and nothing could stop the desire to play Blood Bowl now as One Eye's soul had been captured and contained within his green speckled dice of power, fated to remain sealed within until he had rolled a thousand double skulls. His life now revolved around those dice, minis and even the attachment of the old ball and chain to this greenskins leg couldn't hold him back as *Da Skummi Gitz* made the move back into league formats by first joining the CCKUP (City of Churches BB League) before finding a hidden gem just around the corner from his cave in SABBL (Southern Adelaide Blood Bowl League).

Da Skummi Gitz made their return to the league scene in the CCKUP's Season 5 and went 11 rounds undefeated before a plucky Slann team called *Killer Kangas* coached by a pure gentleman of a bloke, Kanga1869, managed to take them down just before the finals.

Recovering well though, a brutal Quarter Final slaughter saw One Eye facing off against the league Commish and his powerful undead team *The Dead Ringers*.

As all coaches know, there comes along a game once in a very long time that was just such an epic encounter that it will forever sit within your memory until the day your corpse is reanimated and sent back into battle as LOS fodder! This game took over four hours, 24 mind numbing turns, deaths, heat waves and in the end, still no clear winner! The right to move forward into the CCKUP Grand Final would be won on the roll of a dice.

Sadly for *Da Skummi Gitz*, the luck had run out and they were knocked out with the dice roll but One Eye, after overcoming the pure exhaustion of such an epic encounter, was so very happy with the performance after managing to hold out the undead hordes despite never having a full 11 players on the pitch from the end of the first turn! Desperate defending, miracle passing plays and a brutal slog-fest from every able-bodied orc allowed *Da Gitz* to leave the field with their heads held high and their pride intact... its just that someone forgot to tell One Eye...

Ohhhhh dos stinkin', cheatin' na goud ded zombie huggin' gitz! Wez 'ad em! Didunt evun need da full mob of ladz to thump da stink outta doz dead buggas! GGAAAHHHH WEZ WAZ ROBBED!!!

One Eye is certainly the true sportsman of our dysfunctional relationship...

As with the SSB08 defeat though, One Eye doesn't just sit back and sulk about the results (well only for about a month or so and the repairmen managed to fix the curiously fist-sized holes that peppered the households walls) and preparations were made to train harder, longer and meaner than ever before for *Da Skummi Gitz* return next season. Working his players to the edge, One Eye made them leaner, meaner and faster than even he thought was possible.

As the season progressed, the wins flowed freely as did the SPP's with individual players improving beyond imagining, none more so than captain Lag.B.Hind who, without drugs, magical assistance or godly interference, managed to roll via our brand new website www.cckup.bloodbowlleague.com (shameless plug #1) a grand total of two MA increases (three actually but the third can't be taken) and a STR increase plus a double roll to become an unstoppable touchdown scoring killing machine!

Combined with the unrestrained brutality of Meatbag the troll (league top killer and second highest casualties), the throwing prowess of Eddi 'Da Chukka' Simowitz along with a trio of skilled up Blitzers who could fulfill almost any role required, by the end of the season *Da Skummi Gitz* had amassed a team cost of over

Lag B Hind

Orc Blitzer
Roster Number 9
SPP 86
Value 240,000gp

Achievements:

Interceptions:	1
Touchdowns:	15
Casualties:	6
MVP awards:	5
Extra SPP:	2

MA	ST	AG	AV	Skills
8	4	3	9	Block, Dodge, Tackle

two million, played an undefeated season and taken out the championship in a near perfect style.

It was a really enjoyable campaign of which my biggest highlight continued to come back to playing a relaxed game against Sharnt in the middle of a pub against a truly scary Nurgle team and also making a long trip out to play Mark and his Slann at his home enjoying banter, beer and tactical discussions that sometimes led us to ignore the game in front of us! People like this make playing Blood Bowl a true experience and really do make the effort worthwhile.

At the official season ending team party, One Eye was reportedly captured by one happy snapper with a tear in his eye as he lovingly gazed at the trophy. These rumours cannot be confirmed however as the bloodied corpse of said cameraman was found later in the night with the empty camera inserted where no camera should ever be inserted... One Eye had this to say about his team success...

Wez stomp'd 'em good un propa! GAH HA HA!

Perhaps the most sporting response ever made by One Eye...

Anyway there was no rest for the lads as they were due to make the long boat ride back to the wastelands and then make their first ever appearance at the fabled EucBowl tournament, the largest tournament in Australian history with over 70 coaches attending!

The list of coaches participating made sobering reading as the best of the best in Australian Blood Bowl turned out for their chance at glory and One Eye wanted to test himself in the cauldron of sweaty, beer-soaked, bloodthirsty Australian BB coaches, ah heaven!

Being a bright eyed (or just eye) cherub from the clean streets of Adelaide, the hussle and bustle of the big smoke was definitely something new, but the general attitude and friendliness of Australian players really is something to be proud of, and seeing a crowded room of that size full of blokes with a keen and unashamed love of our tabletop slice of heaven really does highlight the great work being done by organisers like Virral, tribalsinner and Drakeular. Two big green thumbs up guys.

Back to the action and *Da Skummi Gitz* found their opponents a lot bashier than other tournaments as the squad came up against two other greenskin teams, a nearly entirely Mighty Blow skilled-up dwarfen lot, a Khemrian team coached by a rambunctious skinhead determined to win One Eye over with (ugh) friendliness and kind words (Paul knew my weak spot... bald men!), an army of blodging hotties in Amazons and finally some kind of pointy eared

Coach One Eye holds up the CCKUP trophy.

gitz that One Eye couldn't recognise after beating the living snot out of them for 16 turns!

After some of the toughest and a couple of hilariously fun games I have played at a tournament, *Da Skummi Gitz* had bashed their way to a 5-0-1 record and came in as the tournament runner-up. It really was something special to do so well in my first EucBowl but I would be lying if I didn't want to hold up that magnificent trophy for top spot... that thing is mammoth!

In the end it was a final turn touchdown to the Amazons that saw One Eye miss his goal but as always, he was magnanimous to the end...

Ohhh dos stinkin' pointy ear'd gitz cost mez da trophee!

Grrrrr iz gonna 'ide Meatbag in iz luggage and skip da fuggly brutes snack! Guhh haa ha! Gawd iz 'ate elves...

So honest, so deluded (*oi! Iz nowz where ya live 'umie!*)...

So *Da Gitz'* road trip ended on a high and while it was an amazing experience, even orcs have the saying 'there's no place like home' and it was off home to lovely, boring but wouldn't-live-anywhere-else Adelaide, safe once again now that the warrants for One Eye's capture had been cancelled (*iz swear on me muvva's left lug 'ole i dun knowz nuffin 'bout dat dead camera persun...*), the squad could relax and savour their hard work in bringing glory to the name *Da Skummi Gitz* and their coach One Eye.

This therefore was probably a contributing factor to the resulting riot and near lynching of the burly coach when the returning team found their bunkhouses full of pansy, pointy-eared elves who were apparently making themselves quite comfortable! It's also highly unlikely One Eye's next poorly chosen words did much to quell the growing anger of his players...

Ahhh yer... fergot 'bout you lot. Ladz i wanna be da ferst ta intra...ta intor...

gah bugger it, dis is ma new team iz takin' to da SSB... youz all got 10 minits ta empty yer lockers 'fore yer tossed out by da security Trollz.

The team poses in front of the same CCKUP trophy.

Needless to say One Eye was occupied over the next few months as he recovered from multiply broken bones and the an tricky removal procedure of Lag.B.Hinds left cleat from his butt. However as soon as he was able to walk, One Eye began the long road once again of tournaments, leagues and bank robberies that were all vital components to any Blood Bowl teams season! It wasn't over for *Da Skummi Gitz* though, as they say 'Once you've gone green you can't leave where you've been!' but One Eye had a new challenge to face with his elves although this would pale in comparison to what awaited him when he tried out a SABBL league season with goblins...

But that will have to wait for another time as i am very sure i have rambled on well over my page limit already! My life would not be worth more than a goblins season paycheck if i didn't hand over the stage to One Eye to end proceedings.

Iz comin' fer youz 'umies... mez dun neva fergit and me dun... erm... wait wat waz i sayin'...

BAH! MEATBAG... git dem!

Oi ya useless bag ov goblin mush! Iz dun pay ya a squig a mumff fer ya ta... wat? What 'bout yer pay? I fired ya 'member!? Oi git 'way from me ya big lug! Not da face itz me muneymaka!!

GGGAAAAHHHHH!"

I hope you enjoyed the article and may all your dice bounce once, chip your favourite model then come up snake eyes!

One Eye

BETWEEN ROUNDS

Last month we looked at some of the settings we can use on the camera itself to affect the image you get out at the end.

Now it is time to look at the effect that we have on the image themselves. It is all very well to sit here and talk about aperture but really what is going to happen on the resulting image?

To show a little bit more on what it is that actually happens when we change the aperture, we will look through a series of images that were taken at CanCon 2012.

We can also then have a look at what we can get from those changes in aperture. How can those effects be used to achieve a look?

To help show what is happening in these images there are a lot of variables that have been removed. I have used a light-box to remove light as a variable. I have also fixed the ISO level. As the aperture narrows, the shutter speed will decrease proportionally. So to remove the effects of camera shake at lower shutter speeds it is mounted on a tripod.

Image 1 - f2.8 and 1/160

So the aperture in this image is wide open. The effect of a narrow depth of field can be seen immediately.

The focus point is the nose of the minotaur and all miniatures in that line are relatively in focus. You don't have to move too far forward or back before focus is lost on most of the miniatures. This is something that we can use to isolate a figure on a crowded table. In this photo the minotaur is obviously the point of focus and stands out in amongst the sea of miniatures, so we can use that in our photos.

Image 1

If you have a centre piece you are specifically trying to grab a hold of, this is an easy way to grab it.

It will keep any intervening models out of focus and it wont distract from where you want the focus to be.

Now compare this to Image 2.

Image 2 - f4.0 and 1/80
The changes are subtle, but can be seen easily even though the change was a small one.

To the right of the minotaur the detail in the face of the miniature has taken on more definition. On the far right, model 6's horns have become less isolated from the model behind.

On the far left the chainsaw wielding psycho is now almost totally in focus. The rear legs of the centaurs are now sharper and even more of the minotaur, the focus point, is sharper and more defined.

Depending on what our goals are in the image, these may be negative or positive changes.

Are you taking a shot of the minotaur? Is it a photo of the entire team? Are you trying to capture a specific model but then have some context around him on the field?

While the changes are only slight, the changes in depth are plain to see.

So what are the other changes between f2.8 and f4.0?

While the two images look the same, Image one is letting in twice as much light as Image two.

Image 2

Image one has a shutter speed twice the speed of Image two.

Now in these relatively controlled

shots there is little impact, but at the tables, f2.8 will freeze your camera shake more reliably than a setting of f4.0. However your focus area is much narrower and grabbing your miniature in focus is just a little bit trickier.

Image 3 - f5.6 and 1/40
Probably the biggest change here is what happens to the "front" of the image. The rest of the detail is starting to come into the image. We can make out most of the detail though the crispness is not quite there yet.

The image is definitely starting to "flatten out" as well.

minotaur's gauntlet is starting to get lost on the horns from the miniature in front.

The detail of the miniature immediately to the right and behind the minotaur picked up in its crispness.

Another change to the image is that, while the minotaur is still the focus, the two centaurs and some of the other miniature are starting to become just as dominant in the photo.

We are now also getting into the range where you would need a lens with image stabilisation or a tripod.

Image 3

While we haven't lost it completely yet, the front of the

Ideally we want a shutter speed higher than the length of

the zoom to keep the image steady.

So without the tripod or image stabilisation, we can happily support approximately a 50mm lens.

The miniature immediately to the rear right of the minotaur is likewise detailed enough to be acceptable.

Despite all that changing out at f8.0, we are still talking about a

The inset image is the rear-most and front-most miniature at f2.8 and f8.0 and it is easy to see how much the image has changed and flattened. For a true team shot this may not be flat enough.

Image 4

Some uses I can think of for something like this would be a line of scrimmage. You line facing the camera and then the opposition backs slightly out of focus.

Image 4 - f8.0 and 1/20
This is easily the first serviceable team shot. Numbers 4, 3 and 5 across the front are still slightly out of focus , but there is enough detail while still keeping some depth to the image.

fairly narrow depth in the image. From the front miniature to the miniature at the back is still only about 8-10cm.

We are starting to really see the image flatten with the models behind and in front of each other starting to lose that definite separation.

In itself it is not a problem, but you may not want that happening depending on what you are looking for in the image. Personally, I think it provides a good starting point.

At 1/20 second shutter speed, an image stabilised camera or lens is still able to be held in the hand and get a good photo. Aperture of f8.0 gives you a little depth when miniatures are spread out a lot, but you can still easily capture a good number of miniatures in the shot.

Image 5 - f11.0 and 1/10
Now we are starting to see the team come to life nicely! Number 3 in the front is now nicely defined.

There now is very little in the image that would be considered out of focus. All the numbers are very clear, most of all detail on the miniatures is visible.

Looking at the differences in the images from where we started at f2.8, you can now start to see the way people will look at your shots.

When you go back to the first image, you are immediately drawn to the minotaur. He is in focus, most of his teammates are out of focus. There is no distraction from the focal point, the minotaur.

As we move through the images you find your eyes wandering more and being less dedicated to studying the minotaur. There is more interest across the image that we are happy to digest.

The above image is a total failure for someone who wants to highlight their newly painted minotaur, but they would be very happy if they are trying to showcase their team as a whole.

At this stage though we are now down to a fairly low shutter speed. With arms braced in against your body or elbows on the table you can still handhold for this speed but we are entering the realm of tripods.

Image 5

Also with f11, the light coming in is not going to be suited to your typical tournament venue without the shutter speed going even lower.

But how much further can we take it?

With a setting of f16 do we actually get that much more? Depending on the camera, taking the aperture too narrow can introduce degradation of the image quality though unless you plan on looking at images at 100% or printing at A3 then they likely won't be noticed.

Image 6 - f16 and 1/5
You would really have to ask yourself if it is worth taking your shots beyond f11.

How much you zoom in can change the effect of depth of field. These photos were all taken reasonably close on a 100mm lens on an dSLR and regardless of the camera, you should see similar changes in the images you get as you change the aperture.

Image 6

The inset image compares the front of images 5 and 6. You have to ask whether it is worth it?

For these images, you really need to a tripod. The aperture is now so small that the lighting at most venues is going to require very slow shutter speeds. Having a flash is going to produce some rather harsh light so other external lighting would be a good bet.

But comparing the images we really have no grounds for it,

that your images are going to appear. On the web, you are going to have to reduce the images. In print, a lot of the issues you see on a computer screen disappear.

Unless you are taking a picture of a complete army or want a large section of the board in focus, f11 is probably all you need.

So what is it that we need for taking photos?

Well all this article's photos were taken with controlled light to show the effect of changing nothing but the aperture. We wont always have that luxury and the changes in the lighting will change your image's exposure but not your depth of field.

Wide Apertures

Anything from f2.8 through to f4.0 could be considered a wide aperture.

At these apertures, at these distances, you are going to isolate your focal point in the image. The depth of field is going to be rather small.

You are also going to make the most use of the light that is available at the table. By comparison the shutter speed will also be faster so will produce less camera shake.

These apertures are going to be more favourable for you walking around at a convention, but they will end up having a reasonable amount of the photo out of focus.

On this page you can see a photo take on the Bushranger Bowl field and it is a good example of what we are talking about. The photo was taken without a tripod and it actually looks a little distracting.

At these apertures you are going to be able to hand-hold the camera easily but it is going to be more useful for isolating a single figure.

Even if you can't get close

enough during a game, it's ok to crop into the picture to get and image you can use or isn't distracting. Most of the images we are going to use are not going to be used in a format where we need the full sized file.

Narrow Apertures

Setting the aperture to f11 or f16 is going to grab a lot more in focus as you have seen and is going to be much better for getting a large section of the board on the image.

The main problem is going to be that with the tournament light, you are going to need a flash which can really stuff up the image results.

These days though the adjustments the camera makes through metering are pretty decent.

Starting off with your camera at f5.6 or f8.0 is going to be a good compromise. The camera is going to get enough light that you should be able to get results without a tripod.

You should be able to get a reasonable amount of the miniature in focus, as well as the surrounds to give it some context.

Each tournament will be different. Adjusting from where you know your camera for the specific event might be the best approach.

By selecting a place to start you will quickly get a feel for your camera and how the depth of field and aperture play out. If you are interested in photography at all it is probably the one setting you will use more than any other on the camera.

So stop pretending it is all too hard. Set up some of your own miniatures and start experimenting.

You will be surprised just who quickly you will start getting results.

Carnivean

The Noob's Journey

By Murishido

The last time I had rolled a block dice in anger was back in the mid 90's as scrawny pimple faced kid who thought war gaming was cool but secretly knew better. So after having cast aside Warhammer Fantasy as my gaming pursuit I was now keen to throw myself back into the fray as a now scrawny slightly wrinkled adult and SLOBB offered me the opportunity through their newly started Rookie League.

I've always loved the RPG aspect of Blood Bowl and I liked the thought of being able to nurture my team to greatness and be an omnipotent father figure for my little lead children helping them grow as both a team and as individuals.

So when looking at which team I'd kick off with I wanted a squad for the long haul and was advised to take quality over quantity as the eventual development would offset the initial disappointment.

This, combined with irrational loyalty of a dyed in the wool Queenslander, led me to submit my state of origin themed slann team: *The Slanna Park Toads*.

Now the slann are apparently an odd team for a newcomer and came with several warnings from the league that I may lose interest as my team did horribly at first.

Without core skills such as Block or the re-rolls like Dodge, Sure Hands, Catch or Pass there were bound to be plenty "Dear god why me" turns in the season ahead. But my thought process was that because they played so differently my opponents wouldn't have the edge of experience over me. Smart hey?

…well no.

My first shock in the Blood Bowl world came even before a dice was rolled when I figured out "rookie" wasn't referring to hapless newbies like me (Oh you only get to use the Dodge skill once a turn hey hmm perhaps I should read this rule book thingy?) rather it meant stone cold Blood Bowl killers with new teams.

Two games in and I'd managed to defeat my two opponents, a chaos pact team and humans, on both the scoreboard and the casualty tally. The team was starting to skill up and life in the clubhouse was good.

My Catchers were dancing around the opposition whilst my Blitzers pinned down their star players and the line frogs were kicking all comers in the nads.

Then came the cruel hard shoulder tap of reality that sometimes results are form luck rather than skill.

You know how I said I wanted to nurture these small amphibious athletes like they were my children? Umm to my future offspring - please don't read this.

Quickly after securing a strength upgrade my star Catcher, league leading scorer and all around nice toad Bombina Slater died at the hands of a bored pro elf lineman on a meaningless turn 16 blindsiding. I learnt quickly that in Blood Bowl death is inevitable and the best way to deal with it is with the hardened heart of an 18th century slave trader.

Pretty soon I was staring at a slightly different win loss record with three losses and a draw offsetting the good early start. And it wasn't just the score board that was starting to get on top of my poor amphibious athletes but I was starting to carry a few injuries from game to game with Dendrobates Lockyer now

carrying a strength penalty.

But on the flip side the skilling up had begun as I'd obviously employed the Melbourne Storm coaching staff with all the Wrestle going on and my two blitzing toads Meninga and Wally had grabbed their second skill.

The Bllitzers' second skills posed a bit of a conundrum – do I make them more effective right now or more likely to get the SPP. With Meninga I chose to play for the team and gave the little leaper Guard whilst with Wally I went down the controversial route of taking Piling On to up the SPP production.

Now my Piling On decision was roundly laughed at but the reasoning was three fold.

1. I wanted to skill up quicker and Piling On is more likely to cause an injury than Mighty Blow.

2. With the Jump Up skill he was still able to hit people each turn

3. Being a rookie league with people focused on development fouling was less prevalent. Entire fouls committed against my team all season – 1, in the third game to stop a guy standing up and blitzing the ball carrier just before the end zone.

Over the last few games his Piling On came to be a little feared, knocking out opponents, lodging two kills and keeping the slann in the casualty race.

In the end the toads finished the year mid table taking four wins, one draw and five losses on their way to the equal third team value of 1590.

If I had three things to impart on fellow newbies these would be my lessons:

1. You control the game by doing less not more. Every dice roll is a turnover in waiting so taking that 35 in 36 "chance" six times a turn is going to lead to tears.

2. Re-roll skills and anything that affects the both down are kinda handy

3. Outside the box skills force your opponent to go to plan B, and

4. Maybe I like hitting people more than running around them – though not sure how that is helpful to anyone else

But most importantly I reinvigorated my affair with Blood Bowl and found a very courteous gaming group.

So armed with a new Blood Bowl play book filled with incompetence rather than naivety and ignorance hopefully my second rookie team, *Murishido's Mercenaries*, can be an even more enjoyable experience.

Murishido

Picture by knut_rockie
http://fantasyfootballart.blogspot.com.au/

BL!TZ Bridesmaids Wall

Welcome back to the BL!TZ Bridesmaids Wall. As some of you may know, the wall achieved success with its first entrant (I fully expect a whole bunch of self submissions in the future now). Sangraal (Bill) went and got married, finally picking up his maiden win at Clash of the Titans in February. But once on the wall, you never leave. Bill has upgraded himself from "A Real Mother" to "The Blushing Bride". Sangraal would be the first to admit some of his runner ups probably hold a bit more significance than this win, but I'm sure he is grateful to have the monkey off his back, well done Bill. Which leads us to this issues entrant....

Not far off Bills career of seconds.. our Brides Maids wall wouldn't be complete without this man. A round of applause for Brad Milner... AKA Redcard.... AKA Chavo... AKA Marooncard... just to name a few alias' of this special individual. Holding an impressive resume of runners up awards including CanCon and AusBowl State Championship One (individuals), Brad is notorious for being a complete write off or for putting himself right in the mix and falling at the last hurdle. Whether tournaments or in league play for SLOBB, this man just can't take a trick. SLOBB went as far as to throw him a bone, and slot him into the AusBowl Team Championship winning SLOBB Bone Idlers at the expense of the individual winner Doubleskulls (Ian), but lets not kid ourselves and consider that piggybacking effort worthy of avoiding the BL!TZ Bridesmaids Wall. Brad will be our "The Wild Card", partly because there is Card in the name, and partly due to the "cuddliness" of the Bridesmaid in question. Lets hope for two from two for the Bridesmaids Wall and Redcard can finally win a tournament.

If you know someone like Brad who deserves to be on our wall, then please contact Rabid_Bogscum and supply a suitable headshot, a short description of their trials and tribulations as well as the most suitable character to represent them. Characters remaining are "The Innocent One", "Little Miss Perfect", "A Real Mother", and "Maid of Dishonor".

HORRORSCOPES

Faeries: Gone are the days of whimsy and carefree desire. As you age you will realise that the only possible answer is Nurgle. It's time to lance the cankerous boil on your soul to allow more to develop on your body.

Great Taurus: With chaos dwarfs being re-introduced to Cyanide, your sign will achieve more than it ever has before. Sacrifice three goats to Hashut and create new dice from molten lead and you will surely win your next game (or, at least, one half).

Comet: With Mars running sideways across your sign and trampling everything in sight, the signs are only good if you happen to play a chaos team that is painted predominantly red. If not, I recommend forfeiting.

Chaos Star: The light of a thin crescent moon is the best time to play your next game. That way your opponent can't see when you fudge the dice!

Leoncour: Those that attended BrisBowl, EucBowl, SSB and Bushranger Bowl last year have reaped the rewards of astrological goodness. The rest? You should have listened!

Barak Varr Go: Walking beneath ladders is only unlucky in proportion to the clumsiness of the related handyman. Black cats crossing your path are similarly proportional to the size and ferocity of the breed. But a black cat standing on a ladder should be avoided at all costs.

Gnoblar: You hold in your hands the fate of nothing at all. This is a surprisingly powerful position to be in and the feelings of empowerment you now feel could cause a giddy sensation. Of course, it could be that you're having a heart attack. Either way, we recommend seeing a doctor.

Gorkio: If great minds think alike and fools seldom differ, how can you tell which one you are? At least when birds of a feather flock together, your whole team gets based quickly.

Slaangitarius: If your Power Balance bracelet starts to glow, don't panic. It's just the placebo effect wearing off. Take three jars of homeopathic sleeping pills and consult a psychic.

Unicorn: In the cold hard light of day you can be reasonably sure of only one thing - vampires can't attack right now. So lose the garlic, come off the bridge and start investing in silver.

Orcquarius: >:(

Pieces: Over time, you realise that the only people you can rely upon are your friends. It's a pity you always kept your friends close and your enemies closer. Now you have to go through them to get there!

BL!TZ CROSSWORD ANSWERS

The answers to Issue 3's crossword were:

Across
2. DTGBBL
7. Sangraal
11. Scrappa
12. EucalyptusBowl
13. BothDown
14. NAF
15. Schwager
18. Babs

Down
1. Dungeonbowl
2. Dennis
3. Dwarf
4. CanCon
5. Icepelt
6. Guppyshark
8. Amsterdam
9. Frenzy
10. Waterbowl
15. Stunty
16. Grumpsh
17. Roze El

Last Word

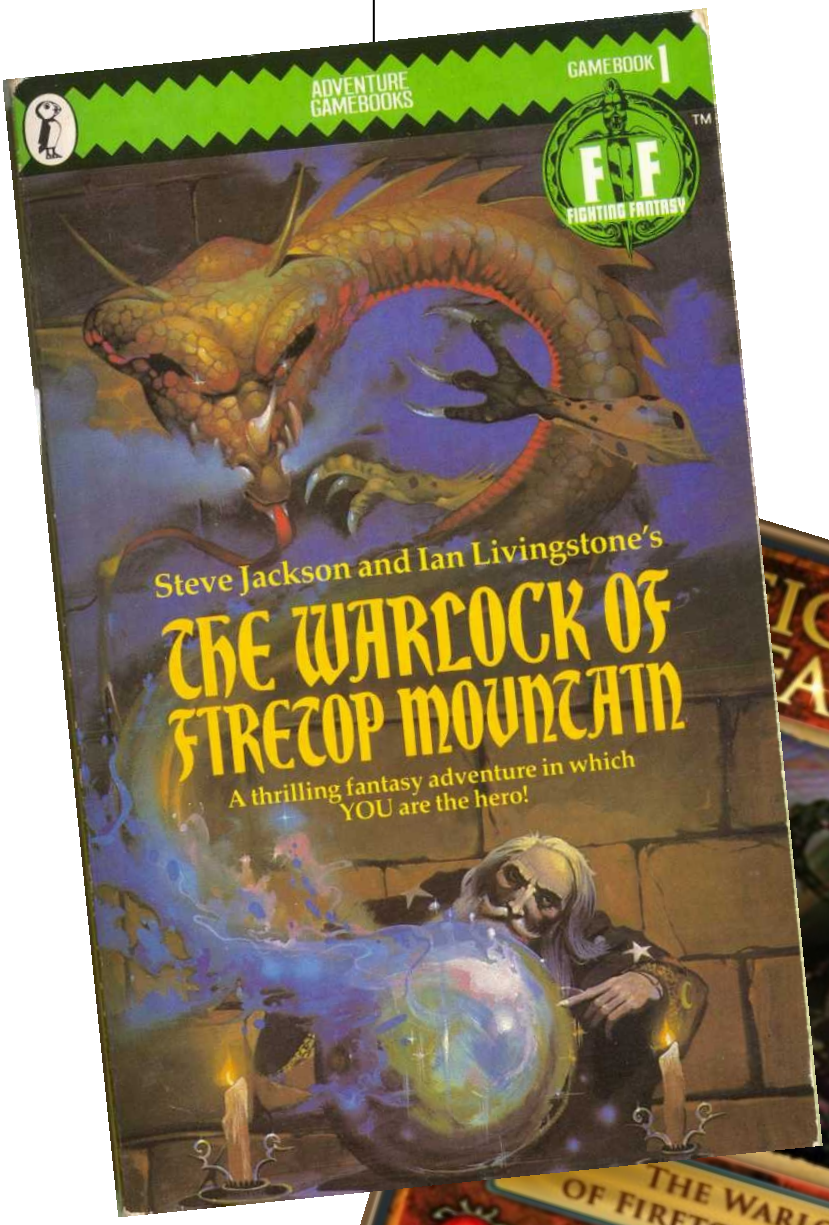
Nostalgia. It is one thing that keeps the Blood Bowl hobby flowing. We all remember when we first cracked open that first starter box. Our first team. Levelling players, injuries, deaths, it all seems so rich in our minds.

The problem with nostalgia is that it really does live in our head. I am not dissing Blood Bowl by any means. I still love it. We play casually at home, we have players skilling up, deaths, injuries, hopefully the kids will look back in the same way we do on those initial forays into the game.

Recently we spent three weeks on the road . . . Road Trip! Off to the Red Centre we went.

I remember years back when things like the DS and iPods didn't exist and we went on holidays there was a hell of a lot of reading. And it doesn't get more nostalgic than the Fighting Fantasy books. cramped in the back of the car, pen, paper, dice. In amongst the pillows and blankets as a ten year old, rocking the *Warlock of Firetop Mountain* or maybe *Deathtrap Dungeon*.

The beauty of today though with all this technology is that most of these old memories have been reborn.



So it wasn't a hard choice when I saw the Fighting Fantasy books available for the iOS platform, I jumped at them.

I grabbed the *Warlock* book

immediately.

It was definitely a nostalgic purchase, those memories I had were the driver. When I read through it myself, it was good because of the memories, but was it good because it was a good book.

So how does it stack up after all the time? It's no Blood Bowl that's for sure! It was good and I enjoyed it, a worthwhile journey down memory lane.

But the real test, today's ten year old. He wasn't overly impressed. He finished it at least but isn't keen for a second one.

I was definitely expecting more, so I went looking for more. There are more out there, with more then those I remember. A series called *Gamebook Adventures* is a lot deeper and polished as an iOS and Android application.

But in the end what is the point of all this? Typically we remember things fondly and they never meet up to our expectations. We build things up over the years and turn things into something they aren't.

Blood Bowl is different. Blood Bowl bucks the trend.

That is what this is about. It may sound corny but I'll say it anyway. It IS a special game. It IS a unique game. Blood Bowl IS everything we remember it was and more.

I should note that those of you with a similar nostalgic inclination need to get moving.
The app developer of the Fighting Fantasy games has lost the license to sell the games.

No word as yet as to when, but they have discounted all the books to 99c a pop as a result.

Available are:
The Warlock of Firetop Mountain
Deathtrap Dungeon
Citadel of Chaos
Creature of Havok
City of Thieves

Carnivean

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BL!TZ magazine is created by the Australian Blood Bowl community and, specifically, by the AusBowl Committee. The Chief Editor is Brett Whittaker (SinisterDexter).

BL!TZ is not-for-profit and any funds raised through advertising or donation go to the costs of creation or improvement of BL!TZ and AusBowl or to improving the Australian and New Zealand Blood Bowl community through tournament and league sponsorship or other related means.

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