

ISSUE 2

OCT 2011

# BLITZ



# Tournament Issue

Action From  
EucBowl, MOAB,  
SSB, Bushranger

League Spotlight  
Melbourne Blood  
Bowl League

EucBowl 2011  
Best Painted:  
the F.A.N.S.

Team Spotlight  
the Anarchist  
Angels

ISSUE 2

OCT 2011



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***Sissy Slirper of the F.A.N.S. by Clayton Teschward (the\_chad). Based on a Greebo Valentina miniature.***

**Thank you to all contributors to this issue.**

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# Editorial

Issue 2 is finally here. My apologies for the slightly late release, things have been hectic (and I misplaced my spiked mace so I couldn't beat up the contributors enough to keep them working hard).

Before I tell you about this issue I'd like to send out a big thank you to the many many people who subscribed to, downloaded, commented on and enjoyed issue 1. Up until the end of September the magazine had been downloaded a total of 831 times by people in 25 different countries, and the subscriber list more than doubled. For a magazine that started life as a local Adelaide wrap up this blows me away and provides me with the incentive to keep BL!TZ running.

If you would like to subscribe, hit up the list at [http://ausbowl.com/mailman/listinfo/blitz\\_ausbowl.com](http://ausbowl.com/mailman/listinfo/blitz_ausbowl.com) and be sure to get your dose as soon as it's released.

I also wanted to make a quick plug for the AusBowl discussion board, which is the sister site for BL!TZ. If you are in to Blood Bowl in Australia or NZ it really is the hub for local organisation, discussion and information. Check it out at [ausbowl.com](http://ausbowl.com)

One of the key things that AusBowl does is provide a central point for information on tournaments which are, if you've seen the front cover, the 'theme' for this issue of BL!TZ. For whatever reason, the period from July to October seems to be extremely popular for tournaments all across the country.

BrisBowl jumpstarts the frenzy and was held in July, followed by Eucalyptus Bowl in August then Southern Shrike Bowl, Red-neck Rumble and Bushranger Bowl during September. In October and November is

MOAB, Blocktoberfest, Orktoberfest, the Greenstone Cup, Gathering of Might and Massivebowl, with the QNKBBL Xmas Cup in December.

Also, during this flurry of tournament activity, several hardy souls will also be winging it to Amsterdam to compete in the NAF World Cup II. Good luck to everyone heading over and Go Aussies!

So, this issue is a celebration of everything tournament related. To begin with we have an insight into tournament management from a NAF perspective from Babs, followed by a rundown of the action at EucBowl, MOAB, Southern Shrike Bowl and Bushranger Bowl.

We have three showcases this issue, each looking at a slightly different tournament-related piece. The first is a look at the limited edition miniatures produced for Australian tournaments. Then there's a look at this year's Best Painted from EucBowl and, towards the end, a custom pitch from SSB (although not the "best custom pitch" award winner - which I hope to feature in future).

We have a new sub-mag this issue: the Victorian Times, obviously focussing on events in Victoria, and we welcome them into the fold with a League Spotlight on the Melbourne Blood Bowl League (MBBL).

We have a Team Spotlight of an infamous legend of the ACTBBL: the *Anarchist Angels* as well as another instalment of Stadia of the Old and New World, Classifieds, Horoscopes and more.

I hope you enjoy it, and as always,

**Get BL!TZed**

**Brett Whittaker (SinisterDexter)**

# NEWS

## TackleZoneRadio is Back... Sort Of

If you, like me, loved the TackleZoneRadio podcast and wondered where it had gone, wonder no more. The crazy Canadian Shawn (bouf) and his comrade in arms Nathan (GreedySmurf) are back, but, being the greedy corporate slaves they are, they've sold out to the multinational Zlurpee franchise. This means that, by subscribing to the Zlurpcast, you can now get your dose of the Tackle Zone on a regular schedule.

## AusBowl Team Championship One

The first AusBowl Team Championship will be held in Canberra's Harmonie German Club on 10 and 11 March 2012.

This is an exciting "second leg" to the AusBowl State Championship that was run in 2011 and is a completely open tournament for teams of four coaches run in a similar style to the NAF World Cup. Hosted by the reigning "state" champions it should be an amazing weekend.

So get a team together and get to the ACT. The "Carnage Club" have already signed up, can you challenge them?

Check out the [AusBowl thread](#) for more details or [go here to sign your team up](#).

## AusBowl State Championship Two

And plans are also underway for the second AusBowl State Championship that will be held in Adelaide during February or March 2013.

The format has now been announced and eight teams of six coaches, each representing a different state, territory or country will be eligible to compete. The original six teams (ACT, NSW, QLD, SA, VIC & WA) will compete along with two of three additional teams from the NT, an International team or a 'Barbarian' team.

The State Championship will use the rule-set of Southern Shrike Bowl 2012 (which will not be substantially different from 2011).

Keep posted for further details as they are released and contact your local AusBowl representative to find out how to qualify for your state team.

Also note that the SA Open, a sister tournament to the State Championship, will also be running.

## Blood Bowl Team Manager Card Game

After months (years?) of anticipation, Fantasy Flight Games have finally released their [Blood Bowl Team Manager card game](#).

The game focuses on six famous teams, each a different race, and allows you the chance to manage them to glory through a season. The team manager that wins the *Spike!* Magazine "Manager of the Year" Award, by having the most fans, wins the game.

**Got news? Send it to [southernstrikeeditor@gmail.com](mailto:southernstrikeeditor@gmail.com)**

# NAF Full Time Siren

You're thinking about running a Blood Bowl tournament! Great! This article is to help you think through the key issues in organising a great time and good games of Blood Bowl.

A long time ago now, Games Workshop published an article of mine called "Mr Tournament Organiser" (*Fanatic Magazine* #9). This article was a follow up article to 'Mister Commissioner' written also by myself some time earlier.

This is a follow up article to keep this information up to date.

## Why start a new tournament?

Before you even begin planning, it's worth thinking about why you plan to run a tournament. What experience will you bring to the attendees? Do you have a local league who will attend? Will there be something special about your tournament that will make people travel to it?

At the moment, in Australia there are many tournaments occurring, though unevenly distributed, throughout the year. In contrast, New Zealand only has three running, period, and not all of them have run for long. Think carefully whether coaches will value your tournament.

## When to have the tournament?

A key question to ask is when is the best time to have a tournament, and for how long? There are advantages and disadvantages to having a tournament on a normal weekend, or a holiday weekend. Also, some of the older tournaments run as a part of a larger gaming convention (eg: CanCon). Again there are advantages, such as having many things organised for you and stalls, etc for coaches to browse. However, the cost is normally higher and some coaches may choose to play another game at the convention.



**The Career Ender Trophy, a perpetual for Most Casualties awarded at Southern Shrike Bowl each year.**

It is worth investigating the Blood Bowl calendar in your area and seeing what is being offered when (check out [AusBowl](#) and [the NAF](#)). There is nothing worse than several tournaments within driving distance happening on adjacent weekends, or worse, on the same weekend. If in doubt, chat to the organiser of the tournament which is closest and ensure this is OK with them and if it isn't think about another date.

## Where to have the tournament?

If it is a stand alone event this is worth considering. Tournament venues range from someone's house to a professional convention centre and everything in between. Choose a venue that will suit the atmosphere you are after. If your tournament is more about fun a pub might be perfect. Remember that the venue can influence the cost significantly, as understand what up front payments you may need to make to secure the venue. Other factors include food options for lunch and/or dinner, and accommodation options for travelling coaches.

## The Hook.

What is it about your tournament that will draw players to attend? Some of the more successful tournaments have offered a limited edition miniature as a part of the cost of attending. Some coaches will choose to attend based on the rule set and how many games will be offered. What will be offered to

the coaches who attend that will make it worth their while coming to your tournament rather than some other, particularly if the Blood Bowl tournament schedule is a busy one for the year? Be careful, however, that you don't end up out of pocket. Many venues and special prizes etc will cost money up front.

### **Which rules?**

Will your tournament be a resurrection tournament, where mystical fairies heal every player after each match, therefore ensuring that a player who has a horrendous first game can still have a chance of a great tournament, or will your tournament be a normal progression tournament, like a Blood Bowl league in one weekend? Will it be something in the middle, with some form of skill gained after every match or at key points in the tournament? How much money can coaches spend on their starting team, can Star Players or cards be purchased, and can additional 'normal' or 'double' skills be purchased?

To weigh up the options of the tournament, look at some other well run tournament rule-sets and compare, to see if yours will work. If in doubt, ask a veteran of the tournament scene.

A key question to be asking is whether the tournament should be an official NAF sponsored tournament.

An NAF tournament means:

- dice will be available for willing Blood Bowl players as a part of their signup/renewal of NAF membership,
- prize support from the NAF, based upon renewals from the previous year, or an estimate of signups for first time tournaments,
- at present, but for a limited time, A NAF trophy to be given to the winner if there are 14 or more NAF coaches playing.

Games by NAF coaches will be ranked on the NAF website. This ranking is not just by team, but by race as well. This ranking is not intended to be anything particularly serious, more 'bragging rights'.

It is not compulsory for players to be NAF members, however it is strongly encouraged as all games played by NAF coaches are ranked and affect coaches' NAF rankings. In addition to this, tournaments in the Asia/Pacific region gain prize support through the NAF, based on their NAF signups or renewals.

Briefly, there are two type of tournaments, regular tournaments where the amount of rank that is 'up for grabs' in games is based on the number of attendees, and the 'Majors' of which there are five. CanCon, the Australian Blood Bowl Nationals, in Canberra on the Australia Day long weekend, is one of these five (the others are in Canada, US, UK and Germany).

If you want to be NAF approved, you need to meet the following conditions:

- You must be a NAF member and must have listed the tournament on their website with at least eight weeks notice,
- The tournament must be open for anyone to attend who wants to come and participate,
- The rule-set must not have excessive house rules or restrictions.

This last point is one of some contention. Many tournaments have been approved which are not 'normal' games of Blood Bowl, such as Blood Bowl sevens or Dungeon Bowl tournaments, however here in Australia and NZ, we prefer our rankings not to be as 'tainted' with strange and wonderful tournaments. I have offered NAF support in the past, but not ranked the tournament.

### **Advertising your tournament**

Once you have your tournament listed on the NAF website (or you've chosen not to), the next step is to advertise your tournament. This is not as easy as it sounds. You need to entice players to attend. Many coaches are well connected to the greater

**A group shot from CanCon 2010**



Blood Bowl community, but many others are not, so you will need to get their attention. Posters in gaming stores, individually talking to people at your local gaming clubs and posting about the tournament at well frequented forums on the internet (with photos of prizes and updated lists of who is attending) are all traditional ways of advertising your tournament.

However some more 'out of the box' methods of advertising would help too (a free give away at your local gaming stores or clubs, or having your core Blood Bowlers wear t-shirts promoting the event to places where others will be interested for example – let your imagination kick in).

One key point I want to strongly emphasise is encouraging people to pay **before** the tournament begins. Early bird discounts and a penalty price paid for people who pay on the day can ensure that you have a clear idea of numbers.

## Enforcing Fair Play and Software

Consider what steps you will take to ensure there is no cheating. Will a copy of each team roster be checked? Will random team roster checks be carried out? Will there be a designated person not playing who will roam to ensure everyone is having a good time and not having to endure the coach from hell?

Also consider how you will work out the table of how each coach is going throughout the tournament and track statistics. There are a number of good tournament manager programs that exist, some of which allow direct uploads of the information to the NAF website. My two favourite

are *Tournament Manager* by Ian Williams (Doubleskulls), and the self-titled *BEVAN*, which allows customisation to the 'Swiss' tournament pairings so as to ensure coaches will not play the same kind of team all tournament.

## Be the Commissioner

Lastly, don't forget that being tournament organiser is just like being the league commissioner. You will need to make rules calls, clarify situations, and perhaps hold players to time so that they don't slow down the proceedings. You will need to be firm, yet polite so that everyone still has a good time.

Which is the ultimate goal – ensuring everyone has a great time! Remember, being the organiser of a tournament is a big task and takes many hours of planning, organising and just plain hard work. The only reward you may get is a handshake and a word of thanks.

Just ensure you have a good time as well as all of the coaches!

## Other links

The NAF has a solid article on organising and running tournaments [here](#).

**James (Rabid\_Bogscum) with the Sandgropers 5 Cup**

**Steven Babbage (Babs)**  
**BBRC member**  
**NAF regional tournament organiser**  
**Asia-Pacific region.**

# MOAB



MOAB is one of three original tournaments in NSW that are still running.

The format for MOAB is six games across two days, with 100 points awarded for a win, 45 for a draw and none for a loss, with 10 bonus points awarded for losing by one touchdown only. Three skills are granted before the first game and an additional three before game four.

This format is deliberately similar to the format used in the NAF World Cup as seven of this year's MOAB attendees will soon be jetting their way to Amsterdam for this event.

Thanks to everyone for coming along, apart from the lack of results slips, the weather & Manly winning the NRL grand final, things went pretty well.

Brendan (GardenGnome) took it out with a 5/1/0 record, beating Steve (Thomsy - second) in the penultimate game & Andrew (Shadow - third) in game six.

Rod (Grimrod\_Waaghfist - fourth) got the Sports award and William (tag) got the encouragement award which,

this year, was a tacky 70's ornamental wooden spoon from the Salvos with a plaque reading "Nuff Said".

Luke (Ahriman - sixth) got Best Painted team.

Thanks to the following for prize support:

Shadowforge:

- FF Dwarfette Team, two "not trollslayers" & FF Bunny Team, two guards, two catchers and a full set of staff.
- Southern Battlegamers/MOAB: \$200 worth of Milsims vouchers and the winner's trophy.
- Thomsy: GW Elf BB Team.
- Tin Soldier Penrith: Black Scorpion Roman team + Troll, GW Dreadfleet Game, Griff Mk2 & various Impact! Minis.

**Bill Murphy (sangraal)  
MOAB Commissioner**

# Eucalyptus Bowl 2011



This year was the seventh Eucalyptus Bowl, and I was very proud to return as organiser after a few years off. And what a year it was, with a record-breaking 76 coaches vying for the top spot including players from all over Australia.

The competition was extremely tight this year, with Brendan Morrison (Gardengnome) ultimately winning undefeated with a 5-1-0 record. Following him were Evan Whittaker (One Eye) from SA (5-0-1) and Nathan Thompson (Greedysmurf - also on 5-0-1).

This year saw the introduction of the Boggy Hunt, a side-game running alongside the main competition. Players had a lineman called "Boggy" on their team (after fellow Euc Bowl organiser James "Boggy" Russell-Wills), and

tracked the players success and failure. Prizes were awarded for the Best Boggy (most SPP earned), the Worst Boggy (most injuries suffered) and of course the Boggy Killer (most injuries inflicted)! It was a great little event and will be sure to return in 2012.

I am already preparing for next year, with plans for a bigger and better gift pack and if you can believe it an even larger selection of prizes and trophies, the table that will sag under the weight of all the goodies.

So come along and join us at Burwood RSL on 7 and 8 July 2012 for what will be an event not to be missed!

And check out the sneak peak of the 2012 custom figure sketches (and believe me, that's just the tip of the iceberg for this figure)!

**Richard Andrew (Virral)**  
**Eucalyptus Bowl Commissioner**

**A picture of the coaches that attended EucBowl... or, at least, as many as could fit in one photo!**





**The Chad receives his award for Best Painted Team.**



**The Gnome is crowned EucBowl Champion 2011**

## **Results**

- 1st: Brendan Morrison - necromantic (Gardengnome)
- 2nd: Evan Whittaker - orc (One Eye)
- 3rd: Nathan Thompson - lizardmen (GreedySmurf)
- 4th: Josh Tytherleigh - norse (Knockout)
- 5th: Bull Murphy - dwarf (Sangraal)
- 6th: Greg Millsopp - dwarf (orangebeard)
- 7th: Aaron Green - dwarf (Azza)
- 8th: Andrew Vulling - chaos dwarf (Shadow / avulling)
- 9th: Chris Williams - amazon (Ponkavitch)
- 10th: Stephen Butt - norse (Faulcon)

**Boggy Killer - DevilsReject**



**Encouragement:**

Justin Marchent - skaven  
(Private Junior)

**Best Custom Board:**

Selwyn Peake - orc  
(Easykicker)

**Saturday Champ:**

Justin Urbizondo - goblin  
(justin\_martian)

**Sunday Champ:**

Geoff Turner - vampire  
(Vimes)

**Stunty King:**

Andrew Godde - halfling  
(JoeKano)

**Sportmanship:**

Scott Davidson - dark elf  
(Shasta\_McNasty)

**Most Touchdowns:**

Rod Noy - wood elf  
(Grimrod\_Waaghfist)

**Most Casualties:**

Iain Fisher - ogres  
(Grumpsh)

**Most Kills:**

Rob Sutterby - humans  
(sutters)

**Comeback King:**

Jacob Connor - amazon  
(karmaslide)

**Eucalyptus Bowl would like to thank all of its 2011 sponsors:**

CNC Workshop

KO'ed Dice Bags

Neomics

The Army Painter

Darkson Designs

KR Multicase

Q-Workshop

The Combat Company

**Toughest:**

Dan Collins - orc  
(danielcollins)

**Painting (Team):**

Clayton Teschward - human  
(The Chad)

**Painting (Single Figure):**

Ben Vanzino - norse  
(BeefyGoodness)

**Best Defence:**

Andrew Vulling - chaos dwarf  
(Shadow / avulling)

**Best Newcomer:**

Stephen Butt - norse  
(Faulcon)

**Best Boggy:**

Peter Arentsen - goblins  
(tribalsinner)

**Worst Boggy:**

Geoff Kerr - wood elf  
(Pizza Boy)

**Boggy Killer:**

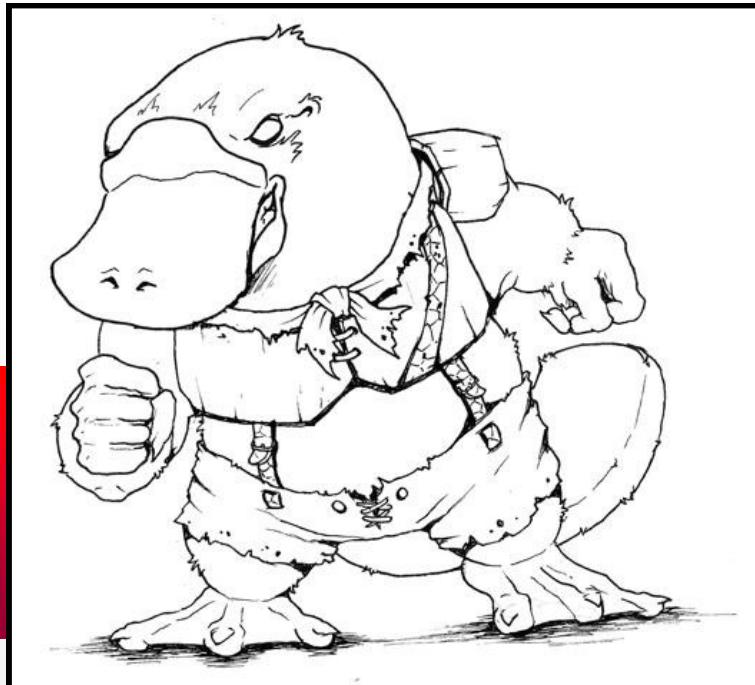
Chris Stratford - halfling  
(DevilsReject)

**Best Team:**

*The Steelballs*  
- Evan Whittaker (One Eye)  
- Mike Spierings (Spieroz)

In the aftermath of Eucalyptus Bowl 2011, there have been two important announcements...

**The first is the concept art for the 2012 EucBowl limited edition miniature, a platypus, as shown to the right.**



**The other is the release of the new Eucalyptus Bowl logo, designed by Melvin de Voor. It is loosely based on the NSW coat of arms, with the Koala representing EucBowl and the Platypus representing NSW.**

# **SOUTHERN SHRIKE BOWL 2011**



Southern Shrike Bowl hit new heights in 2011 as the tournament went from strength to strength. Last year I only took over organising and running the tournament a little over a month out. It was a pretty good tournament, especially given the amount of time I had to put it all together, with 20 coaches attending. However I definitely wanted the tournament to grow bigger and better.

I was hoping that the tournament might attract around 30 coaches this year. To end up with 41 coaches was a very pleasant surprise. It was, however, very satisfying to know that all my hard work promoting the tournament had been worth it.

On that note, it was great to see so many new faces at the tournament this year, with 26 out of the 41 coaches that attended playing in their first SSB. On top of that, almost 20 of those coaches were playing in their first ever Blood Bowl tournament. I was also really pleased to see the three main leagues in SA; AFOUL, SABBL and CCKUP all had really good representation with 11, ten and nine representatives respectively. The future of Blood Bowl in South Australia certainly looks good.

I was very happy with the player gifts and prize table that I was able to put together for those

attending this year. Thanks to some very generous sponsorship by Griffin Grove Gaming, almost all the coaches that pre-registered got the cost of their ticket back in player gifts alone. That every coach then also got a prize pick from the biggest prize pool in SSB history was just icing on a very full cake (and what an awesome cake that was - more on the SSB cake later).

And what cool player gifts they were. With some design help from Brett (SinisterDexter) we were able to create a customised passing template to give to every single SSB attendee. Thanks to Jason (Mango), another great SSB customised gift was the set of three Star Player cards for the SSB MVP's to date. This is a something that I hope to be able to continue for future SSB MVP's. On top of those, working with Greebo Miniatures, I was able to get a great looking custom dingo mini created for the tournament, complete with a little baby!

The introduction of the individual round challenges were a big hit, giving players the opportunity to win a little something extra at any point in the tournament. They will definitely be coming back next year, al-



though I think some harder challenges are in order next time. The projector and countdown timer were also very well received, even if I was continually frustrated by it being plugged into a power point that turned itself off every 30 minutes.

But enough of my ramblings, on now to the results.  
 Drum roll  
 please.....



New South Wales made it back-to-back Southern Shrike Bowl tournaments with James Russell-Wills (Rabid Bogscum) and his wood elves, *Echoes of the Great Song* winning the tournament with a 5-1-0 record. Evan Whittaker (One Eye) recovered from a 6-1 pasting from James in round 1 to finish second and make it a wood elf 1-2, while Peter McAndrew's (sumbloke) dark elves rounded out the decidedly elfish top three. Defending champion, Daniel Hutchinson (D\_Arquebus), put in a very credible effort with chaos, finishing with an identical 4-1-1 record to second and third place, beaten out only on tiebreakers.

Brett Whittaker (SinisterDexter) won *Le Coq Fancier's Award* for Best (Painted) Team, his third trophy in this category in four years (he finished second last year). Mark Forster proved that nice guys don't always finish last, winning the *Brown Noser Award* for Best Coach (Sportsmanship) whilst finishing in a very credible 11<sup>th</sup> place.

Brett Whittaker's Wood Elves also took the *Pantsed All Comers Award* (Most TD's) with 19, while Kyle Harper's Chaos Pact romped

it in for the *Career Ender Award* (Most Casualties) with 36, including an astonishing 21 Casualties in his final two games. Both of those games were against Stunty teams, but that is still an astoundingly large number of casualties in just two games.

For the third consecutive year the SSB MVP (which comes with a custom sculpted mini as its prize) was a tightly fought contest. In the end *Cirwin Greenleaf*, a wood elf Wardancer from Evan Whittaker's *W.E.A.P.O.N.S.* with 17 votes from a maximum of 18, won the battle of the acronyms, edging out *Cockblock Keifer*, another Wardancer from Aaron Schroder's *STD*'s only due to the *W.E.A.P.O.N.S.*'s higher placed finish (which is the tiebreaker).

Next year's tournament could be quite interesting as the previous year's MVP is able to be taken as a star player on any team the following year. So you could see dwarves or orcs running around with a Wardancer on their team. Some of the combinations that might be possible kind-of scares me. However, it has already given me plans for a "Whoop the Wardancer" competition next year.

Evan and Brett Whittaker (who finished in fifth place) were the two highest ranked SA players and, as such, are the first two members to qualify for the 2013 SA Steelballs team. Both were 2011 Steelballs so it is a great effort to qualify for back-to-back teams. Commiserations go to Drew Stearman, who finished with an identical record to Brett (4-0-2), but was beaten out on head-to-head record.

Unfortunately in the rush on the Sunday night I completely forgot to thank a whole heap of those people that helped make SSB the awesome tournament that it was in 2011. So my thanks go to:

- Casper (Vain) for being my right hand man, assisting me in planning and running the tournament, organising the totally awesome custom SSB pitch and the bitchin' Casualty perpetual trophy as well as being a sounding board for my thoughts and ideas.
- Brett (SinisterDexter) for designing the fantastic custom SSB passing template. Without

your help on this we would have had a very basic (and very boring) passing template with SSB slapped onto it instead of the beautiful product we ended up with.

- Jason (Mango) for designing the amazing star player cards for the SSB MVP's. The cards look better than I could have hoped for.
- Ben (BenSquig) for once again painting the raffle mini and designing the SSB poster.
- Alex (anc001) and Ash (Gormath) for cooking the BBQ on the Saturday.
- Evan (One Eye), Lauretta (Mrs One Eye) and her son Brett for catering breakfast and lunch on the Sunday.
- Robert for working the coffee machine and cleaning up on the Saturday night. Totally unexpected but I was, nonetheless, very grateful for the assistance.
- Mathew (someone2040) for sticking around on the Sunday night to help Casper and myself clean up the mess left by 40+ crazy Blood Bowlers.



SSB 2011 best painted team, *the Duskrunners*, by Brett (SinisterDexter). Also pictured is the perpetual *Le Coq Fancier's Award* trophy.

- Lauretta (Mrs One Eye) for making “THE” SSB cake (see the previous page). Words fail me in describing just how cool the cake looked. You just have to check out the pictures for yourself as me describing how it looked would not even begin to do it justice.
- The 41 coaches that attended, making SSB 2011 the biggest and best tournament to date, with a special mention to the nine interstate coaches who flew and drove from Victoria, WA, NSW, Queensland and the ACT to attend.
- David (Dent) for getting the SSB Team Competition Trophy made and paying for it completely out of his own pocket. I am very grateful for your generosity.

Anyone else whom I forgot to mention, you know who you are.

I would also like to sincerely thank all of the sponsors of Southern Shrike Bowl 2011: Impact Miniatures, Neomics Miniatures, Greebo Miniatures, KR Multicase, Griffin Grove Gaming, Shadowforge Miniatures, WarPuppy Miniatures Games and Hobby House, War and Peace Games, Back 2 Base-ix Wargaming Products, CNC Workshop Miniature Scenery, The NAF, Gaspez Arts, Franarcilla Miniatures, Willy Miniatures, Game Quest, Comixininos, Sandgropers Cup and Eucalyptus Bowl.

Special thanks go to Impact Miniatures, Neomics Miniatures, Greebo Miniatures, War and Peace Games, Shadowforge Miniatures and WarPuppy Miniatures Games and Hobby House who also sponsored the individual round challenges for each round, on top of their overall prize support. Without the continued support offered by all of our sponsors Southern Shrike Bowl could not come close to providing the level of prizes that were on offer this year.

Thank you again to all that attended SSB this year. Despite doubling in size, I was pleased to see that the tournament main-

tained the friendly and relaxed atmosphere for which it has become renowned (that and Graeme’s ear piercing screams of “INTERCEPTIOOOOOONNNNN!!!!!!” :-D). It is good to know that even though we have grown in size, the casual “feel” of the tournament has remained.

Once again the feedback received was almost universally positive. As always though, there is room for improvement. Tournament software is already being looked into for next year and I have also taken on board the comments about round length and devised a system that should deal with the problems we had this year. Tournament software should also speed up the data entry process, allowing for quicker turnaround times between rounds.

Even though this year’s tournament was a lot more hectic than previous years I got an immense amount of satisfaction in seeing and hearing about the great time that everyone had. It was especially nice to hear several new players who were playing in their first tournament promise to definitely come back next year. After managing 41 coaches this year it would be great if those that came this year could drag a few more back with them next year and help us break 50 coaches in 2012.

For those of you that didn’t attend this year, why the bloody hell not?!? But, more seriously, I really hope you make room in your calendar for SSB next year as we continue to improve on what already is a fun and special tournament.

So that’s my thoughts as another Southern Shrike Bowl goes in the book. Planning for the 2012 tournament is already well underway with several wacky competitions and new ideas already being cooked up by Casper and myself. I look forward to seeing you there.

**Adam Marafioti (Olaf the Stout)  
SSB Commissioner**

# BUSHRANGER BOWL

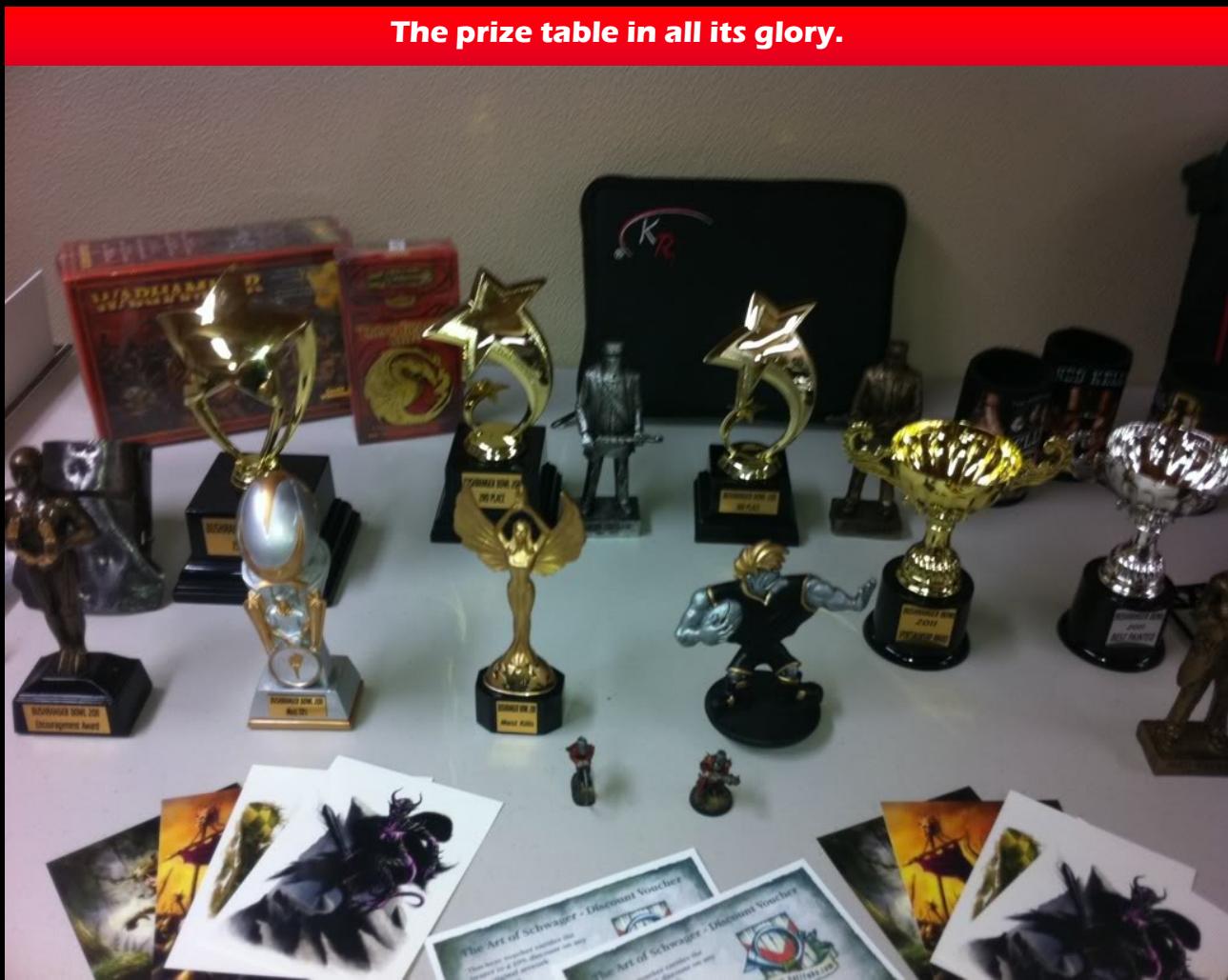


The inaugural Bushranger Bowl has now been and gone. The turnout was very good for the first year. 28 coaches popped in and out during the two days.

The first morning started early with all coaches arriving before the 8:30am deadline which ensured we would start on time as I had set reasonable time limits for each round and that schedule was to be strictly followed throughout the weekend to ensure all seven games would be played.

As everyone signed on they were given a Nedd Killy Limited Edition Miniature, a star player card for Nedd, four limited edition

**The prize table in all its glory.**





**Creature with his Champion Trophy**

vided (thanks Thomsy and Angryman for their help) without the pressure of getting a game finished. Raffle tickets were sold, beer was consumed, the arcade machine was abused and everyone was merry.

Onto the next three rounds without incident. No one went over time and everything was running smoothly, the only thing of note being that ogres were undefeated and top of the table going into day two! Clearly due to the added help of local star Nedd Killy!

Next morning and a few players were going to miss the first round (one due to an enormous hangover). On the games went and the top few were starting to set themselves apart.

Lunch was taken with chip sandwiches for all which seemed to go down better than the sausage sizzle from the Saturday!

Bushranger Bowl dice, some stickers and a Bushranger Bowl Bubba Keg. Not bad gifts if I do say so myself.

After a short welcoming speech that included the penalties for slow play - At the tournament organisers discretion (mine) a player or both players would be penalised for slow play. No tournament point penalties would be suffered.

However for the next game, one random player would miss the entire game. This could have meant someone lost a skilled Wardancer or their Treeman for the next game. This ensured players wouldn't play slow again due to the threat of losing a player. If they did it twice they would lose two for the next game and so on. - the first round matchups were then called.

With the ending of the first round everyone had time to have a chat as lunch was pro-

**Thomsy - Stunty King**





### Gardengnome gives "the stare"

looked a very close race. It didn't help when the four bottom coaches all drew with each other!

After much checking of results, there was only one point in it. Fittingly with a human team, Creature managed to edge out Angryman to win the first ever Bushranger Bowl!

Congrats to everyone who attended, I'm already working on the gifts for next year.

**Pete Arentsen (tribalsinner)  
Bushranger Bowl Commissioner**

During lunch the highest ranked teams in painting scores were lined up so a final winner could be voted on with everyone getting one vote.

There was a skaven team painted by Devilsreject, a pirate dwarf team painted by Devilsreject, the Bushrangers (my human team) painted by Devilsreject (seeing a theme here?) and Conan's chaos dwarves.

After everyone voted a clear winner had emerged. The Bushrangers fittingly were best painted at their own tourney! Well done Devilsreject!

Heading into the final round and there were four coaches in the running to win and also four coaches trying to avoid the wooden spoon! As results started to come in, it



### Hacker gives "the leer"



**"Local Star" Nedd Killy - the limited edition figure produced for the Bushranger Bowl this year.**



## RESULTS

1st: Creature - human

2nd: Angryman - dwarf

3rd: avulling - ogre

Stunty Legend:  
Thomsy - ogre

Best Painted:  
Devilsreject

Sportsmanship:  
Conan

Most Touchdowns:  
Grimrod\_Waaghfist

Most Casualties:  
GardenGnome

Most Kills:  
tribalsinner

Encouragement:  
adavandil

Wooden Spoon:  
Hacker

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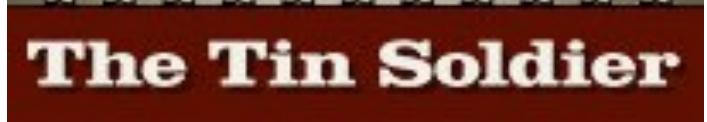
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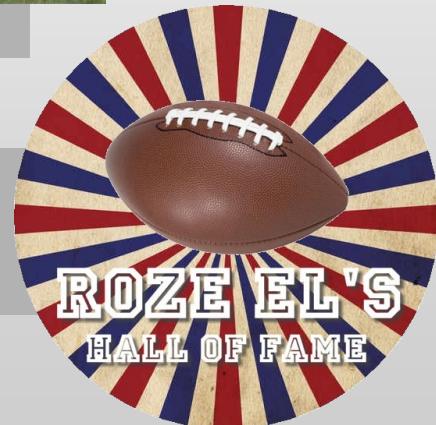
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# **IMPORTANT DATES**

## **October 2011:**

 **Breast Cancer Beach Bowl**  
15, Infinity Games Adelaide (Vain)

 **Blocktoberfest**  
22-23, Good Games Melbourne  
(ksharper)

## **November 2011:**

 **Greenstone Cup**  
12-13, Grey Lynn (Nick Gyde)

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

## **December 2011:**

 **QNKBBL Xmas Cup**  
17, Caboolture (karmaslide)

 **Gathering of Might**  
10-11, Chatswood (redcard)

## **January 2012:**

 **Australian Blood Bowl  
Nationals - CanCon**  
27-29, Canberra (Drakeular)

## **February 2012:**

 **Adelaide Dungeon Bowl  
Cup (ADBC)**  
18, Windsor Gardens (anc001)

## **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](mailto:southernstrikeeditor@gmail.com) with the details.

## **Contribute to BL!TZ**

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

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

Contact Brett (SinisterDexter) on  
[southernstrikeeditor@gmail.com](mailto:southernstrikeeditor@gmail.com)

VIC

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NZ



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Date: 12th-13th of November 2011 | Location: Quality Inn Westend, 465 Great North Rd, Grey Lynn, Auckland (in the Sussex Room)

Format: 6 matches played over two days - Swiss System | Scoring: See Infopack for details  
Cost: \$25.00 (\$5.00 NAF Member Discount) before 1st of November, \$30.00 after

For more information and to register online visit:  
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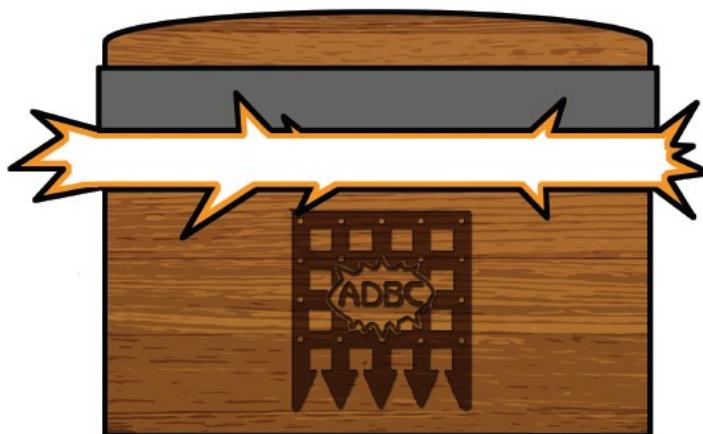


THE AFOUL LEAGUE PRESENTS...

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UPCOMING TOURNAMENTS

SA

# BLOOD BOWL™

## AUSTRALIAN BLOOD BOWL NATIONALS Cancon 2012

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- NAF Registered Event, new Light Green/Black Block Dice available upon registration.
- Blood\_Bowl\_Competition\_Rules.pdf plus BBRC endorsed Chaos Pact, Slann and Underworld teams, links available at the ACT Blood Bowl League website.
- Team Value of \$1,000,000.
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- Swiss Style, 7 Game Round Robin, 3 games each on Friday/Saturday and 1 game on Sunday followed by Trophies and Presentations.
- Prizes for painting, best custom board and the Grimrod Award.
- The 2011 AusBowl Painted Legacy Team – Norse will be raffled off.
- All teams must be painted and represent the miniature appropriately.
- Canberra Games Society webpage <http://www.cgs.asn.au/index.php/cancon>
- Each Coach will receive a Player Gift of One DragonDice Counter.



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**Simply contact the Chief Editor on  
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- **See the previous pages for examples of tournament adverts.**
- **Remember that BL!TZ is released every quarter in January, April, July and October. You will need to contact us with enough time**



# Team Showcase: The Fanatical Attendees of Nuffle's Stadiums (F.A.N.S.)

**Clayton Teschward (The Chad), took out the best painted team award at Eucalyptus Bowl this year. Here he shows us the team and gives us an insight into the creative process behind it...**

## **The Original Conception:**

After reading all three of the Blood Bowl novels (Matt Forbeck: *Blood Bowl*, *Dead Ball* and *Death Match*) in less than a month, on my hour long train rides to and from university, I really wanted to make a team with a bit more character than anything I had done before.

So whilst reading the third book "Rumble in the Jungle", where the Bad Bay Hackers get stuck on the travelling fan-ship known as 'The Fanatic' and end up having a ram-shackle game of Blood Bowl against a team comprised entirely of fans from a wide

variety of races, I had the inspiration I needed and the idea set in stone. I was going to make a Blood Bowl team made solely of FANS!

## **The Character behind the Madness:**

I had a bit of a think about what the team should represent and after finding most to be too bashy for some characters and too agile for others, I figured the best "all round" team out there is humans. So I decided to suit each character to a particular position and run from there.

I realised that for this to have the impact it needed, I was going to have to make small sub stories for each model in the team and base their colour scheme upon an existing team; otherwise they would just seem like a team of oddly coloured players and not the true fanatical fans like they should be!

Therefore the following is a list of each player's name, race, supporting team, position and history:

### **#1 – Die Hardfan – Human – Bad Bay Hackers – Thrower with Dump Off**

He is a dedicated Dunk Hoffnung want-to-be and therefore has dedicated his entire life (and all his money with it) towards becoming a thrower for the Hackers, and has even acquired a full team jersey (although he'll never tell you how he "purchased" such an item).



**#2 – Sissy Slirper – Elf – *Laurelon Lightfooters* – Thrower with Accurate**

She loves to play ball and can roll with the best of them, however her addiction to Hateraid has caused her once respectable prospects with the *Laurelon Lightfooters* to spiral into oblivion, landing her face first in the middle of the rabbling fans she once found so repulsive!



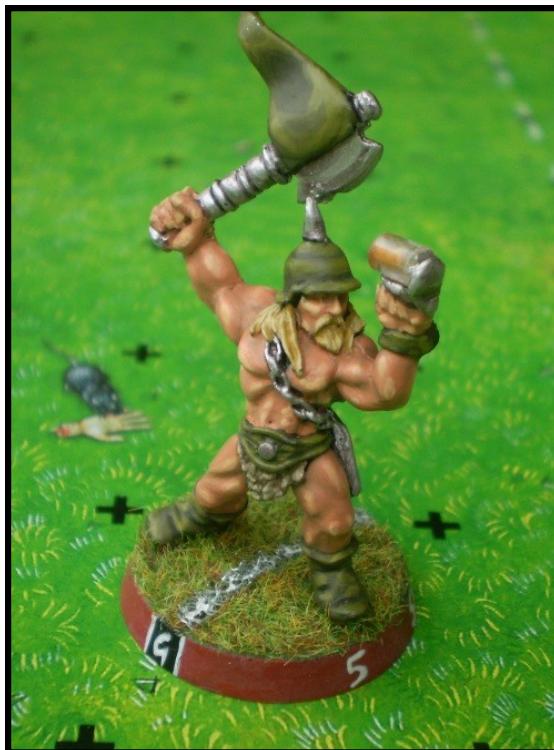
**#3 – Krushy Da Clown – Orc – *The Gouged Eye* – Blitzer with Guard**

After years of trying for the team, he lost all hope and decided to try his hand travelling the Blood Bowl circuit on board the Fanatic selling merchandise instead. Now he's addicted to balloons and ice cream and nothing gets his love for all things Blood Bowl going more than a game of Blood Bowl!

**#4 – Pussy Pounder – Dark Elf – *Darkside Cowboys* – Blitzer with Guard**

She never did have the ball handling skills for the sport, but after living with a bunch of Looney's she's picked up a couple of mean tricks and with a well concealed blade or two, she can brawl with the best of them!





### #5 – Skulla God – Norse – *Ragnarite Pythons* – Blitzer with Guard

After being rejected from his fifth consecutive try-out with the Pythons for allegedly “being too drunk” (which still baffles his mates to this day), he hit the high seas and found all he would ever need in the F.A.N.S, or at least in the barrels of beer they give him.



### #7 – Boink n Doink – Goblin – *Southstorm Squig Chasers* – Catcher with Side Step

This little Goblin has spent his entire life following the sport and has even made his own pogo “Boink n Doink”. He simply loves the game and all the joys of crushing skulls that comes with the daily work.



### #8 – Licky-Licky Longtime – Skink – *The Forked Tongues* – Catcher with Side Step

This wee fellow once fancied his prospect as a musician for The Forked Tongues cheerleading band, however after a few of his off tune notes were accused of causing The Forked Tongues 10 – 0 loss in the Spike Magazine Semi Finals, he was quickly booted out of the team’s band and left to travel the lands playing his tunes, and a spot of Blood Bowl, for a living.

**#9 – Humptree the Queer – Wood Elf –  
The Bramble Blockers – Catcher with  
Block**

He has never quite had the aggression for the game required to make the grade (even for a soft and tender wood elf), and his advances towards the players and complete disregard towards the cheerleaders quickly had him cut from any try out's he went for. However his tenderness and ball handling skills are well regarded as one of the best the F.A.N.S have to offer!



**#6 – Vannabe Sucker –  
Human/Vampire –  
Black Fangs – Blitzer  
with Guard**

As much as he wants to be a vampire, this sorry sod just can't get a bite! So for now he spends his days following his favourite team with the vain hope that he'll get his chance on the field to be sucked dry!



**#10 – Pro-fessor Rat –  
Skaven – Noxious Nibblers –  
Catcher with Block**

He never did like his chances of making the team, secretly he's always wanted to be the couch of the Noxious Nibblers. However, due to his odd pink pigment and almost religious fervour for proclaiming tactics and team plays, the best position he's been able to secure is as the assistant coach and player of this ramshackle team of F.A.N.S.



**#11 – Boozy-Kegslayer – Dwarf Trollslayer –  
The Dwarf Giants – Lineman with Block**

After wandering the Highlands for years, searching for a worthy foe and finding only goblins and rodents alike, he figured the best place to find a monster (and a barrel of beer) was on the pitch and he's loved his near death experiences ever since!



**#12 – Bogey Bigbelly – Halfling – Pinkfoot  
Panthers – Linemen with No Skills**

After doing a bit of research and finding the life expectancy of a Halfling player to be less than twenty minutes on the pitch, he decided to become a chef aboard The Fanatic instead. However after a bit of sweet talking (aka: drunken contract signing) he's found himself as a front row lineman for the F.A.N.S.

**Making the Dream come True:**

Given that all this brainstorming occurred only two weeks before EucBowl, I had a lot of work to do in a very short period of time before flying down to Sydney! So frantically I sent a request out to all of my league mates at Queensland Northern Knights and within a single week I had acquired eight of the 12 players from my mates for free! Thanks to my uni holiday and a couple of late nights, I got the team converted, painted, based and ready to go with about 12 hours to spare!

The overall performance of the team was about average, as they were never designed to be a strong list, finishing a comfortable 53rd of 76 players.

**Future Projects:**

My club the Queensland Northern Knights is having our annual Xmas Cup Tournament; open to anyone who can get there! We are located north of Brisbane (Caboolture) and have a dedicated venue easily accessible from Caboolture Train Station.

As with every year, we have a lucky door prize team and this year it is my honour to paint it up. It'll be a slann team and I plan to do something a little festive with these guys.

So if anyone is up for some Blood Bowl around Christmas and wants the chance to win a slann team, check out the advertisement located in the Upcoming Tournaments section of BLITZ Magazine!

Thanks has to also be made to all the guys from The Queensland Northern Knights who travelled down with me for the event and all the models they "donated" to the team, as the F.A.N.S would never have been finished without the generosity of the club!

**Clayton Teschward (The Chad)**

**The team in all it's glory, complete with Hateraid sponsorship float at the back.**



# Between Rounds



Continuing on from our first Between Rounds, we are going to look at another game, this one with single player potential so you aren't waiting for other players.

As a result it will be looked at from a single-player perspective. Best of all we will be getting a copy of the game out to a lucky AusBowl supporter.

Next issue we will take a run away from gaming based options, but for now, lets look at what the lucky winner will be getting involved in!

## What's it all about?

The game is relatively simple in it's style. Each time you play you run a scenario that comprises cards that set the boundaries, rules and setup for the game. The game has a self running opponent deck that consists of locations, events and monsters. It may also consist of objectives and some other scenario tweaks.

You as the player can have up to three heroes and a deck that contains your allies, buffs, equipment and debuffs, amongst other cards. All the cards in the core set, which one lucky person will be getting, have these concepts included. It also has enough for two-player cooperative games.

At this stage it all sounds very stock

standard aside from the cooperative/single-player potential. A couple of decks and away you go.

The big change in this game has to be the concept of threat. Threat is the abstract value that represents how much attention the game's event deck pays to you. Managing the threat will become one of the most important things you need to do going forward.

## Digging Deeper

At a high level, it sounds fairly simple, but digging deeper the play is incredibly thematic.



The game is essentially a struggle of the players against the scenarios event deck. The turn starts by the player's heroes gathering resources for them to call aid from allies and attachment cards in the "Planning Phase". Think of it as just gathering your party's strength.



Once your party has gathered it's strength together, your heroes and allies need to commit to a quest and progress towards the scenario objectives. Without taking up too much space, the committed allies and heroes have a willpower attribute that is compared to the event deck's revealed threat to determine if the heroes have been successful in questing.

The players may then decide to travel to a location that has been revealed in the event deck to deal with it. The winner of the game will quickly see that this Questing and Travel phase can be imperative to managing Threat.

Following on the from the non-combative phases of the game it quickly moves on to dealing with the monsters that have come forth from the event deck.

All monsters have a threat engagement value where they will attack a player, moving forward from the staging area to engage a player.

Cards that are out of the staging area do not count towards the questing phase threat, but are obviously trying to rip your heroes and their allies apart.

In such a short space, it is hard to properly explain the thematic experience that this game can generate. It is something that the lucky winner will have to experience for themselves.

Early on in the piece, I must admit that the experience could get repetitive with just the main box. With the LCG style though each month has a new adventure pack. These are reasonably priced and include everything you need going forward. It has now gotten to the point where the variety in heroes and card pool has expanded to make the experience quite varied.

Single player is a REAL challenge and quite addictive. Lets hope the winner gets back to use with his or her thoughts in the near future.

Keep an eye on the forums to see if you were the lucky winner!

Erin McKee (Carnivean)  
Editor

# 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](http://www.ausbowl.com)) using their internet handle (in brackets after their name below). Alternately, contact [southernstrikeeditor@gmail.com](mailto:southernstrikeeditor@gmail.com)

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## Interview: Jay Little

Recently I got to sit down and have a conversation with Jay Little, designer of possibly the biggest Blood Bowl change in a number of years. Blood Bowl has always been around in the realm of table top miniatures gaming, but now transitions into the card game genre. While not a change to the traditional game we all know and love, the Team Manager is raising much excitement amongst our community as well as others. Between rounds in tournaments or during league days, the Blood Bowl Team Manager is set to become a common sight.

**So who is Jay Little?**

**Does he even play Blood Bowl?**

**Does he like Cats or Dogs better? Coke or Pepsi?**

BL!TZ: Hi Jay, thanks for joining us. I have done a few of these interviews previously and like to throw in a few extra strange questions, just to find out more about the person, hope you don't mind.

**Jay: Glad to do it. Designing Blood Bowl Team Manager is some of the most fun I've ever had with a project.**

BL!TZ: For those of us stuck in a Blood Bowl loop, can you tell us a bit about your designing background outside of Blood Bowl Team Manager?

**Jay: I've been a game enthusiast since my wee years, and have been involved in gaming in some fashion or another for**

**more than 20 years. I've worked on a broad range of products, from roleplaying games to card games and boardgames.**

BL!TZ: How did you get your first big break in the game design industry?

**Jay: My first break came back in college, when I heard about this game company called EVPA -- the Escape Ventures Playtesting Association. I became an official playtester for some of their projects, then started contributing in other ways -- but I earned my first paycheck in gaming from Escape Ventures.**

**Otherwise, I've been fortunate to be the**

right person at the right time to get to work with companies like WizKids, Goodman Games, and Fantasy Flight Games, and have worked with a number of big properties, such as Star Wars, Major League Baseball, Warhammer, and others.

BL!TZ: What are you listening to at the moment? What are you reading?

Jay: I'm a heavy metal fanatic. Have been since high school, and many of my favorite bands are still cranking out killer material. Right now what I'm listening to the most are *Ironbound* (by Overkill), *The Cold* (by Flotsam & Jetsam) and everything from *Lordi* -- an awesome Finnish hard rock/heavy metal band that's like KISS, Alice Cooper, and Rob Zombie all

rolled into one... *Deadache* and *The Arockalypse* being my favorite albums.

Finding time to read has been tough, but most recently I've been working through the *Dresden Files*, *Girl with the Dragon Tattoo* and *Skulduggery Pleasant* series, as well as various roleplaying materials. I probably read RPG rulebooks and splatbooks more than I read novels.

BL!TZ: Are you an avid player of Blood Bowl or a person with casual interest and plays socially? All of us have war-stories, can you tell us about your most memorable Blood Bowl moment?

Jay: I was an avid Blood Bowl player for years -- my first game of Blood Bowl was on the Astrogranite pitch board. For several years, my gaming group ran Blood Bowl leagues regularly. For me, Blood Bowl isn't just a single one-off game, it's the season that makes the game sing, when your players improve and you get this RPG vibe of developing your team and personalities.

One of my most memorable Blood Bowl moments was during the last week of one season where I was playing my heavy hitting Undead team against the league leading skaven team. My Mummies took out the skaven's two best players in the first half of the game -- the two players who had



**Blood Bowl Team Manager, the new card game by Jay, produced by Fantasy Flight Games.**

racked up the most SPP all season. One of my mummies even scored a touch-down in that game. I still ended up losing, but taking out a few of those pesky rats was gratifying, since virtually everyone in the league assumed they'd skate all the way through the playoffs. Well, they advanced to the post-season, but lost their first game without their two best players...

**I think the next most memorable game for me was with my amazons. I had great luck the first few matches, and it wasn't long before all my Blitzers had Dodge / Block / Guard and a few with Mighty Blow. I think one of my Blitzers with Mighty Blow ended up causing five casualties all by herself during one match against a lizardman team. Skinks are squishy.**

BL!TZ: With some of your previous endeavours having a relatively large narrative component, was that something that you think helped or hindered the process on the BBTM? I guess the guts of it is do you think that your familiarity with the GW universe lead you to try to squeeze too much into the game initially, or did it allow you to bypass the chaff and get to the true core of the game you had in mind?

**Jay: I think my love of both the Blood Bowl boardgame and the Warhammer setting in general were great assets, as was my strong RPG background. Blood Bowl is more than just rolling dice and moving miniatures -- the games played out like stories, and we talked a lot of smack. We kept a newsletter where the winner would recap his most recent match, pointing out highlights, pivotal plays, and really laying the smack down. Our teams and players had personalities. That part of my personal experience with league play definitely influenced my design of BBTM.**

BL!TZ: Cats or Dogs? Coke or Pepsi?

**Jay: Cat, singular. I used to hate cats, but my wife grew up with them, so I eventually learned to tolerate, then love them. Our cat Jedi runs the house.**

**And Coke. More specifically, Coke Zero, or preferably, Diet Coke with Lime. For realz.**

BL!TZ: When the first "splash" page went up for the Blood Bowl Team Manager, it spread amongst the already established Blood Bowl community quickly. What was the response like on your end? Was it beyond what you expected? And how much did you get from that process that actually made it into the game?

**Jay: Having weathered the storm of the Warhammer Fantasy Roleplay announcement the year before, I wasn't surprised by the fan community response. After all, Blood Bowl players tend to be passionate, hard-core gamers. I've yet to meet a "casual" Blood Bowl player.**

BL!TZ: The initial buzz quickly turned into, I won't say negative sentiment, healthy scepticism about the game. Rumours of it being nothing more than vapourware, etc, started appearing. As the games designer, how hard was that to digest?

**Jay: There's always some risk involved with any game design -- do the initial ideas gel the way you expected? Does it deliver the experience you were looking for? Do other projects have to take priority? Are we being faithful to the source material?**

**With the goal of delivering a league / long-term experience rather than trying to simply re-create an individual game of Blood Bowl resolved with cards, we went through many, many revisions and pro-**

**totypes. We had to capture the right feeling. Despite frustration by some fans, I fortunately had the opportunity to wait and keep working on the game rather than rush something out the door. I believe the final product is worth the wait.**

BL!TZ: What is your favourite game?

**Jay: That's a trick question -- it's impossible to answer without certain parameters set. How many people do we have? How much time do we have? Are we looking for something casual or something to really dig into? My favorite game really depends on the situation. Some of those favorites include *Tichu*, *Cosmic Encounter*, *Chaos in the Old World*, *Battlestations*, and I'm almost always willing to try the flavor of the week to see what's up. I also game with my children a lot, so many of my favorite games tend to be for the younger audience -- *Forbidding Island* being a current hit.**

BL!TZ: Obviously Blood Bowl would have to have one of the most fanatical followings from the Games Workshop sphere. With it having stayed in the one medium for such a long time (I am not counting the software

versions as they are essentially the same game), were you apprehensive at all about trying the card game approach? What made you choose this style of game as opposed to another style?

**Jay: It took a lot of work, and countless revisions, to find the right formula. The mechanics needed to be easy to understand and mesh well with the feel and overall experience we were going for. My love for Blood Bowl kept me going -- I wanted to do Blood Bowl proud as well as design a fast-playing, fun game for fans. Cards are a great, versatile component, and offered a lot of options on how to tackle the game.**

BL!TZ: After GenCon this year, you no doubt saw just how passionate some people can be about Blood Bowl and "their race". How did you finally decide on the final races in the BBTM game?

**Jay: It wasn't easy. In the end, however, it came down to representing the classics, and races that are among the most recognizable in the Blood Bowl setting.**

BL!TZ: And I guess expanding on that further, how hard did you find it to translate the



**The components from the BBTM card game set.**

typical play-styles in the table-top game into the card version?

**Jay: Some parts were much harder than expected, but some of the elements came together quickly, and only needed fine-tuning to nail down.**

**Early on, I adopted a more zoomed out approach to management -- looking at card play to compete for highlights rather than trying to recreate individual games. That perspective helped me zoom out my personal Blood Bowl experiences and try to define the main themes, elements, and factors that made a single game stand out, and helped shape a team over the course of a season.**

BL!TZ: What is your favourite race in both formats of the game?

**Jay: I still have a soft spot for the undead team in the tabletop, and I've got a fully-painted undead team ready to stumble into another season when the whistle blows.**

**For the card game, I especially like how the cheating mechanic works, and the versatility that comes with quick players. Skaven are unpredictable, frail, and a**

**heckuva lot of fun in the card game.**

BL!TZ: What do you think was the best mechanic that translated from the table top game to the card game?

**Jay: The tackling system in Blood Bowl Team Manager is obviously very, very similar to the table top game -- compare "power" and roll some dice. A number of different systems to resolve tackling and injuries were explored, but in the end, the tackling dice system worked best.**

BL!TZ: With the release of BBTM not too far away, what is the likelihood of expansions for the game? Is there any chance that it gets taken down the LCG type path?

**Jay: That's a great question -- stay tuned for our website for any news or announcements about future plans for BBTM :)**

BL!TZ: Thanks for your time Jay and we look forward to the game being released!

**Erin McKee (Carnivean)  
AusBowl Editor**



AusBowl's first supporter giveaway will be a copy of the Blood Bowl Team Manager game with thanks to Good Games chain of gaming stores.

Stay tuned on the forums for our first winner!



## Advertising Costs



We currently have two options for AusBowl / BLITZ advertising, as detailed below. However, if you are a retailer looking to advertise either in AusBowl, BLITZ or both, alternative packages can be negotiated.

Contact [admin@ausbowl.com](mailto:admin@ausbowl.com) to advertise.

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- AusBowl sponsor forum access
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- Business' logo displayed on sleeve of AusBowl shirt created during year of sponsorship

Sponsor



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- Half-page BLITZ advertisement per issue for 12 months (4 issues)
- 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

Sponsor



\* 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.

**The following section focuses on the various hubs of Blood Bowl action in Australia. Seven sub-magazines (so far) representing various locations around Australia bring you a wrap-up of their community happenings, along with information on many Australian leagues. The inclusion of a sub-mag depends on content, so please note that some might not appear in every issue of BL!TZ.**



# CAPITAL PUNISHMENT

2

## League Information and News from the ACT

In ACT Blood Bowl League news we are approaching the end of season but have a few coaches missing due to the upcoming Blood Bowl World Cup. This will mean a brief league hiatus whilst we wait for these coaches to return to the field.

Best of luck to our fellow Canberrans over there!

There has been a new death record achieved for a single game:

### New Death record!

The 'Most kills inflicted in a match' has jumped from 4 to 6 in the [\*infernal comedy vs FUBAR Fellows\*](#) match (Chaos Cup II, round 6) which also equalled the record for 'Most violent match'.

What a massacre, *the infernal comedy* lost a Marauder and their Minotaur [\*Judas\*](#) while *FUBAR Fellows* carried two Blockers, a Troll Slayer and their super star Blitzer [\*Torgar Fastfist\*](#) home in boxes. The 690k value of the missing *FUBAR* players was short of the injury record for a single team but the value of their dead players at 520k beats the *Anarchist Angels* who were the previous holders of the unwanted record with a measly 330k – Carbrawn.

In the Majors *the infernal comedy* has really hit their straps as predicted,

powering out ahead of the rest of the field. The *Hellarious Pranksters* are languishing on the bottom of the table with a few bad beats from the opposition.

My finals prediction will be between the reigning terror (although not Chaos Cup winning) *Vulling's Hell's Court* (necromantic) and the new rising terror *Azza's infernal comedy* (chaos pact).

In the Minors the *Vulling's Devious Shadowmasters* (dark elf) seem to have taken an unassailable lead heading into the finals. Amazingly, newly responsible parent Big A's (congratulations BTW) *Blackwater* (halflings) are still in it! I hope to see them in the grand finals bringing the stunty pride!

In the Rookies it's anyone's game with all four teams in place for the finals looking relatively close.

Michael Geld's *Har Ganesh Saints* (dark elf) have continued to perform despite suffering 22 casualties, and Lelruthus *Crimson Breweries* (dwarf) are looking fearsome with the top casualties inflicted (28) for the season.

Sumbloke's *Didditon Oddrugs* (skaven) have really performed this season putting him in with a semi fi-



# ACT BBL

nals shot. With one game to go yet to potentially hit the top of the table before the semi's my (BeefyGoodness's) *Heinz Pride* (chaos dwarf) are looking pretty good if I do say so myself (shameless plug). Scoring a claw and block on the Minotaur has cemented them in as a tough competitor for a finals spot.

With only a few months to go before the Blood Bowl Nationals return for 2012 many players have started to question what team they'll be taking this time around. Whatever it is I'm sure that it will need to be something that can combat the undead menace!

**Ben Vanzino (BeefyGoodness)**  
ACT AusBowl Committee Rep

## Chaos Cup II League Ladder

Team	Race & Coach	team value	won	tied	lost	points	TD score	Cas score (kills)
the infernal comedy	Chaos Pact Aaron	2,130k	6	1	0	130	15 - 7	39 - 15 (12-3)
Hell's Cout	Necromantic Andrew V	2,240k	4	2	1	104	17 - 7	33 - 12 (4-4)
Chile Khorne Carnage	Chaos Chris Williams	1,920k	4	0	3	92	9 - 11	25 - 23 (8-4)
FUBAR Fellows	Dwarf Simon M	1,640k	4	0	3	92	9 - 13	25 - 22 (7-5)
Sewerside Runners	Skaven Lelruthus	1,920k	3	0	4	76	16 - 15	21 - 25 (0-5)
Blue Collars	Elf Grimrod	1,640k	2	1	4	66	16 - 14	9 - 29 (1-9)
Hellarious Pranksters	Underworld Drakeular	1,850k	1	1	5	50	8 - 15	16 - 30 (1-3)
Anarchist Angels	Chaos Carbrawn	2,260k	1	1	5	50	7 - 15	18 - 30 (3-3)

## FA Cup II League Ladder

Team	Race & Coach	team value	won	tied	lost	points	TD score	Cas score (kills)
Har Ganeth Saints	Dark Elf Michael Geld	1,590k	6	2	1	144	24 - 14	10 - 22 (4-4)
Heinz Pride	Chaos Dwarf Ben	1,600k	6	2	0	140	17 - 5	20 - 5 (4-1)
Crimson Breweries	Dwarf Lelruthus	1,470k	5	3	1	134	15 - 8	28 - 11 (5-2)
Didditon Oddrugs	Skaven Peter M	1,490k	5	2	2	128	18 - 14	11 - 12 (4-3)
Garric's Greenskins	Orc Simon M	1,360k	3	3	2	98	10 - 7	8 - 5 (2-1)
Brutle Orcs	Orc Phil W	1,370k	3	3	2	98	10 - 9	11 - 7 (3-2)
River Stir Slayers	Human ModelWarrior	1,350k	3	1	5	90	16 - 17	8 - 16 (2-7)
Midori Onnanoko	Wood Elf Simon L	1,310k	1	1	6	54	8 - 19	4 - 19 (1-4)
Norsecan Raiders	Norse Blair	980k	1	1	5	50	4 - 13	9 - 9 (3-2)
Guildford Stranglers 1.01 Lite	Orc Peter F	1,000k	1	0	5	40	3 - 9	2 - 5 (0-2)
Forfeit Rookie	Human Carbrawn	k	0	0	5	20	0 - 10	0 - 0 (0-0)

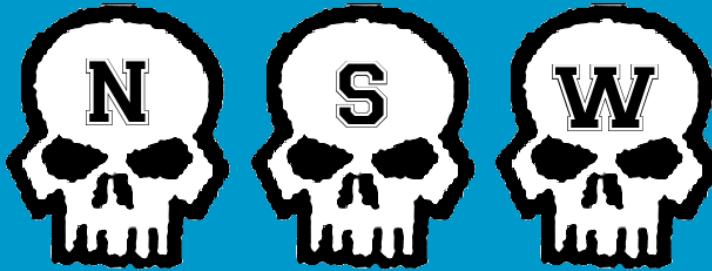
## Orkleys Cup II League Tables (East / West)

Team	Race & Coach	team value	won	tied	lost	points	TD score	Cas score (kills)
Devious Shadowmasters	Dark Elf Andrew V	1,670k	7	1	1	154	17 - 3	12 - 14 (2-3)
Blackwater	Halfling Andrew R	1,320k	5	0	3	112	13 - 12	12 - 31 (2-3)
Davi Grontis	Dwarf Phil W	2,160k	4	1	3	102	10 - 8	34 - 3 (5-0)
Eastern EurElf Gym Team	High Elf Peter M	1,940k	3	1	4	86	11 - 11	13 - 14 (1-1)
Forfeit Rookie	Human Carbrawn	k	0	0	5	20	0 - 10	0 - 0 (0-0)
Forfeit Minor	Amazon ?	k	0	0	0	0	0 - 0	0 - 0 (0-0)

Team	Race & Coach	team value	won	tied	lost	points	TD score	Cas score (kills)
The Brides of Kaine	Dark Elf Chris Williams	2,290k	5	1	2	118	11 - 5	18 - 11 (4-2)
The Savage Rose	Wood Elf Luke	1,760k	4	3	1	114	13 - 7	8 - 17 (2-4)
Rusty Cage	Nurgle Andrew R	1,800k	4	2	2	108	12 - 11	21 - 20 (5-1)
Grim Reapers Guards	Necromantic Simon M	1,690k	4	1	3	102	10 - 8	23 - 20 (1-2)
Zharrduk Infernoes	Chaos Dwarf David	1,660k	1	4	3	72	7 - 11	11 - 10 (2-2)
Sea of Claws Ravens	Norse Ben P	1,700k	0	3	5	50	5 - 12	9 - 10 (1-4)

**LEAGUE COMMISSIONER:** **Phil (Carbrawn)**  
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**LEAGUE MEETS:**

**Ad hoc at Good Games Lanyon**



# NUFFLE SAYS WHAT !?!?

2

**League Information  
and News from NSW**

Gday and welcome to the second edition of Nuffle Says What !?!?

Some big goings on in NSW this last quarter. Big tournaments including the jewel in the Australian Blood Bowl crown, Eucalyptus Bowl, which was played back in August. A whopping 76 coaches played this year, making it the biggest Blood Bowl tournament outside of Europe. I don't want to give the guy a bigger head, but Richard Andrew (Virral) deserves a big pat on the back for growing the tournament to such an extent, the prize table and free goodies were truly something to see. Knowing the man as I do, you will not want to miss next years Euc-Bowl, which will be even bigger and better I'm sure.

It was won by none other than the Carnage Club's own Brendan Morrison (Gardengnome). Congrats to the gnome who now has two podium finishes in our premier tournament.

The Carnage Club made it two from two recently with Paul Morris (Creature) winning the inaugural Bushranger Bowl held in Kellyville in September. Pete Arentsen (tribalsinner) is to be congratulated for introducing another quality Blood Bowl tournament to the Australian Calendar, and we all hope Bushranger Bowl continues to grow as Eucalyptus Bowl has done.

MOAB has also been run and won, chalk up another win for the Gardengnome. Watch out World Cup! MOAB has grown steadily over the years on the back of the general

Blood Bowl boom, and Bill Murphy (sangraal) and Matt Williams (laphyr) had a strong plan to split the tournament and attempt to showcase Blood Bowl at Games Workshop's Games Day. Unfortunately the fickle nature of our community when it comes to pre-registering, and the fact there was no financial or prize incentive to do so, meant the MOAB Masters at Games day had to be scrapped. This is disappointing as I think it would have been a good opportunity to introduce a lot of GW fan boys to our favourite system, one that we all agree is generally neglected by the company that created the game. I have faith we will not let another opportunity like this slip through our fingers.

But its not just NSW tournaments that New South Welshmen have been excelling at. Daniel Hutchinson joined yours truly at Southern Shrike Bowl this year. He was unable to defend his title but for the second year running it was coming back to NSW, as I was able to spank the crow eaters.

Hutchie finished fourth and combined with our cobbled-together Team East (Including Capital Punishment's Peter McAndrew (sumbloke) who finished third) we also took home the team title from SSB. This is a great fun tournament that I would encourage as many of you to attend as able to so.

On the subject of interstate tournaments, it's worth mentioning the two big AusBowl affiliated team tournaments. The inaugural AusBowl Team Championship is going to be held in Canberra in March 2012. This is a

four coach per team tournament and I'm hopeful that a NSW team can take home the trophy.

The Carnage Club would be heavy favourites, but the SLOBB league will be sending at least two teams and I encourage as

many of you as possible to do so.

Grab some mates, run some practice games of the ruleset, and road trip down to Canberra and join in the fun.

The Aus-Bowl State Championship will be held in Adelaide in 2013. Its important that

the strongest Blood Bowl state brings home the AusBowl Trophy, and avenges our disappointing second place this year. It wouldn't be a NSW team without change, so the team that was once known as *The Premiers* will be known for 2013 as the *NSW Blue Bloods*. A selection committee has been formed and the selection process has been determined. The plan is to hold five selection tournaments throughout NSW (including Penrith and Newcastle), with the highest placed NSW eligible coach in each tournament gaining selection on the team.

The sixth place will be a wild card place that will be drawn from attendees to these tournaments, while any dropouts or multiple top finishes by the same coach will see that

place going to the coach with the highest average placing across the selection tournaments (minimum of two). The ruleset of these selection tournaments will be that used at SSB (which will be the AusBowl SC Two ruleset), and the earliest winners will have first option to choose their winning

race to play with at Aus-Bowl SC Two. I will break down in a bit more detail the selection process in the next issue of Nuffle Says What !?!? and hopefully name our first *Blue Blood* as Gathering of Might (to hopefully run in late November/early December) has been earmarked as



**Team East taking the booty from SSB**

the first selection tournament.

Let me just finish by saying don't forget that this e-mag is for the whole community, if there is anyone running a league in NSW that would like to appear in these pages, or anyone with anything at all to contribute, please don't hesitate to contact myself or Virral. Lets make Nuffle Says What !?!? the best state mag in Blitz.

Oh and good luck to the three Australian Teams heading off to the NAF World Cup in Amsterdam.

**James (Rabid\_Bogcsum)  
AusBowl NSW Representative**



# SLOBB

## SLOBB Crowns a New Champion

The D\_Arquebus coached undead team *Meat the Beast* are now champions of the known world, the SLOBB world anyway, after comprehensively thrashing the pre-tournament favourites the *Chaos lil' Leaguers* coached by Grumpsh and taking home the SLOBB Interim Cup. Ramtut joined *the Beast* for this SLOBB final and proved his worth dominating the middle of the pitch, while an early mistake by the chaos dwarves saw them turned over in the first half and in the sheds at 1-0. It was 2-0 half-way through the second half with a wizard in hand and the game was won with no chance of a comeback. Congrats to Hutchie on translating his tournament dominance into a SLOBB Season 5 win. Will *the Beast* dominate in the same way the *Visigoths* did? Keep an eye on Season 6 to find out.

## Meat the Beast, D\_Arquebus' undead team and new SLOBB Champions.



## Rookie League – Ulgroth Bolgrot

Many of the SLOBB coaches have been clamouring for more meaningful games besides the slow one game per month we see in the main league. The Open league (which still exists for those that want to use it) hasn't seen as many games as we would have liked so we have introduced the SLOBB Rookie League.

This is a first past the post (no finals) style open league that requires coaches to simply play everyone else in the division once. It is a one game every three weeks cycle and has been going gangbusters. It is a one season league, i.e. teams can only be run in it once before transferring to the Open league or the Main league, or can be parked and have their fate determined later.

The winner gains a Star Player miniature to use with the team (regardless of the race) for as long as they are around, and they in turn choose which of the six available star players for their own team will be the prize for the following season. Season 1 we are playing for the tough chainsaw wielding orc *Ulgroth Bolgrot*, I've picked up a Willy Miniatures chainsaw orc which has been painted by BLITZ Magazine's own resident Rembrandt Sinister Dexter as the prize for the winning coach.

**Bone Idlers North**

#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	<a href="#">D_Arquebus</a>	<a href="#">Meat The Beast</a>	<a href="#">Undead</a>	1720k	1	1	0	0	2	4	0	5
2	<a href="#">iaphyr</a>	<a href="#">Humping Rats Utd.</a>	<a href="#">Skaven</a>	2030k	2	1	0	1	1	2	0	5
3	<a href="#">GeoffWatson</a>	<a href="#">Summer Faerie</a>	<a href="#">Wood Elf</a>	2050k	1	1	0	0	1	0	0	5
4	<a href="#">Mathfuric</a>	<a href="#">Stade Mort</a>	<a href="#">Necromantic</a>	1970k	2	1	0	1	-1	1	0	5
5	<a href="#">Redcard</a>	<a href="#">Renlims Raiders</a>	<a href="#">Dark Elf</a>	1310k	3	1	0	2	-1	-6	0	5
6	<a href="#">Burn</a>	<a href="#">die grune Bedrohung</a>	<a href="#">Orc</a>	1740k	1	0	0	1	-2	-1	0	0

**Bone Lumps South**

#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	<a href="#">Grod</a>	<a href="#">Big Bang Theory</a>	<a href="#">Chaos Pact</a>	960k	1	1	0	0	2	0	0	5
2	<a href="#">Magnus</a>	<a href="#">Purple Cobras</a>	<a href="#">Orc</a>	1000k	1	0	1	0	0	1	0	2
3	<a href="#">drusus82</a>	<a href="#">Morwyr</a>	<a href="#">Elf</a>	1020k	1	0	1	0	0	1	0	2
4	<a href="#">geoffles</a>	<a href="#">Sithing Elves</a>	<a href="#">Dark Elf</a>	1100k	1	0	1	0	0	-1	0	2
5	<a href="#">Viral</a>	<a href="#">Golden Skulls</a>	<a href="#">Chaos Dwarf</a>	910k	2	0	1	1	-2	-1	0	2
6	<a href="#">JustinJudd</a>	<a href="#">Spear of Akkad</a>	<a href="#">Undead</a>	1210k	0	0	0	0	0	0	0	0
7	<a href="#">Junior</a>	<a href="#">La French Play-que</a>	<a href="#">Skaven</a>	1000k	0	0	0	0	0	0	0	0
8	<a href="#">Borzag</a>	<a href="#">Estalian Inquisition</a>	<a href="#">Human</a>	1110k	0	0	0	0	0	0	0	0

**Lazy Lumps North**

#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	<a href="#">Tribalsinner</a>	<a href="#">Last Legion</a>	<a href="#">Dwarf</a>	1810k	3	2	1	0	5	3	0	12
2	<a href="#">Conan</a>	<a href="#">Drakwald Deadites</a>	<a href="#">Undead</a>	1450k	3	1	1	1	-1	-3	0	7
3	<a href="#">Grumpsh</a>	<a href="#">Chaos lil' Leaguers</a>	<a href="#">Chaos Dwarf</a>	2190k	1	1	0	0	2	4	0	5
4	<a href="#">Chavo</a>	<a href="#">Atomic Winter</a>	<a href="#">Norse</a>	1820k	3	1	0	2	-3	-2	0	5
5	<a href="#">Arcturus</a>	<a href="#">FNC Heroes</a>	<a href="#">Norse</a>	1880k	1	0	0	1	-1	-1	0	0
6	<a href="#">RabidBogscum</a>	<a href="#">Disturbed</a>	<a href="#">Necromantic</a>	1370k	1	0	0	1	-2	-1	0	0

**Ulgroth Bolgrot (S1)**

#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	<a href="#">Redcard</a>	<a href="#">lost and found</a>	<a href="#">Chaos Pact</a>	1460k	9	5	1	3	9	11	-5	22
2	<a href="#">Conan</a>	<a href="#">The Beasts of Shortwood Forest</a>	<a href="#">Chaos Dwarf</a>	1280k	7	3	3	1	6	5	0	21
3	<a href="#">Tribalsinner</a>	<a href="#">Bushrangers</a>	<a href="#">Human</a>	1360k	7	3	3	1	3	5	0	21
4	<a href="#">RabidBogscum</a>	<a href="#">Ice Age</a>	<a href="#">Lizardman</a>	1190k	6	3	2	1	6	-1	0	19
5	<a href="#">D_Arquebus</a>	<a href="#">From Tadpoles to Toads</a>	<a href="#">Slann</a>	1060k	3	2	1	0	3	-4	0	12
6	<a href="#">Murishido</a>	<a href="#">Slanno Park Toads</a>	<a href="#">Slann</a>	1150k	4	2	0	2	2	6	0	10
7	<a href="#">Chavo</a>	<a href="#">The Captain Awesome All Stars</a>	<a href="#">High Elf</a>	1220k	4	1	1	2	-4	-2	0	7
8	<a href="#">Arcturus</a>	<a href="#">FNC Top Knot Offenders</a>	<a href="#">Chaos Dwarf</a>	1140k	4	1	1	2	-5	2	0	7
9	<a href="#">Mathfuric</a>	<a href="#">Auland Blues</a>	<a href="#">Elf</a>	1270k	6	0	3	3	-5	-13	0	6
10	<a href="#">Severo</a>	<a href="#">The Old World Rotters</a>	<a href="#">Nurgle</a>	970k	2	1	0	1	-1	0	-1	4
11	<a href="#">drusus82</a>	<a href="#">Neue Stadt Bluebags</a>	<a href="#">Human</a>	1080k	4	0	2	2	-3	-3	0	4
12	<a href="#">Grumpsh</a>	<a href="#">jolly chaps</a>	<a href="#">Goblin</a>	690k	3	0	1	2	-9	-3	0	2
13	<a href="#">Borzag</a>	<a href="#">Sin Bin Pylons, Calgary Division</a>	<a href="#">Goblin</a>	990k	1	0	0	1	-2	-3	-2	-2

**The prize: Ulgroth Bolgrot painted by SinisterDexter**



Redcard's Chaos Pact team *lost and found* shot out of the blocks early with plenty of games under their belt, but after two straight losses are staring down the barrel of being overtaken by a bunch of chasing teams. Time will tell whether we have seen the ol' Redcard choke once again.

**SLOBB Season 6 – The Tear of Redcard**

With the Majors played for and gone, and the temporary trophy run and won last season, Season 6 sees the introduction of the first truly SLOBB title. The Tear of Redcard is a holy relic that makes it difficult for its holders to make finals, it's a handsome piece but a bit of a poisoned chalice, much like its namesake. Despite the negatrait that comes with it, I expect fierce competition to pick up this SLOBB trophy.

Season 6 of SLOBB is a month into proceedings, with a number of new coaches joining the league. The established teams have been split into two North conferences, while the new and newish teams have all been lumped together in a single South conference. The format for SLOBB has changed, thanks to the success of the Rookie League we are trialing a more open style of match making. Coaches can play anyone else in their division at their leisure and in whichever order they like, with the only proviso being they need to play everyone in their conference once.

There are still deadlines with minor tournament point penalties for tardy teams to help keep the league moving along. But after a slow start in the South conference, everyone seems to be getting on track with the new format. Good luck to all our Season 6 coaches.

#### To Finish

SLOBB is well into the current seasons, but is always on the look out for new coaches. We are happy to show new coaches the ropes as well as welcome back experienced coaches that didn't realise people still played this great game of ours. Send myself or Redcard a pm on [AusBowl](#) if you need any more information.

Also I am hoping SLOBB can send at least two teams to the inaugural AusBowl Team Championships held in Canberra in March 2012. We need to make sure we get on the trophy before the Carnage Club does. Any questions don't hesitate to ask me.

May Nuffle Bless all your Endeavours!

**LEAGUE COMMISSIONER:  
CONTACT:  
LEAGUE MEETS:**

**James Russel-Wills (Rabid)  
pm Rabid\_Bogscum on AusBowl  
Occasionally at Good Games**

**The Tear of Redcard,  
an item that makes it  
harder to reach the  
finals.**



**James Russell-Wills  
(Rabid\_Bogscum)  
SLOBB Commissioner**

# FOOT OF THE MOUNTAIN BLOOD BOWL LEAGUE

With the finals fast approaching in the FOTM it's now time for an update on the form of the teams competing and their coaches' chances of taking out Season 9. Starting at the top of the ladder and working through to last we have:

First - Thomsy: He's undefeated so far and powering towards the semi's with a superb team that, owing to his renowned ability to choke, will more than likely cause him to crash and burn. So he is generally regarded as the underdog.

Second - Creature: Using vamps this season. His team is looking dangerous both to his opponents and to himself making him in with a good chance if he can keep his team alive.

Third - Hutchie: The chaos dwarves have been having some good results and are no doubt getting powerful (as he has been avoiding me at the time of writing this I'm only making assumptions) and is in with a good chance to take out the title.

Fourth - Phil: Drawing with Hutchie at the moment on ten points, Phil's still making his presence felt and is probably looking to do a bit of damage on his way to the top. Still remains to be seen how much the pressure of finals Blood Bowl will affect him.

Fifth - Nichren: Nichren's been a bit of a dark horse this season, causing a few coaches some problems. At the moment he's sitting on eight points and is on the charge nipping at the heels of third and

fourth. Definitely still in the running as the finals draw nearer.

Sixth - Bill: His chaos dwarves might have been in with a chance but more than likely wouldn't. They've had to pull out because the other teams that were giving it to them didn't, causing them to walk funny.

Seventh - Joey: Currently on four points the ogres have been struggling a bit to win games this season but have still managed to dish out some pain. An example of this was witnessed by spectators of his recent game against the goblins where the Gnome was heard to say "It's a casualty anyway because of Stunty you don't have to use Mighty Blow to try and make it more than a Badly Hurt." to which Joey replied "Yes I do".

Eighth - Keith: A newcomer to Blood Bowl Keith is improving quickly and is still concentrating more on dishing out punishment than scoring. Out of contention for the semi's this season however with his skill and his team increasing he's promising to be dangerous next season.

Ninth - Gnome: The Gnome's been looking very dangerous in every round this season until his team hits the pitch. Looking a very good chance for the spoon but has the potential to win a game in the final rounds if he can keep his team alive.

**Steve Thoms (Thomsy)  
FOTM Reporter**

**LEAGUE COMMISSIONER:  
CONTACT:  
LEAGUE MEETS:**

**Creature  
[pm Creature on AusBowl](#)  
Ad hoc**

# Southern Shrike

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## League Information and News from SA



t's been a busy few months for local denizens of the City of Churches, with a range of happenings keeping people on their toes.

One of the things that really interests me, as somewhat of a neutral party, is the different character of each of the local leagues. The AFOUL up north has a heavy focus on the hobby side of things, with their incredible Dungeonbowl shenanigans and a lot of great painters. They also love developing interesting and madcap house rules (more of which I hope to share going forward).

The CCKUP is a sort-of semi-professional style of league, more traditional in nature and focussing on the game itself. They also have great house rules, but it isn't as pronounced as AFOUL. Instead, the strategic part of the game seems to be at the fore, with plenty of quality coaches fighting it out.

Then there's the SABBL. What can I say about these guys? They are loud, potty-mouthed rabble-rousers who know

how to enjoy the game at its most raucous, with trash talk perhaps being their most evident feature. But they also know what they're doing, as was evinced by their big win of the 'Best Local League' award at SSB this year.

Which brings me to SSB itself. The fourth Southern Shrike Bowl was held in September (see the wrap up article) and was a raging success. Adam (Olaf) should be extremely proud of this achievement, having built SSB from fairly impressive beginnings in 2008 to the amazing event it is today.

41 coaches attended, 26 for the first time (and 21 for the first time at any tournament), and nine interstaters made the trek, this year from five different states! The prize table was to die for and pre-



Last year's MVP  
"Caliban", painted by  
Ben Makepeace  
(BenSquig) for the  
yearly SSB raffle.



**The glittering trophy table from SSB 2011.**

ordering attendees received their tourney fee back in free gifts before they even played one game.

But the real drawcard is the atmosphere. SSB is played in a relaxed way, with plenty of little sidebars running to keep things fun. There are individual rivalries that have built over years, a prize for stunty teams, a great set of different awards and booby prizes, good food (amazing food this year) and lots of opportunity to get to know the other coaches. This year there was also a palpable rivalry between the league teams present. And the cake! Did I mention the cake?!? Also, what would SSB be without the plaintive cry of “INTERCEPTIOOOON!” from StoneColdSpider.

All up it was an amazing day. Although the dreaded eastern invaders walked away with the shield again, I think everyone who attended had a great time. I certainly did.

In addition, the first two members of the SA *Steelballs* state representative team were awarded from this event, being the top finishing two SA-based players. Unsurprisingly, Evan Whittaker (One\_Eye) was the first, finishing second overall. More surprisingly, at least to me, was that I am the second team member, finishing fifth overall. The *Steelballs* will fundraise to assist the holding of the AusBowl State Championship

in 2013 here in Adelaide, and will compete with seven other representative teams.

But it doesn't end there. A key announcement made on that weekend was the dates for the second Adelaide Dungeon Bowl Cup (ADBC) to be held 18 February 2012 at the SSB venue. This is an actual Dungeonbowl tournament, complete with booby-trapped chests, teleporters and the most amazing 3D dungeon you'll ever see. ADBC One was a lot of fun and I am sure number two will be even bigger and better.

Finally, the legacy of the Hindley Street Bowl continues with the Breast Cancer Beach Bowl on 15 October at Infinity Games on Currie St in the city. Run as part of a larger Breast Cancer fundraiser pioneered by Terry Masson (Tilaurin), Casper (Vain) will be running this event where cheating is encouraged and can be accomplished by making “donations” to the Commissioner for bonuses. All proceeds go a charity that I am sure we can all get, ahem, in front of!

Well done to all the coaches getting involved in and enjoying the local scene, and a big thanks to the organisers and commissioners who are making it possible.

**Brett Whittaker (SinisterDexter)  
Chief Editor**



# SABB



## Season 3

Well peoples its that time again, to hear about the random frolicking that's happening down in the Southern Adelaide BloodBowl League!

Season 3 saw the biggest sign up yet, along with some new faces joining the fray, meaning that the southern community for Blood Bowl as well as the national community is ever growing!

Welcoming Evan Whittaker (One\_Eye) with his flamboyant wood elves, Scott Wall's lizardmen, Sammi's orc troupe and Khyl's humans bringing a neat little mix of teams to the league. A total of 15 coaches showed interest with all of the old coaches coming back once more. Unfortunately we had to add one more name to the quitters plaque after just round two bringing the number of coaches down to 14.

This season saw a lot of coaches trying new teams, a lot of norse teams showed up this season (must've been too drunk to make it to seasons one and two), from out of nowhere a vampire team led by the youngest coach at SABB took to the fields to practically dominate the season along with Evan's woodies, the undead arrived along with a necromantic team too. Finally, a couple of human teams have been represented, so the Monday night shenanigans began once more!!

This season also saw the creation of the SABB Committee, consisting of three coaches, myself (Nayfan), Paul

(Phukmanyeman) & Evan (One\_Eye), just so that all the decisions weren't on my shoulders. This also gives the other coaches three people to go to rather than just the one! The committee will discuss all things about rules & changes to the structure of SABB. The finals system was created because of the SABB committee.

Also this season has seen even more perpetual trophies arrive in the guise of team trophies, most TDs for, least TDs against, most CAS for, least CAS against and most SPPs for a team at the end of the regular season (not including dead players). Also a player gift in the form of 'SABB' d6! yes that's right, just as a neat little gift for playing the season with us coaches get a pair of 'SABB' d6!

Season 3 has been dominated by three teams, *Ians Rape Crew* (vampires), *W.E.A.P.O.N.S.* (wood elves) and the *Blood Wolves* (necromantic) who lost their major sponsor and went through a name change near the end of the season due to new sponsorship and are now known as the *Poo Jabbers*.

The middle of the pack has been extremely tight and has been hard fought for a place in the finals, almost all of the other teams have been in a serious position to take a 'top eight' position, with the bottom of the ladder being dominated completely by *Matts Nazi Norse!*

Our first finals are going quite well and it is extremely strong competition.. even if one of the coaches seems to have paid off that crazy dice god we all know but hate to mention \*cough\* Drew \*cough\*...

**LEAGUE COMMISSIONER:  
CONTACT:  
LEAGUE MEETS:**

**Nathan (Nayfan)  
[Nayfan@hotmail.com](mailto:Nayfan@hotmail.com)  
Mondays in Trott Pk at 7pm**

Coach	Race	Team	Pts
Evan	wood elf	W.E.A.P.O.N.S.	37
Aaron	vampire	Ian's Rape Crew	35
Levi	Nurgl	Got Milk	30
Nathan	necromantic	Poo Jabbers	27
Paul	human	Filthy Bitches	26
Robert	undead	The Sickness	24
Aubrey	norse	Stiff Carrots	23
Drew	norse	Iron Maidens	21
James	chaos dwarf	Hired Goons	18
Tim	Chaos	Stompers	17
Scott	lizardmen	Dinostars	13
Khyl	human	Poke Pals	11
Sammi	orc	Southside Slammers	11
Matt	norse	Blitz Krieg Crew	10

## The Finals

Preliminary Finals saw the top eight from the regular season battling it out, three out of four of the games being KO rounds.

Evan's wood elves handed the vampires a well deserved spanking, leaving the vampire team with two losses in a row. Thus giving Evan a week off and automatic qualification to the Semi Finals. The *Rape Crew* survived being knocked out and got a second chance to progress to the quarter finals.

The *Poo Jabbers* had a massive game against *Got Milk*. After losing to them just weeks earlier the *Jabbers* were not confident but went into this game with a plan based around tight defense. Using zombies as punching bags, and the werewolves as the hard hitters, they ended up taking the win and knocked out the *Nurgl* from the finals, only to meet the *Rape Crew* in the Quarters.

*The Sickness* held out and handed the *Filthy Bitches* a backhanding, it seemed as though the undead had lubed up the ball before the kickoff and the humans were unable to pick it up, rendering them useless and leaving

the undead to progress to the quarters. The last game of the Prelims was a norse vs. norse venture. That great daemonic dice god held the *Stiff Carrots* in the palm of his hand and crushed their spirit, allowing Aubrey to roll only the dreaded '1' for the most part of the game and giving the *Maidens* easy access to the Quarters.

## Quarter Finals

Quarter Finals saw the *W.E.A.P.O.N.S.* take a well deserved rest.

After two days and six games of Blood Bowl at SSB, the coaches were running on fumes, but it was time to play again. First game to be played was the non-elimination game between the *Rape Crew* and *Poo Jabbers*, winner playing the lower seeded semi finalist and the loser playing Evan's wood elves. The game started with the *Jabbers* kicking to the *Crew*, who went into a bloodlusting frenzy and started attacking their own players allowing the necromantic team to score in the vampires' drive. As the vampires' crazy antics continued, they levelled score by halftime and kicked back to the necros.

Bloodlust was letting the vampires down, the necros were out manoeuvring, playing tighter defense and, in the end, the *Poo Jabbers* were victorious 3-2, sending *Ian's Rape Crew* to face the wood elves in the Semis,

Drew had quite obviously bribed Nuffle with the menstrual blood of 1000 virgins or something, as *the Sickness* quite honestly failed at everything, unable to pick up the ball, unable to block, kickback three times on a chainsaw, unable to break AV7 with a chainsaw foul.. Everything that could go wrong went wrong for Robert, sending him out of the finals and gearing up for next season. Drew sailed through to meet the *Poo Jabbers* in the Semi-Final, fighting for a place in the Grand Final.

**Nathan Staff (Nayfan)**  
**SABBBL Commissioner**



# AFOUL



## Season 5

All the buzz this season in AFOUL has been about the lead-up to Southern Shrike Bowl, which is held just around

the corner from where we play (11 coaches represented AFOUL at SSB11).

During this season several coaches took advantage of the option to field a resurrection SSB-compliant team, which they did in order to playtest new teams for SSB. At one point early in the season it looked like Gormath, Dent and Whitetailscramblers would take ogres, and possibly even Guppyshark and Kanga (who both used them in the league one season and both finished in the top three). We had fun shopping for new minis to prepare for SSB and over recent weeks have had a few painting nights too between games. Whitetailscramblers ordered some molds from SSB sponsor Griffin Grove several months before the tourney and constructed an underground lava pitch for the SSB best custom pitch comp [see *Stadia of the Old and New World later in this issue - ed.*].

The early favourites in Season 5 were the Orcwood Avengers, who had amassed an enviable roster at the termination of Season 4. Their coach, Chris, has schooled several AFOULers this season, and leads the rankings in overall points, TDs scored (and TD



**House rules are a large part of the charm of the AFOUL, with an entire "Rules Supplement" produced to increase the fun but keep the balance.**

**In addition, the AFOUL boasts a talent in Addy who has created some fun Blood Bowl art work, like the piece above, that have been used on AFOUL official merchandise.**

**LEAGUE COMMISSIONER:  
CONTACT:  
LEAGUE MEETS:**

**Alex (anc001)  
[AFOUL@internode.on.net](mailto:AFOUL@internode.on.net)  
Wednesday nights**

difference), Casualties inflicted (and Cas difference) and also in games played! *Avengers* blitzer *Garnal Flat Foot* (7339 Block, Dodge, Tackle) was awarded Defensive player of the month in August (career stats 6TDs, 4Cas, 2KOs, 1MVP), but overall it has been the spread of skills across the roster that has made the team so hard to beat (ten Players have two skills or more).

Coming up quickly in the rankings last month was *Guppyshark*. Also ahead of the pack, *Kanga's Slann* have been frustrating and infuriating coaches on their way to a strong record. Blood Bowl rookie *Jimm* has put up some good games to also be ahead of the main pack with a scrappy dark elf team.

*Oblivion with Bells*, Addy's underworld team, return for their second year led by their team captain *King-King Rat* (8338 Animosity, Block, Horns, Extra Arms, BigHand, Fend), who earned offensive player of the month honours in August (Career stats 1 completion, 8TDs, 8Casualties 1 Kill, 6 Knockouts and 5 MVPs).

Two weeks remain in the regular season, October will see a new champion crowned and Season 6 will begin in November.

anc001 (Alex)  
**AFOUL** Commissioner

### League Ranking System

- ten points per win, four per draw
- add TD +/-
- add Casualty +/-
- divide by the number of games played
- = team score

### Playoffs

- Top Ranked Player earn wildcard #1
- The next three players who have played at least five games earn playoff rankings two, three and four (regular season lasts two months)
- The player who has played the most games during the season earns wildcard #2.

## **AFOUL League Ladder** **Season Four**

	<b>COACH</b>	<b>RACE</b>	<b>POINTS</b>	<b>TD/M</b>	<b>CAS/M</b>
1.	<b>Chris</b>	<b>orcs*</b>	<b>35.9</b>	<b>2.3</b>	<b>4.7</b>
2.	<b>Guppyshark</b>	<b>norse</b>	<b>9.3</b>	<b>1.7</b>	<b>3.3</b>
3.	<b>Kanga1869</b>	<b>slaan</b>	<b>8.3</b>	<b>2.3</b>	<b>1.5</b>
4.	<b>Jimm</b>	<b>dark elf</b>	<b>6.3</b>	<b>2.3</b>	<b>1.8</b>
5.	<b>anc001</b>	<b>goblin</b>	<b>5.6</b>	<b>1.0</b>	<b>2.8</b>
6.	<b>Addy</b>	<b>underworld*</b>	<b>3.7</b>	<b>1.3</b>	<b>3.2</b>
7.	<b>Dent</b>	<b>human</b>	<b>2.7</b>	<b>1.0</b>	<b>0.3</b>
8.	<b>Paul</b>	<b>human</b>	<b>1.6</b>	<b>1.6</b>	<b>1.8</b>
9.	<b>WarRaven</b>	<b>necromantic</b>	<b>0.7</b>	<b>1.7</b>	<b>1.7</b>
10.	<b>Whitetailsramblers</b>	<b>ogre</b>	<b>0.5</b>	<b>1.5</b>	<b>2.7</b>
11.	<b>Gormath</b>	<b>snotling</b>	<b>-4.0</b>	<b>0.8</b>	<b>2.0</b>

\* second year teams



# CCKUP



greetings and hello from the City of Churches.

The CCKUP is well underway yet again with Season 6 in full swing. At time of writing, we are at round number seven of an 11 round season with some interesting results.

CCKUP this season has been very bash heavy with two Khemri, two vampires, two lizardmen, orc, necro, amazon, Nurgle, slann, and a norse team taking to the pitch in their quest for the Adamantium Cod Piece.

We are seeing a lot of hotly contested matches but so far Evan's orc team and current CCKUP champion Mat's lizardmen are clear front runners.

The CCKUP is currently undergoing a rebuilding stage with Season 6 seeing a few changes.

Firstly, CCKUP's trusty Commish Jake (Darkhorse) took a break to get married (congratulations by the way) and was therefore unable to run this season so I, Mikey (loneduck), have stepped up to try and take on the massive beast that is the CCKUP League. Second, we have started to use AROS software for league tracking, team planning and forums. I highly recommend it. Though it has a steep learning curve, it is a fantastic tool that will benefit any league with

tons of customisation options. You can find us by [clicking here](#).

With Season 6 nearly over, planning for Season 7 is getting into full swing with our veteran Commish returning to the helm. In the coming season, we are encouraging our coaches to expand our venue base with games being played in pubs, local universities, and plenty of other interesting venues around Adelaide.

We are always looking for more coaches to join us. If you are interested, please email me at [cathedral.cckup@gmail.com](mailto:cathedral.cckup@gmail.com) and I will add you to the mailing list and send you further information.

Good luck and Happy Blocking.

**Mikey (loneduck)**  
CCKUP Commissioner

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 Da Skummi Gitz	Orc One Eye	1,830k	7 1 0	22	19 - 4	34 - 11 (2-2)
 QuetzaKomodos	Lizardmen Weisam	1,890k	7 1 0	22	17 - 7	16 - 20 (2-1)
 Cryxian Warmachines	Necromantic Vain	1,980k	4 3 0	15	15 - 8	19 - 6 (2-0)
 Rottenheart Fumblers	Nurgle Sharnt	2,080k	3 2 3	11	10 - 8	17 - 8 (2-0)
 The Nameless	Norse Lootpuppy	1,520k	3 1 3	10	11 - 12	26 - 14 (3-0)
 Shadows of the Monolith	Khemri Jake & Retail	1,470k	3 1 3	10	6 - 7	18 - 16 (0-0)
 Lizardpack	Lizardmen Wage Slave	1,490k	3 1 3	10	12 - 13	11 - 10 (2-1)
 Sparkle Motion	Vampire Mikey	1,810k	3 1 3	10	11 - 13	12 - 30 (0-2)
 The Killer Kangas	Slann Kanga	1,620k	1 2 3	5	11 - 13	3 - 12 (0-3)
 Still Waters	Khemri Faxaro	1,280k	0 1 4	1	5 - 11	11 - 12 (0-1)
 House Vinchenzo	Vampire WrathofWog	1,280k	0 0 5	0	3 - 9	4 - 21 (0-2)
 Black Riders Amazons	Amazon Black Rider	1,280k	0 0 7	0	2 - 17	10 - 21 (1-2)

**LEAGUE COMMISSIONER:  
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LEAGUE MEETS:**

**Mikey (loneduck)**  
[cathedral.cckup@gmail.com](mailto:cathedral.cckup@gmail.com)  
**Ad hoc**

Hello, and welcome to the Victorian Times section of BL!TZ. My name is Kyle Harper (ksharper), and I am one of the Victorian Representatives for AusBowl. In the future, Andrew Godde (JoeKano) and myself will try keep you updated in what is happening in the Blood Bowl scene in Victoria.

We will keep you all up to date with the league and tournament developments that happen throughout the year, and also hopefully bring you a few sneak peeks of some of the teams and players in some of our leagues.

If there are any leagues or tournaments, or you are planning on running one, that we have missed or don't know about, or would like to contribute something to our state section, you can get in touch with Andrew or myself through AusBowl, and we'll do what we can.

So, at this point I'll do a quick introduction of the events in Victoria. Our premiere league, is the MBBL (Melbourne Blood Bowl League), and has just finished up its fifth season. Check out the League Spotlight article in this issue of BL!TZ for a closer look at the MBBL.

Out in eastern Melbourne, we have the ESBBL (Eastern Suburbs Blood Bowl League)

which is a new all-human league. They have taken some very interesting and cool ideas, and created a league that uses them very well. You can develop your players and team, and negotiate player trades with other coaches.

Outside of CanCon, Victoria is the home of progression tournaments. Conquest, over Easter weekend, is a six game progression tournament, which has been running since 2003, and is currently run by JoeKano.

Blocktober is run at the end of October, 22<sup>nd</sup> and 23<sup>rd</sup> this year, and for this year it is also a progression tournament.

We'll be looking forward to keeping you up to date and informed in the future.

**Kyle (ksharper)  
Victorian AusBowl Representative**



# western juggernaut

## League Information and News from WA

Well it seems it's time for another wrap up for the Western Juggernaut... however, the biggest casualty at this stage seems to be spare time.

The three leagues that operate in WA have Head Commissioners that just seem to be out of it. So apologies for this being brief, but I'll try to tackle everything, and let's see where we end up...

Damien Watson (Slothman) ran another successful Redneck Rumble, introducing the "Civil War Trophy".

The Civil War was fought between the city and country coaches, each game between the two adding points to the winner's tally. Turns out that if you live in the city, you're an odds on favourite to be a better player (although, I was unable to attend, so the results may be a little biased).

The three main seasons are drawing to a close, with only a handful of games remaining before we crown new Champions. The ABBL are down to the Grand Final, BRAWL are down to round eight of nine, and Rock'N'Rumble are down to the final round pre-finals.

BRAWL is also hosting a State Team Qualifying League, with about 20 coaches vying for one of the top two spots that will earn them a spot in the WA team for Ausbowl II. A simple progression League, it will run for 15 months and is sure to weed out the best from the rest.

Rock'N'Rumble have also kicked off a Dungeonbowl League. In its first season, there will be three rounds, with the top four playing in the grand final – a game of Dungeon Deathbowl...

Talk is also rising about a 'teams' Blood Bowl event to be run later in the year – at this stage it is being thought out, with no promise as to if it will go ahead or not, but talk is November.

And sadly, that's all I have time for right now – that time issue is a bit much at this stage. Here's to hoping that I'll have these issues sorted out for next time. Until then, may Nuffle bless your dice, and curse your opponents...

Nathan Gall (Ratt)  
WA AusBowl Representative

## Online League Information and News

# The Crystal Ball

In the online world, things continue to tick over apace. World Cup qualifications for Cyanide's Blood Bowl began in June but have, apparently, not proceeded yet (annoying the hell out of those people who have been told they have qualified).

This unfortunately echoes a series of issues that coaches appear to be having with the Cyanide version of our beloved game. In addition to the apparent lax attitude to the World Cup organisation, connection issues continue to plague coaches in pretty much all leagues I have seen

**The Grotty Little Newspaper is FUMBBL's site newsletter. Click to see issue 13.**



operating. In the PWND, connection issues have meant that the winner may almost be selected via default, which is sad considering the amount of work that has gone in to the process. Other leagues have folded on the back of continuing connection issues that, while probably related to individual hard or software requirements, are still enough of a hindrance to game play that Cyanide really should do something about it.

Still, we persevere, and the PWND league is continuing as the only Cyanide representative this issue.

Over in the world of FUMBBL, however, things are not so grim. The SWL has completed season 40 and is moving onwards,

with plenty of action to interest any Blood Bowl fan.

The move to the CRP rule set has been a positive one and the SWL has crowned its first CRP Champion—more later in Dan's report.

I should also note that, if you are an avid FUMBBLer or just interested in getting involved, FUMBBL has its own magazine called the *Grotty Little Newspaper*. It's worth a look and can be accessed [here](#).

If you have an online league of any kind that includes Australian players, and you would like to include a league page in the Crystal Ball, let me know via email on [southernstrikeeditor@gmail.com](mailto:southernstrikeeditor@gmail.com).

**Brett Whittaker (SinisterDexter)  
Chief Editor**

# SWL

Southern  
Wastes  
League

We're pretty much finished our first CRP Premier season, so once again one proud coach will be able to call himself Premier Champion. It's been a very close season and the result was still up in the air with three coaches still in the running coming into the final round:

OldBugman, Espionage and ClayInfinity.

OB's *Mort Volente* (chaos) met Espi's *Brethren of the Horned Rat* in the final round with a 4-1 win to chaos. Clay's team, *Bedouin Falcons* (dwarf) couldn't claim the title, going down in his final match to gregory\_n\_white's *Vanisburgh Vipers*.

So congratulations go to *Mort Volente* the claimers of the first CRP premiership.

In the Conference divisions there are still games to be played with Duke Snakefield Conference being fought over by Tomay, Irgy and SonofSharkboy. We Fink Wer Orks Conference will be taken out by Faulcon's *Slumbering Skinks* and in Angry Asgardians

Conference Barre's *Large Head-on Colliders* are a mile ahead. Gumbi's *Gumbeast Reunited* will take out the Cuddle Bunny Regional Division.

Worst coach of the season goes to me, danielcollins, with an appalling record of one win, two draws and four losses, as the *BBQers Rise Again* continue a form slump of epic proportions.

Next season starts in a couple of weeks, running through to Christmas and we will then take a break of almost a month before starting it all again. Barre has been hard at work getting the new look website going and it should be revealed very soon. We are getting lots of

fresh faces joining up with an influx from WA which is great to see. All in all a great season and we are all looking forward to season 42!

**Dan Collins (danielcollins)**  
**SWL Commissioner**



## LEAGUE COMMISSIONER:

**Daniel Collins**

## CONTACT:

**FUMMBL** or **AusBowl** pm Commish

## LEAGUE MEETS:

**Online**

## LEAGUE RULES:

**FFB java CRP**

## CURRENT SEASON:

**Season Forty**

## NEXT SEASON STARTS:

**TBA**

# LEAGUE PAGES

## Southern Wastes League

### SWL Premier League XLI

Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1. S [L] Mort Volente	OldBugman	174/186	Chaos	7	5	0	2	16	8	8	24	5	19	25
2. P [L] Wonga Wonga Whalekillers	Balle2000	164/165	Norse	6	4	1	1	8	5	3	10	11	-1	22
3. P [L] Bedouin Falcons	ClayInfinity	163/186	Dwarf	7	3	3	1	10	8	2	19	5	14	21
4. R [L] Woodies Double Inc	erikekers	150/134	Elf	7	4	0	3	14	14	0	9	22	-13	20
5. R [L] Brethren of the Horned Rat	Espionage	152/156	Skaven	7	3	2	2	15	16	-1	12	19	-7	19
6. P [L] High Street Dandies	Luohghcra	168/168	High Elf	6	2	1	3	11	11	0	6	12	-6	17
7. P [L] Vanisburgh Vipers	gregory_n_white	175/152	Dark Elf	7	2	1	4	14	17	-3	5	16	-11	12
8. S [L] Fire and Anger	Pj	161/160	Necromantic	7	0	0	7	6	15	-9	16	11	5	0

Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1. P [L] Seussville Slammers	Tomay	178/182	Undead	7	5	2	0	13	6	7	26	15	11	29
2. R [L] Dark Swans	lrgy	194/195	Dark Elf	7	5	1	1	20	7	13	19	13	6	27
3. P [L] Far Coast Forestals	SonofSharkboy	146/138	Wood Elf	6	4	1	1	14	8	6	3	13	-10	22
4. P [L] Pimpin' Aint Easy	Morgion	174/183	Orc	7	2	2	3	9	11	-2	33	8	25	14
5. R [L] We are NinjaH	markCuz	148/159	Human	5	1	2	2	6	8	-2	13	13	0	14
6. P [L] Fist of the Southern Cross	TransientNomad	159/172	Chaos	7	2	2	3	6	10	-4	13	12	1	14
7. P [L] Amazingly High Elves	Smegish	137/129	High Elf	7	1	0	6	11	18	-7	4	20	-16	5
8. R [L] SkitterSkniks Scourge	gladiatorluke	121/102	Skaven	6	1	0	5	5	16	-11	5	22	-17	5

Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1. P [L] Slumbering Skink	Faulcon	175/191	Lizardman	7	4	3	0	12	6	6	10	10	0	26
2. R [L] Quod's Grunts	Quod	175/194	Orc	6	3	2	1	9	5	4	17	7	10	19
3. P [L] Deity of Might	Angryman	178/202	Chaos Pact	7	3	2	2	12	11	1	13	10	3	19
4. P [L] Redgum's Ruffians	Redgum	165/189	Dwarf	6	2	2	2	9	8	1	12	10	2	19
5. R [L] Blue Green Envy	BeefyGoodness	162/208	Slann	7	2	2	3	10	12	-2	7	21	-14	14
6. P [L] Psych Lab	eganra	175/192	Skaven	7	0	5	2	10	13	-3	9	14	-5	10
7. P [L] Temporary Placeholder	Sandune	111/114	Chaos Dwarf	5	1	2	2	6	7	-1	10	7	3	9
8. P [L] BBQers Rise Again	danielcollins	148/143	Necromantic	7	1	2	4	7	13	-6	13	12	1	9

Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1. P [L] Large Head-on Colliders	Barre	167/168	Chaos Dwarf	7	6	1	0	15	3	12	30	12	18	32
2. P [L] Ankle Grab United	Satans_mechanic	154/154	Undead	7	3	3	1	6	5	1	18	18	0	21
3. S [L] Blackwater Sting	Chavo	160/151	Dark Elf	6	1	3	2	8	10	-2	9	12	-3	16
4. R [L] Chaos All Sorts	D_Arquebus	151/169	Chaos Pact	7	2	2	3	7	10	-3	17	18	-1	14
5. R [L] Daughters of the Song	DaemonicLazoth	161/155	Amazon	5	2	1	2	7	6	1	18	8	10	12
6. R [L] Messrs Understood	rangey	171/170	Norse	5	2	1	2	5	6	-1	11	16	-5	12
7. P [L] Tribute to Allan Parsons	polemarch	168/196	Slann	7	1	3	3	11	15	-4	5	27	-22	11
8. P [L] Intoxicated Mayhem	Erickan	175/187	Orc	6	0	2	4	6	10	-4	15	12	3	9

Team	Coach	Rating	Race	G	W	T	L	TD+	TD-	TDA	Cas+	Cas-	CasΔ	Score
1. R [L] Gumbaste Reunited	gumbi	148/171	Human	6	3	2	1	13	7	6	18	6	12	24
2. P [L] Wild Jokers	bobsarmy	175/233	Nurgle	6	3	1	2	5	5	0	12	6	6	22
3. P [L] Skye Xotica	JoeKano	178/203	Chaos Pact	7	3	3	1	11	7	4	21	6	15	21
4. R [L] Butchangers	tribalsinner	126/134	Human	6	2	3	1	7	4	3	15	10	5	21
5. R [L] Norlanders XI	lolvenom	124/107	Norse	7	3	1	3	7	10	-3	19	20	-1	17
6. R [L] Quotable Folks	Enigma179	125/124	Wood Elf	6	2	1	3	8	8	0	4	11	-7	17
7. P [L] Elektric Boogaloo	Rabid_Bogscum	142/165	Slann	6	1	3	2	6	8	-2	10	13	-3	16
8. R [L] Pon Phar Athletics Association	mopp	140/143	Elf	5	1	2	2	5	9	-4	6	19	-13	14
9. R [L] Teapots Charity Case	Spieroz	125/142	Wood Elf	5	1	1	3	5	7	-2	4	14	-10	12
10. P [L] Pastafarians United	Zuul	102/144	Nurgle	4	2	1	1	4	3	1	9	4	5	10
11. R [L] Nemaha Manic Husks	Miyuso	140/192	Nurgle	2	0	1	1	1	2	-1	2	3	-1	5
12. R [L] Razors of the Underbelly	annachie	96/139	Underworld	2	0	1	1	1	3	-2	1	9	-8	-3

### Cuddle Bunny Regional XLI

### Angry Asgardians Conference XLI

### Duke Snakefield Conference XLI



# PWND League.

As noted in this issue's editorial, the PWND has stalled a little over the last few months. Not all of this is due to connection issues, although they have been cropping up with alarming regularity. No, most of the issue has been that the Commissioner, yes that's me, has been a slack bastard!

To be fair to myself I have been incredibly busy, but that's no excuse. Either way, however, the PWND has only advanced by a couple of rounds.

For those who haven't seen the PWND League before, it is an all-human league where team make-up and inducements are heavily restricted. The teams, each representing a pub in different cities of the Old World, are travelling around and competing for bragging rights.

Day six saw the *Merchant Seamen* defeat *Heliga Ekollon*, while the *Comets* put in a good performance against the *Emperor's Blood* to tie 2-2.

On day seven the *Azzurri* suffered their first non-win, drawing in a thriller to *Emperor's Blood*. The *Seamen* also took victory over the *Comets* 2-1.

Day eight dawned to the delight of *Seamen* fans, who saw their

team break the dominance of *Guppyshark*'s *Tilean* men, taking the *Azzurri* down 2-1.

Their win over *Maul of Fenrir* in the currently-running day nine has moved them to the top of the table, with the game between the *Azzurri* and the *Comets* looming as a danger game for the *Tileans*, who may end the season in second after leading till now.

With just one game to play in the home and away season, a winner isn't far away in the PWND. Will the mighty *Azzurri* maintain their long dominance and take the Golden Keg or will they be toppled by the *Seamen* who have sailed in their wake? Or will another challenger, the dark horse *Emperor's Blood* or the wolf in sheep's clothing *Maul of Fenrir*, take it from both?

Brett Whittaker (SinisterDexter)  
PWND Commissioner

## PWND League Ladder - Round 8.5

<b>1. M. Merch. Seamen</b>	<b>D_Arquebus</b>	<b>21</b>
<b>2. Tilea Azzurri</b>	<b>GuppyShark</b>	<b>19</b>
<b>3. Emperor's Blood</b>	<b>Drakeular</b>	<b>17</b>
<b>4. Maul of Fenrir</b>	<b>Rabid_Bogscum</b>	<b>16</b>
<b>5. Wolfenburg Howlers</b>	<b>One Eye</b>	<b>15</b>
<b>6. Heliga Ekollon</b>	<b>sumbloke</b>	<b>15</b>
<b>7. Orc's Head</b>	<b>Qman</b>	<b>8</b>
<b>8. Talabecland Comets</b>	<b>SinisterDexter</b>	<b>6</b>
<b>9. Golden Griffins</b>	<b>Nayfan</b>	<b>3</b>
<b>10. B. P. Chargers</b>	<b>Aspie</b>	<b>1</b>

### LEAGUE COMMISSIONER:

**Brett Whittaker (SinisterDexter)**

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[southernstrikeeditor@gmail.com](mailto:southernstrikeeditor@gmail.com)

### LEAGUE MEETS:

Online

### LEAGUE RULES:

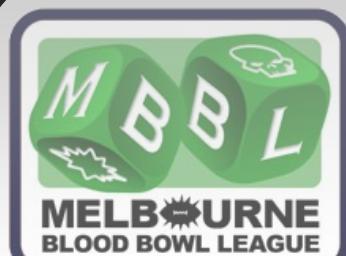
**Humans only, Cyanide (LE)**

### CURRENT SEASON:

**Season One**

### NEXT SEASON STARTS:

**TBA**



# League Spotlight: **MBBL**

The Melbourne Blood Bowl League or **MBBL** is the premier league in Victoria.

## A Brief History

MBBL has been around in one form or another since the 2004. It started out as the BBAM (Blood Bowl Association of Melbourne), being run by the Games Village store in Glenferrie, as a weekly ten round season with finals. After the seventh season, in 2007, the league lapsed.

At this point, Don Cane brought his group of Blood Bowlers, and merged in with the BBAM, creating the NMBBL (New Melbourne Blood Bowl League), hosted by the Games Village, and Commissioned by Don, and run every third week.

After the second season of NMBBL, the venue no longer being available, and a lack of communication and feedback over the Christmas season nearly led to its disappearance. At this point Don stepped out, and it fell to me to salvage the league.

We managed to relocate the League to Good Games, in the Melbourne CBD, and thus the NMBBL became the MBBL. With the relocation to the CBD, the league grew in numbers, reaching new heights of 24 coaches, with some new coaches joining from the Geelong area.

Where the first two seasons had a two-divisional format, with a promotion and rele-

gation system, the third season saw the addition of a third division. Season four saw the league split into two groups, with a play-off between the two groups for the final.

Always keen to perfect the system, season five saw a four conference system, playing the teams in your conference, and five random teams outside the conference, with the top of each conference making it through to the quarterfinals.

The start of 2010 also saw the emergence of the MOBB (Melbourne Open Blood Bowl), an open league running alongside the MBBL, where coaches can play as much as their addictions require.

MBBL Season 5 has just come to a close, with a rather hard, and brutal, final match, with *Zombie Land* having four of their players killed, and only one regenerating, but managed to squeeze a 1-0 win over the *Puss Buckets*.

**Kyle Harper (ksharper)**  
**MBBL Commissioner**

#### Group Black

Team	Race & Coach	won	tied	lost	points	TD score	Cas score (kills)
 Chaosium Ad Nauseum	Chaos Dwarf Elan	7	3	0	24	17 - 5	28 - 10 (3-1)
 Woodchuck's Blitzers	Wood Elf Rimmy	3	1	6	10	16 - 14	2 - 15 (0-2)
 Brass Juggernaut	Chaos Dwarf Dust	3	1	6	10	12 - 16	20 - 12 (2-2)
 Gavendorf Griffons	Human Billo	3	1	5	10	7 - 13	9 - 17 (1-0)
 Little Casear's Centurion	Dwarf Aspie	3	1	6	10	8 - 17	15 - 9 (4-1)
 Northern Warriors	Norse Cuz	2	2	6	8	8 - 15	16 - 23 (1-3)

#### Current season league tables

#### Group Blue

Team	Race & Coach	won	tied	lost	points	TD score	Cas score (kills)
 Ratsburg Steelers	Skaven Skritter	7	1	2	22	27 - 15	19 - 37 (4-5)
 Twakkers	Chaos Dwarf Twak	5	4	1	19	14 - 9	38 - 11 (4-3)
 Hexoatl Missionaries	Lizardmen Greyhound	5	1	4	16	16 - 18	31 - 19 (3-4)
 Blood Bay Maple Leaves	Elf Cannoneer	2	3	4	9	11 - 14	8 - 20 (2-1)
 Lisarde Svolante	Lizardmen Moraiwe	2	1	7	7	13 - 20	21 - 30 (3-1)

#### Group White

Team	Race & Coach	won	tied	lost	points	TD score	Cas score (kills)
 Zombie Land	Undead Dazed	6	4	0	22	14 - 5	18 - 19 (2-5)
 Alean Tigers	Dark Elf Kyle	5	3	2	18	18 - 10	12 - 15 (4-0)
 Urgorks Raiders	Orc greg_n_white	5	3	2	18	15 - 9	26 - 16 (4-1)
 Scream in the Night	Necromantic Luke	3	1	6	10	9 - 16	19 - 18 (1-2)
 Raging Dykes	Human Chilli	3	1	5	10	6 - 17	7 - 27 (1-4)

#### Group Red

Team	Race & Coach	won	tied	lost	points	TD score	Cas score (kills)
 Puss Buckets	Nurgl Gilfaim	7	2	1	23	14 - 7	28 - 9 (3-6)
 Skye Hoppers	Slaan JoeKano	7	1	2	22	20 - 13	13 - 27 (2-2)
 Hewstone Gamblers	Dwarf Fassbinder75	7	0	3	21	14 - 8	18 - 11 (2-1)
 Annachie's Norse	Norse Annachie	5	0	4	15	15 - 8	17 - 22 (3-6)
 Sons of Stromboli	Elf Miyuso	1	0	5	3	4 - 9	3 - 2 (0-0)



## Past Champions

### BBAM Seasons

<b>Season 1</b>	<b>Zoltan Rajki</b>
<b>Season 2</b>	<b>Mark Newman</b>
<b>Season 3</b>	<b>Mark Newman &amp; friends</b>
<b>Season 4</b>	<b>Tim Wakefield</b>
<b>Season 5</b>	<b>Andrew Godde (JoeKano)</b>
<b>Season 6</b>	<b>Andrew Godde (JoeKano)</b>
<b>Season 7</b>	<b>Kyle Harper (ksharper)</b>

### MBBL Seasons

#### Season 1

<b>Division 1</b>	<b><i>Dastardly Dorfs</i></b>	<b>Mark Newman</b>
<b>Division 2</b>	<b><i>Barak Varr's Redbeards</i></b>	<b>Michael Dodson</b>

#### Season 2

<b>Division 1</b>	<b><i>Chaos No Stars</i></b>	<b>Kyle Harper</b>
<b>Division 2</b>	<b><i>Puss Buckets</i></b>	<b>Tim Francis</b>

#### Season 3

<b>Division 1</b>	<b><i>Urgork's Raiders</i></b>	<b>Greg White</b>
<b>Division 2</b>	<b><i>Lizard League of Lustria</i></b>	<b>David Maurer</b>
<b>Division 3</b>	<b><i>Fire Crutch Brewers Club</i></b>	<b>Tony Perkins</b>

#### Season 4

<b>Champion</b>	<b><i>Nyghtstalkers</i></b>	<b>Tim Wakefield</b>
<b>Runner-Up</b>	<b><i>Fictional Folk</i></b>	<b>Greg White</b>

#### Season 5

<b>Champion</b>	<b><i>Zombie Land</i></b>	<b>Matt White</b>
<b>Runner-Up</b>	<b><i>Puss Buckets</i></b>	<b>Tim Francis</b>



### Player Records

**Most Touchdowns:** 30 **Blice the Quiet (Ratsburg Steelers)**

**Most Casualties:** 20 **Death (Puss Buckets)**

**Most Completions:** 39 **Larzyna (Alean Tigers)**

**Most Star Player Points:** 104 **Stiler the Shadow\* (Ratsburg Steelers)**

*\*deceased*



### Match Records

**Most Touchdowns in a Match:** 7 **(MBBL S5 R7)**

**Ratsburg Steelers** 2 vs 5 **Skye Hoppers**

**Most Fatalities in a Match:** 5 **(MBBL S5 R6)**

**Ratsburg Steelers** 3 vs 2 **Hexoatl Missionaries**

**Most Casualties in a Match:** 12 **(MBBL S4 R4)**

**Better Off Dead** 4 vs 8 **Mortis Corruptis**

**Most Completions in a Match:** 9

**Alean Tigers** 7 vs 2 **Ratsburg Steelers** (MBBL S4 R6)

**Alean Tigers** 9 vs 0 **Hexoatl Missionaries** (MBBL S4 R8)

**Royal Sea Eagles** 5 vs 4 **Blood Angels** (MOBL S2)

**Most Spectators:** 41,000 **(MBBL S5 R2)**

**Scream in the Night** vs **Alean Tigers**

# **Showcase: Australian Tournament Miniatures**

**One of the great things about the Australian tournament scene is the creative genius of the collective tournament commissioners in commissioning brilliant limited-edition miniatures as player gifts or for sale at their tournament. Here is a showcase of as many of those figures as we could find.**



In 2009 EucBowl commissioned a second Australian fauna icon, a Kangaroo.

Made to have either the familiar boxing gloves or a road sign, he was ready to hop right on the field (OK, I know, that was a ter-roo-ble pun).



Not to be outdone, and also in 2009, Adam (Olaf the Stout) commissioned two miniatures for that Southern Shrike Bowl.

The first was the start of what has become a SSB tradition, the MVP. Each year coaches vote for opposing players in an MVP competition and the winning player is cast for use during the following SSB. In 2008 the winning MVP was "Da Fetcha" and the Impact! Miniatures model is shown below. This came with three different heads (one human) and a spike hand as well as the ball hand shown.

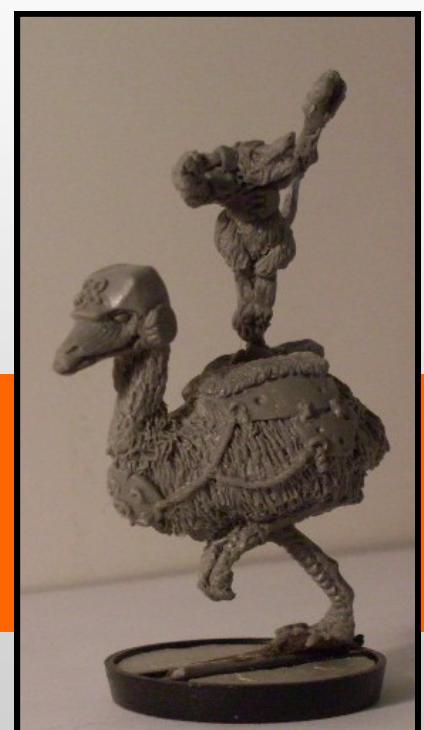
The other miniature was a wallaby referee, by Greebo.



Sculpted and painted by Jon (Demosthenes)

In 2010 Sandgroper got in on the act and produced this goblin with a chainsaw for the Cup.

EucBowl's 2010 offering was an emu with a bilby on his back, together creating the perfect catcher (or, perhaps, a runner and stunter player if used separately).





Sculpted by  
Greebo

Also in 2010, SSB kept up their end of the tradition with two more figures.

The MVP was a human blitzer called Seamus "Hellspawn" O'Reilly from BenSquig's *Grey Mountain Manticores*.

Greebo also supplied a Tasmanian Devil manager mini.



Painted by  
BenSquig



Created by  
Willy Miniatures

Painted by  
RNestudio

2011 has been an amazing year for limited edition tournament figures.

First off the starting blocks was Sandgropers Cup who, going with their undead theme for the year, commissioned this fantastic Mummy figure dubbed "Sandtut".



Sculpted by  
Greebo

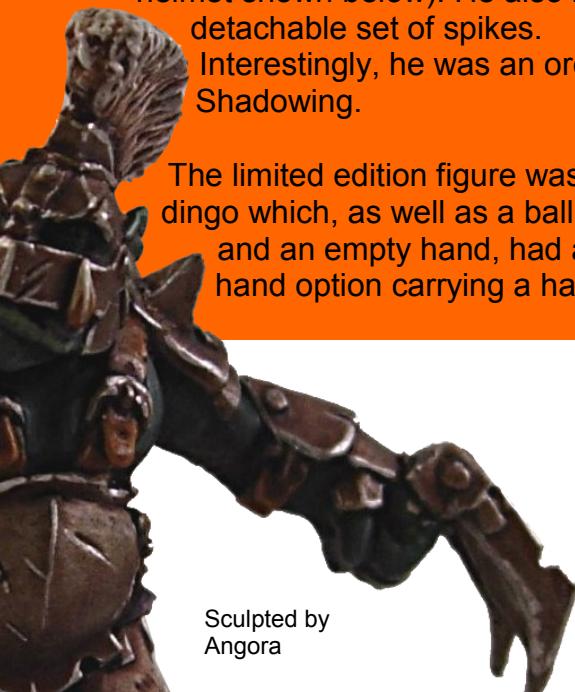
Painted by  
SinisterDexter

The Eucalyptus Bowl figure for 2011 was a Blood Bowl wombat, a poll on AusBowl eventually naming him "Big Kev".

This figure, I believe, broke new ground in being the most "football" of the offerings to date.

The MVP in 2010 at Shrike Bowl was another orc, this time a blitzer named Caliban. The miniatures produced, like da Fetcha in 2009, had several options: three heads (one bare, one with a fully enclosed helmet and the helmet shown below). He also had a detachable set of spikes. Interestingly, he was an orc with Shadowing.

The limited edition figure was a dingo which, as well as a ball hand and an empty hand, had a hand option carrying a halfling.



Sculpted by Angora

Painted by BenSquig



Sculpted by Greebo



Sculpted by Angora

Painted by DevilsReject

And, rounding out the current offerings from Australian tournaments, was a new arrival on the scene - Bushranger Bowl. In keeping with their obvious theme, the limited edition figure provided was Nedd Killy. Armed with a ball blasting blunderbuss and kitted out in the very finest "outback couture", he was an excellent addition to the Australiana collection.

**Brett (SinisterDexter)  
(with help from Richard - Virral)**



# Team Spotlight: Anarchist Angels

The *Anarchist Angels*, a chaos team, were one of the six founding teams of the Southern Valley Blood Bowl league.

After a season of terrible injuries that saw the deaths of their number one position Warrior and the team Minotaur in its first game, they unexpectedly made the Grand Final after crushing Drakeulars undefeated necromantic team 2-0 (casualties 5-1) in the Semi and gained their first ST5 Warrior in the process.

In the Grand Final they faced a chaos dwarf team that had beaten them in the last two encounters. Thanks to Hthark the Unstoppable failing almost every action he took and eventually tripping over this own feet and killing himself while carrying the ball, the *Angels* took the win and the league's first trophy with stats of:

- W-D-L: 7-1-5
- Touchdowns: 15 for, 10 against
- Casualties: 17 for, 29 against
- Kills: 3 for, 6 against.

It was the only trophy they took in their career.

The following season during the Spike Trophy they only managed two wins though they developed some key players including the Warrior Choronzon who took out most casualties for the season with his Claw/MB

combo.

The league expanded greatly for the following Dungeon Bowl season which resulted in the *Angels* facing rookie teams, giving away around \$1m in inducements for the first few rounds and facing Morg'n'Thorg five times during the season. Despite the supposed balance that inducements brought most teams could do nothing against the *Angels*' powerhouse and they reversed their previous season results with only one loss and one draw but suffering the death of their first super star, the Beastman Barbas (Extra Arms/AG4/Block/Dodge/Tackle) when the team apothecary started his binge drinking (the drinking continued from that point and the apothecary failed to heal a single injury for the next season and a half).

They stormed through to the Grand Final only to be brought down by the lightning speed of the *Parravon Plaguebringers* skaven team. The team did take out Most Casualties but missed most Touchdowns thanks to the 7-6 Semi Final win that got the skaven through to the Grand Final.

The Chaos Cup was the trophy they had really been waiting for and the *Angels* gave it their all, determined that no other race would have the benefits of mutations. They

shone through and once again made the Grand Final with only a single loss and draw during the season. This time the trophy went to Lelruthus' *DDD* dark elves with a turn 16 touchdown after the *Angels* failed to cause a single casualty during the game and each of the nine KO'd elves returned to the field without issues.

The Blood Bowl season started and the *Angels* were on a rampage, an average of over five casualties a game, breaking the record for most game casualties twice and

their worst result was a single draw. Topping the table they moved to the finals to face the teams they destroyed during the season, and then disaster struck. Despite leading casualties 6-3, two consecutive turns ending from failed actions by the *Angels* at the end of the second period saw a skink pick up a fumbled ball in their own half and run to hand off for a turn 16 touchdown to give the *Leaping Lizards* a place in the Blood Bowl Grand Final.

After three consecutive finals appearances



### The ACTBBL

**The ACTBBL started as the Southern Valley Blood Bowl League in 2005 with six coaches playing for a custom minor trophy the Southern Valley Shield. The following season saw a merger with 'the unnamed league' which had Drakeular as a common member and the coaches jumped to ten. With larger numbers came more exposure at tournaments and each season was bigger than the last, until in the seventh season (Dungeon Bowl II) we hit a massive 52 Active teams run by 35 coaches. In the same season Big\_A registered the first Halfling team which meant that for one season we had all 24 races running at the same time.**

**With the constant increase in team numbers & values the league restructured several times to reach three divisions split into multiple conferences. The divisions are Majors, Minors and Rookies. The Majors are comprised of only ten teams which cycle through the four Major trophies. The Rookies are newly registered teams, and they and the Minors cycle through their own trophies with varied minor benefits such as the Assassins Cowl which puts a 20k bounty on any player who kills a member of the team.**

**There is relegation & promotion between the Majors & Minors based on end of season placings to try and ensure the Majors are the best of the best. Last season we also introduced an Open Division, now named after Grimwaagh, the captain of Grimrods *Da Old World Tigers* (Grimwaagh was the last surviving captain left from the founding teams and was killed in the Majors while the first Open season was running). The prize for the winner of the Grimwaagh Open each season is a Black Orc figure painted by Grimrod in the winners choice of colours.**

**The League contains the top Australian coaches for necromantic (Andrew Vulling), dwarfs (Aaron Green), undead (Ben Vanzino), skaven (Anthony Cutting) and Khemri (Big-A).**

including two Grand Finals, and no trophy to show for it, the most feared team in the league abandoned the game and wandered back to the Wastes.

They left holding the team records for most casualties, most interceptions, most season casualties and most casualties in a match, as well as player records for completions (they killed three Throwers and Seriously Injured six others in an attempt to remove threats to their completion record), interceptions, casualties, fatalities, SPP and most expensive player and team. They also had the first player to reach Super Star and the first to reach 100 SPP. Since creation they had bought seven Warriors (all in positions 1 and 4), two Minotaurs and four Beastmen (three in position 14) but after five seasons they still had ten of their original roster, four of whom had not missed a game, and every single player had scored a touchdown.

**Team Stats on retirement:**

- W-D-L: 28-6-14
- Touchdowns: 81 for, 50 against
- Casualties: 139 for, 91 against
- Kills: 21 for, 11 against
- Spiralling Expenses - \$60k per match.

Two years later, the Chaos Cup came back around, only a single team remained from those who witnessed their last season and the *Angels* reappeared, vowing that this time the Chaos Cup would go to a Chaos team. Bad luck hit them from the first minute when the top casualty player from their last season was killed on turn one of the first match and the apothecary failed once again. He was followed to the corpse cart on turn three by one of the ST5 Warriors and the rest of the team collapsed.

A second half comeback saw the game end with a close 1-2 loss (Casualties 5-6) but the damage was done, with journeymen filling the roster game after game as returning players were negated by more injuries.



By round four they were down to eight of their original roster and no player retained their ironmen status of not missing a match.

Their only victory for the season was against the team that won the Blood Bowl trophy they were expecting to take two years earlier, Andrew Vullings necromantic team *Hell's Court*.

Having finished in second-last place the *Angels* have been relegated as well as retired so they will return to the Minors in the distant future during the Dungeon Bowl season in an effort to earn promotion to compete in Chaos Cup III.

Though now only holding a shadow of their former glory they will continue to return until a Chaos team wins that trophy or they are destroyed in a bloodbath of epic proportions.

**Phill Evans (Carbrawn)**

# **The Big Pitch**

## **The Muspelheim Cavern**

**Attend any tournament or league night in Australia and chances are good you'll come across at least one custom pitch. The Big Pitch is a chance to showcase some of these architectural masterpieces, starting with a pitch that caught my eye at Southern Shrike Bowl this year: the Muspelheim Cavern, created by Drew MacLeod (Whitetailscramblers). Read on to find out how he made it, and see the House Rules article (Stadia of the Old and New World) later in this issue for rules on using it in your league.**

**Brett (SinisterDexter)**

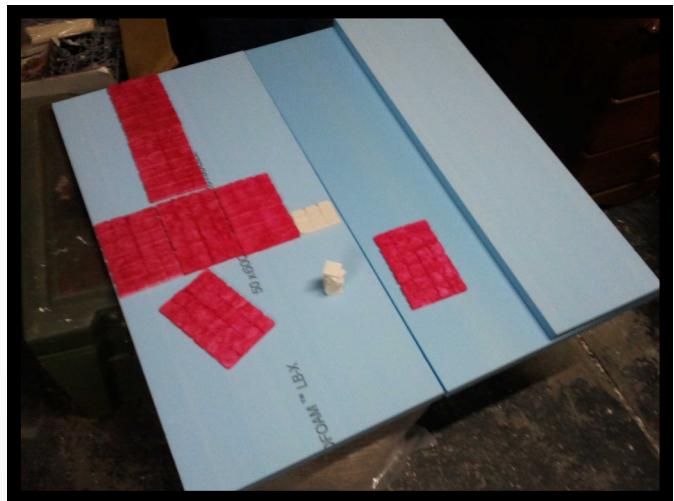


I was inspired to make my Blood Bowl pitch after watching Alex (anc001) complete his Dungeon Bowl from the first BL!TZ article [*The Secrets of the Dungeon*, p21 BL!TZ issue 1 - ed].

The first thing I did was to get my hands on some of Griffin Grove's moulds, I used the floor tiles, wall sections and the Bell Tower moulds to complete my pitch.

The idea I had for my pitch was to set up with the dug outs on the side of the pitch with the reserves and K.O looking down onto the pitch, the seriously injured/dead in a hole on the ground with a door leading from the pitch. The pitch is down into the ground with spikes around the walls and two permanent trampoline traps. Then up a level and completely walled off is where the dice is rolled to prevent chips and scratches to the pitch. Finally up another level is the turn and re-roll counters, Bell Tower and score board.

I started to mass produce plaster from the moulds, this process took up to a month to complete with me spending most of my weekends in my Man's Land (shed). For detailed instructions on the process for making plaster see Alex's article in BL!TZ issue 1. During this time I also ordered foam for the base of my pitch. The foam was cut to size and I kept all the off cuts (for the next project).



I started to arrange the floor tiles onto the foam, trimming it up where needed. After I was happy with how it would be set I glued the foam in place. After I finished making all the tiles needed for the pitch I glued them to the foam. I then used my air brush to start painting the lava effect on the floor tiles.



To create the lava effect I based the cracks of the tiles red then gradually blended red with orange and yellow, layering the paint to get the desired effect.

The walls were then glued into place around the edge of the pitch. I used a grey paint from Bunnings to undercoat the walls and dry brush the tops of the floor tiles. I then highlighted the wall and floor sections with a grey and white, then finished by adding green to the mixture.



The Bell Tower took the longest time to complete as this was going to be the centre piece of the pitch. There are two moulds needed to complete the Bell Tower; one needs to be made sixteen times the other needs only 11, then gluing the Bell Tower together and making sure that it fits correctly.

I changed the design of the Bell Tower and blocked the front of the tower so I could have the score board facing the pitch.

I used the same painting techniques as the wall and floor section to insure that the tower matched the pitch. I used six of my Vampire Counts skeletons as statues and four crystal ball moulds for the tower corners.

I painted the skeletons the same as the



tower but made the tower corners black with green lightning through them. The windows design was copied off the internet and cut out onto card board, they were then glued to the sides of the tower and painted.

For the score board I used the wood tile moulds and glued magnets into the back of each. I glued magnets into the Bell Tower and put numbers 0 – 9 on each tile. Finally I



used plastic on the inside of the tower to turn the Bell Tower into a dice tower, with the dice rolling into to the pitch.

The finishing touches of the pitch included putting spikes into the pitch walls, adding some dead bodies around the pitch, and my favourite was the permanent trampoline traps in the pitch.

I used the same wood tile as the score board but used pen springs cut down and glued to the bottom to raise the tiles above the pitch slightly.

Over all with only a little bit of work and some creative thinking the pitch turned out great. Even if it only gave my Norse team one win at the SSB11.

**Drew Macleod (Whitetailscramblers)**



# Stadia of the Old *and New* World

*I remember this one stadium I tended waaaaay back in the day. Previous groundsman had apparently been eaten by a lion prowling the pitch. Couldn't see the cat 'cause he'd let the grass grow too high. Served him right I guess. Took me two months, seventy three machetes, near on fifty waste carriages, seven plumbers, three arborists, five rat-catchers, two big game hunters, a dog, a weasel, a hamster, nineteen prostitutes and a codpiece filled with pure iron to sort that place out. And they say players have the hard job...!*

**Groundsman Eade N Turf**

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

In addition, the third rule on each Stadium Card is a special "Home and Away" rule. If you are not playing with Home or Away teams in your league, ignore these rules and only use the generic effects. If you want to use them, each coach/team in the competition is allocated a "Home Ground" at the start of the season and, in the draw for the season it should show which team is at home and which away for each match. You could randomly decide which team has which stadium, or you could allocate it in some other way (a bidding system, choosing in some predetermined order, etc). But essentially, instead of randomly drawing a card for each game, the card belonging to the Home Team is used for each match, including the Home and Away rules.

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

This issue I bring you cards #3 and #4. The first, the Marienburg Crack-It Ground, is based on one of Australia's most iconic AFL

grounds, the MCG. However, instead of cricket, locals in the Old World play "crack-it", an ancient game that involves grievous harm to snotlings (maybe an idea for Impact! Miniatures' next game).

This week's second card is actually a stadium of the New World, by which I mean a custom pitch that actually exists. Earlier in this issue you have seen this ground, the Muspelheim Cavern, featured and now it is immortalised in BL!TZ history.

If you have a custom pitch you'd like turned into a Stadium Card, drop me a line. Include some pics and some rule ideas and we can go from there. I already have my eye on a couple...

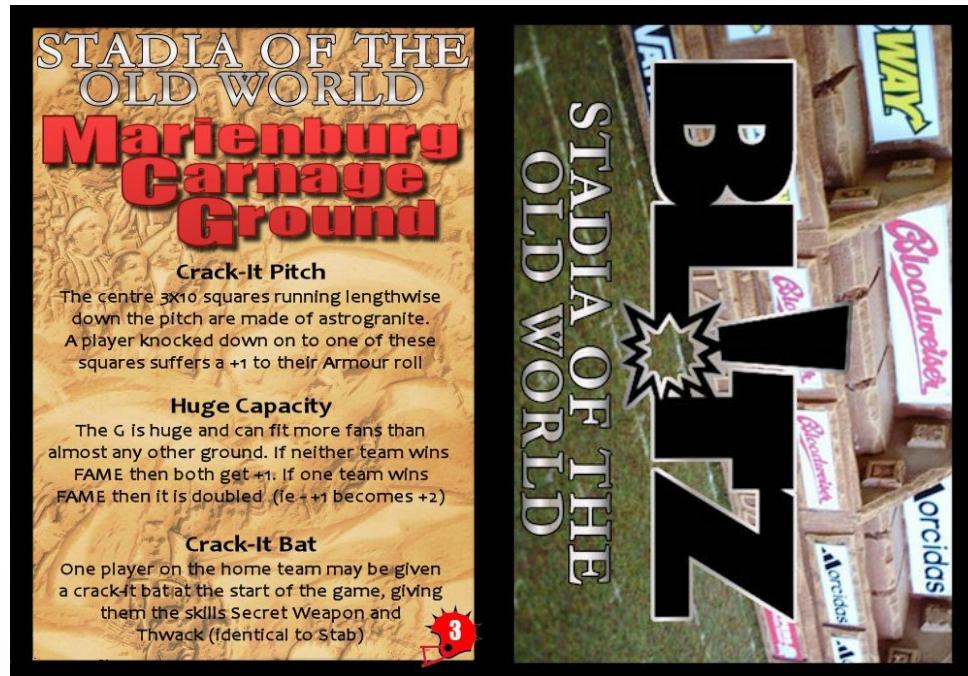
Likewise, if you have any local sporting grounds you think could be immortalised, let me know. I am an AFL fan based in Adelaide, so many grounds beyond SA, and especially grounds with great significance to other codes (like NRL) are likely to be missed if you don't speak up.

Once again, a big thanks to Jason Chellew (Mango) for his excellent work in putting the cards together. Also thanks to Casper (Vain) for the idea for the MCG rules and Drew (Whitetailscramblers) for the Cavern.

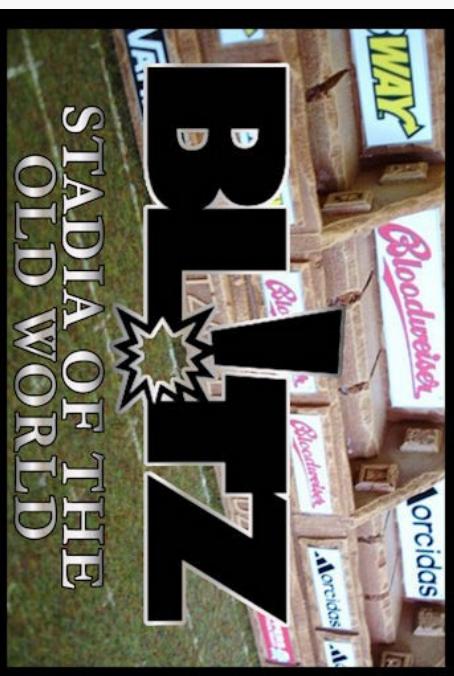
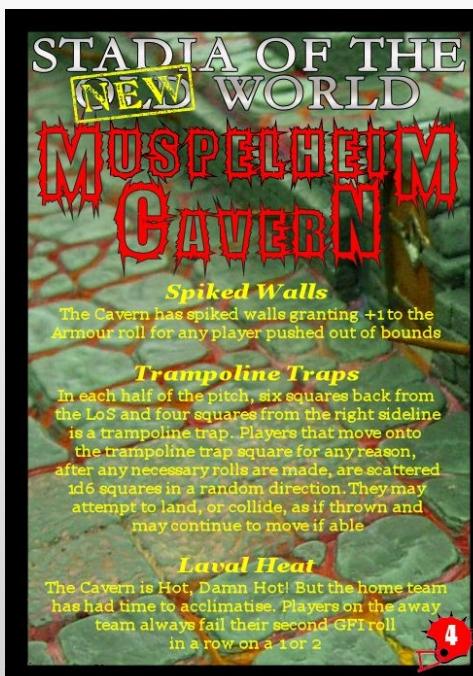
Brett Whittaker (SinisterDexter)  
Chief Editor

## #3 Marienburg Crack-It Ground

**One of the most famous and venerated grounds in the Old World, "the G" was originally built to house the now largely extinct game called Crack-It, where wooden bats were used to slog snotlings over the field from a central Astrogranite patch called the "whack-it". While it retains the original whack-it, it is now the finals venue of choice for many great tournaments.**



## #4 The Muspelheim Cavern



**Well to the north, between four volcanoes that spill their molten guts into the valley of its creation, is a pitch called the Muspelheim Cavern. The granite stones of its playing surface are riven with lava and the home teams have trapped and spiked it to make it as hostile to away teams as possible. All but the insane enter with fear.**

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# Classifieds

### Obituary - Baron Mathfuric

Second major death for the Morters in as many weeks, with Baron Mathfuric being laid to rest (well as much as the undead can be) yesterday and thus finishing the thrower wight project.

BARON MATHFURIC - Wight - 27 games  
5 3 4 8 Block, Regeneration, Guard, Strong Arm  
Injuries -1 Ma, Cp 18, Td 2, Cas 1, MVP 4 - SPP 46

May you rest fitfully

### Expressions of Interest Sought

An Adelaide-based construction company is looking for expressions of interest in funding and building a SODDING GREAT BIG WALL around NSW to stop invading easterners from taking prizes at SSB and Sandgropers Cup each year.

Interested parties should enquire at the sign of the Bitter Crow.

# Quotes from AusBowl

### SSB 2011 - Results

Best Day 2 Comeback and Balls of Steel.  
/flex

Boo yah! Yup, those will go straight to the pool room. 😊

*Darkhorse*

Well she has a habit of rubbing dice in her cleavage for good luck. Some people seem to find that distracting. I just find it annoying that it actually works and gives him better rolls\*.

\*Based on my own anecdotal evidence.

*Vain*

### Movember time is around again!

I no longer grow moustaches since the coke can incident of 2008...

*Woolfe*

So you have a hairy sister?!?!!

*Woolfe*

### What animal represents your state best?



NSW would be donkey right?

*One Eye*

You were belched from the lower intestines of Hell itself were you not?

*Hazzadous*

I've always wanted to see a little platypus in a helmet hugging a ball almost as big as he is. Make it so.

*Virral*

### SABBL Season 3 Grand Final Today!!

enuff friendly banter!! You 2 are playing each other in a couple of hours for the blue trophy!!!

START WITH THE PHUKIN SMACK TALK ALREADY BEEATCHES!!!



*Phukmanyeman*

# Spot the Difference

There are ten differences between the two pictures shown below. Can you find all ten?



1: line-elf number seven is not wearing underpants, 2: line elf number seven's left leg has extra stripes, 3: line elf in front is missing a feather, 4: line elf in front's right leg, 5: line elf in front's base number, 6: dark elf's eye, 7: dark elf is not carrying a knife, 8: AusBowl logo on back wall, 9: thrower number one's chest, 10: thrower number one's knee.

# The Last Word

Every now and then something comes along that reminds us of where we started. Something that is nostalgic. Was it a pen and paper RPG? The first time you picked up a miniature?

I must say I would be pretty jealous of people who bled themselves in the gaming industry through the 90s and 00s, especially

mum would make me turn off the light. Most of the battles were fought in my head, though they were very grand.

While these images are still very vivid in my head, this is not the one I reflected on recently. I am talking about something from the days of the Commodore 64 and early PC days.



those who can name Blood Bowl as their first foray into the hobby.

My own first RPG experience was run by a family friend's older brother. We were using *Star Wars* figures and fighting through my mate's bedroom with his older brother rolling a strange round dice. We often ignored him. We were Chewy and Han, a storm trooper and a natural 20 wasn't going to stop us! I was five.

My first miniature experiences were pouring over the Warhammer Fantasy tomes of second and third edition. I would read and make armies and units into the night until

We were one of the lucky ones, my dad used to bring home a PC from work before they were even considered uncommon in households. He brought it home for work, but it quickly became something I was drawn towards and then the RPGs started coming along.

I was hooked . . . I played the *Ultima* series up until *Ultima IV* and I loved *Wizardry* series as well. Memories of finally beating *Wizardry IV* are fantastic and it is still one of the hardest games I have played to date. But it is the memories from the "golden age" of RPG gaming that are fondest. *Bard's*



**Eye of the Beholder!**

*Tale* I was my first recollections of “all night gaming”, one more fight, just another level. And it continued on with the others in the *Bard’s Tale* series, then on to *Pool of Radiance* series and culminating in the *Eye of the Beholder* series.

What triggered me off was this: *The Legend of Grimrock* (<http://www.grimrock.net/>)

It is still early days but the game has all the charm that I remember from the late 80s and early 90s. The style even look like it could hold up to current RPGs in my opinion. The system is easy and relatively intui-

tive. The magic system is probably going to be the best thing they bring back. Most importantly it looks like fun.

Next issue I will be doing an “Origins” article along the lines above, so I am asking any of you from anywhere to send in your own Origin story to [admin@ausbowl.com](mailto:admin@ausbowl.com). We may even have something for you!

**And now Legend of Grimrock!**

Erin McKee (Carnivean)  
Editor

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