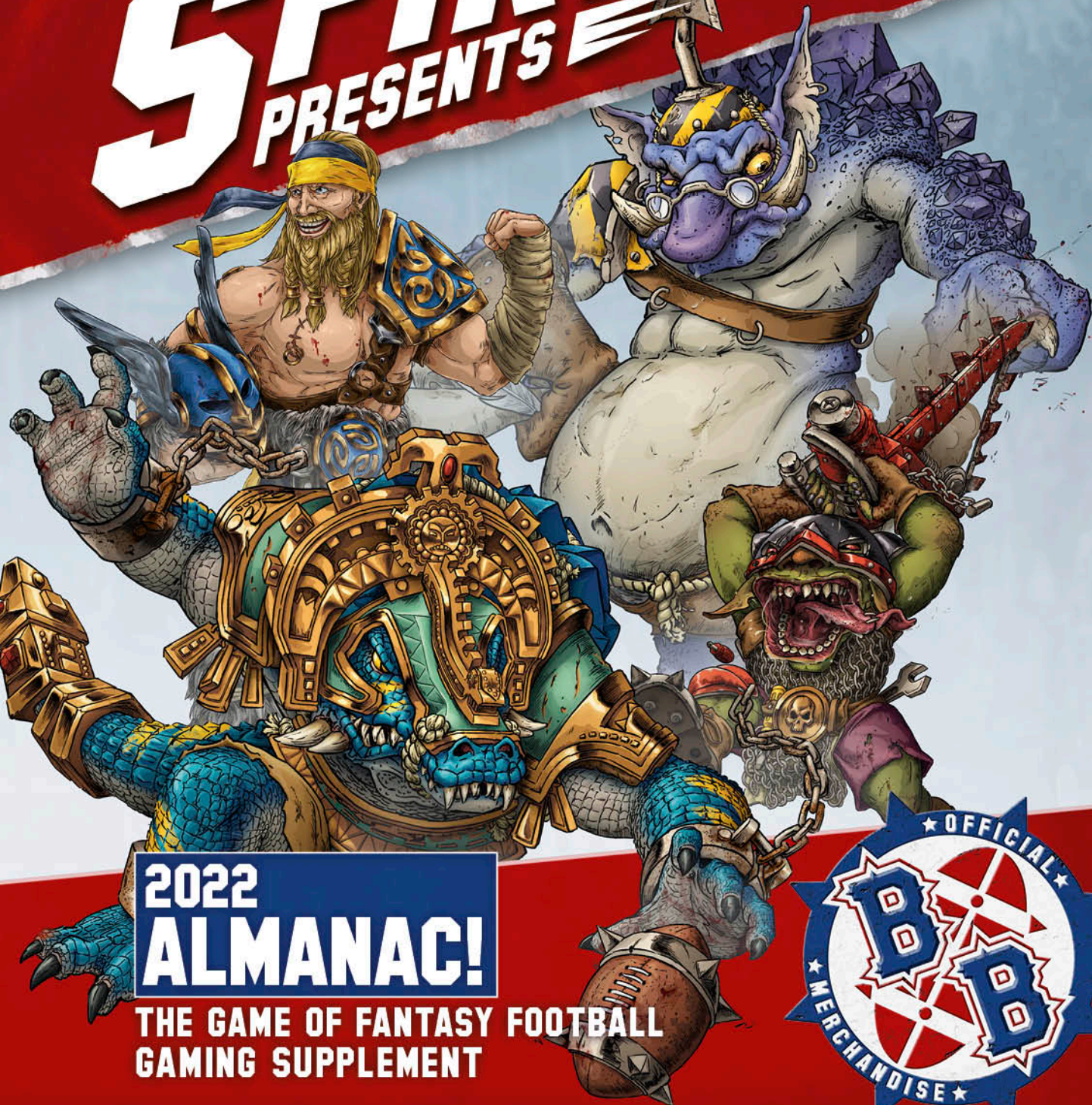


BLOOD BOWL[®]



SPIKE!

PRESENTS



2022
ALMANAC!

THE GAME OF FANTASY FOOTBALL
GAMING SUPPLEMENT



BLOOD BOWL®

★ THE GAME OF FANTASY FOOTBALL ★

SPIKE! PRESENTS – 2022 ALMANAC

“Greetings, sports fans, and welcome to the 2022 Blood Bowl Almanac! I’m Jim Johnson and I’m accompanied by my usual partner in crime, the living legend that is Bob Bifford!”

“Thanks, Jim, you’re too kind! What a year it’s been for the sport, wouldn’t you agree, Jim?”

“You’re absolutely right, Bob. Why don’t you tell the readers what they can expect to find in this year’s Almanac?”

“Can’t you do it, Jim? You’re much better at it than I am.”

“Nice try, Bob, but it’s your turn to do it this year. Fair’s fair and all that!”

“Fine, if I must. This year’s edition collates the most recent issues of *Spike! Journal*, covering all the details of the Norse and Amazon teams. Each issue is packed with articles, lowdowns on famous teams, career retrospectives on famous Star Players, tips and tricks, and all the usual features like Chat with the Rat, Dirt from the Dugout and Coffin Corner.”

“Sounds like another delicious offering, Bob!”

“You’re right there, Jim, and that’s not all! A number of celebrated stars are making their long-awaited return to the gridiron, each of them ready to cause more mayhem than ever before! There’s the Halfling hotshot, Puggy Baconbreath; the queen of croissants, Cindy Piewhistle; the troublesome twosome, Dribl and Drull; the rancid regurgitator, Bilerot Vomitflesh; the leaping lunatic, Scrappa Sorehead; the exquisite eviscerator, Nobbla Blackwart; the two-headed troglodyte, Withergrasp Doubledrool; and the thinking-man’s Troll, Ripper Bolgrot.”

“What a packed Almanac, Bob, and so many returning greats!”

“Right you are, Jim! It’s enough to make even the famously grumpy Morg ‘n’ Thorg crack a smile!”

“Good one, Bob! Anyway, that’s enough from us, Blood Bowl fans. We’ll leave you to dive into this year’s Almanac and we’ll see you next year!”



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WELCOME BACK READERS!

Well, what do you know, it's already Almanac time here at Spike! Publications and you know what that means? Yes, another masterful introduction by my good self! It's the highlight of every Almanac and this year will be no different, seeing as I am by far the most talented Blood-Bowl-star-turned-writer out there! Over the past year, we have strived to bring you the best Blood Bowl content possible, traversing deadly climates and dangerous ecosystems for your enjoyment. Well, our interns have anyway – that's what they are there for!

One of the many perks of being a celebrity writer, here at Spike! Publications, means I never have to go anywhere I don't want to and when I do travel, I only stay in the highest quality hotels. There is also having the first choice from the staff canteen, only having to work when I feel like gracing the office with my presence and access to my own private lavatory. There is also the fact that all the other writers are utterly terrified of me following my (completely staged) outburst in the kitchen last year. Poor Rumbo Brushfoot, he never saw the knife coming!

But I digress! Over the past year, our writers have been journeying far to get the inside scoop on all the big stories, match reports and interviews for your enjoyment. But where exactly have we been sending our obedient little colleagues this year?

We started the year with a trip up to the ice-covered lands of Norsca and our staff frequented the local taverns to be regaled with the tales of the Norse teams that have recently

burst onto the scene. Some of our staff, not being from around those parts, were unaware of just how common a bar brawl is up in Norsca and the more naïve members of the writing team hobbled back with black eyes, broken noses, or chunks of their ears bitten off! Nonetheless, we were able to present career spotlights on Ivar Eriksson, Skrogr Snowpelt and Thorsson Stoutmead as they continued to forge their own legacies in the game.

From the frozen north, to the hot and humid lands of Lustria, our next issue saw our staff journey into the jungle to uncover the secrets of the Amazon teams. There were a number of standout articles in this issue as Hackspit Quillchewer talked topiary with an Amazonian groundskeeper and Mindy Pie whistle sought out the truth behind a fierce new brand of sporting goods. This issue also focussed on three stars on the rise: Estelle la Veneaux, Glotl Stop and Boa Kon'ssstrikr – maybe one day they'll reach the same level of fame as me.

Well, of course, no one will ever be as popular as I am, but they can dream!

This year has also seen a number of stars return to the gridiron, no doubt inspired by my continued fame and good fortune on the pitch! I've had my fair share of run-ins with most of them and even teamed up with one or two on occasion. I'll never forget the time Ripper and I took on an entire team of Snotlings – good times!

So, dear readers, grab yourself a nice hot cup of tea, settle yourself down with a sticky bun (though not of the Snotling variety!) and enjoy this collection of works from all of us here at Spike! Publications. And as always, if you have any woes or worries you would like me to read, send them to the usual place – the very best ones will go on our staff wall to give the interns a good old laugh when they feel a bit down!

– Lord Borak the Despoiler



BEER, BOARS AND BOISTEROUS BRIGANDS

In issue 14 of *Spike! Journal*, we ventured to the frozen north and warmed our feet by the fire as we learned all we could about the ale-addled Norse teams. Of course, no trip up to Norsca would be complete without multiple visits to the local taverns to gather stories and sagas about the unique brand of Blood Bowl played up north, as well as sampling many of the excellent ales and brilliant beers on offer!

Readers were told the tales of some of the most legendary Norscan players ever to set foot on the frozen pitches of Norsca, such as the commanding and tactically astute war raider, Ivar Eriksson; the fan-favourite Yhetee, Skrogr Snowpelt, who is always on hand to pump up the crowd; and Thorsson Stoutmead, the beer-swilling, barrel-throwing bombardier. These players are ready to take to the gridiron for any team that can afford to pick up their extensive tab at the tavern!

For coaches looking to get to grips with guiding a Norse team to success, the Norse playbook has everything you need to turn these pint-pulling players into the stuff of legend. With in-depth tactics on how best to get that barroom brawl atmosphere on the pitch, plus how to actually score those all-important touchdowns, this playbook is the perfect guide to glory!

Spike! Journal wouldn't be complete without all of our usual features. Hackspit Quillchewer investigated exactly how the Fjörkskeg Raiders built their trophy collection; Mindy Pie whistle looked into rumours that an up-and-coming Norscan can't hold his beer; and Coffin Corner was back with yet more calamitous casualties and manic mutilations!



GREETINGS SPORTS FANS!

Welcome back, readers, to the pages of the Old World's most famous sports periodical. Join us as we set sail for the frozen north, and frequent the famed drinking halls of Norsca to learn about the legendary sagas of the Norse teams. Watch where you are going, though – the Norscans don't take too kindly to those clumsy enough to spill their beer!

In this issue, we brave the harsh weather of Norsca to join the Northmen by the hearth fire, to learn all we can about the nature of Norse teams. Though the Norscans enjoy a raucous drinking session, what they love even more is a good scrap on the Blood Bowl pitch! Of course, the best Norse teams know that these go hand-in-hand with each other, and it is not uncommon to see flagons of ale, barrels of beer, and horns of mead littering their pitches. Norscans are heralded as some of the best brawlers in the known world, and are more than happy to back up this claim against any team that dares to question it!

From the epic deeds of the Vynheim Valkyries, multiple Blood Bowl champions who have forged their own legacy as one of the most impressive teams ever to venture into the Old World, to the likes of the Skjårlsberg Icicles who make it their mission to ensure that every fan has the very best time when watching them play, Norse teams come in many forms! This includes the Norsca Rampagers, one of the most famous Norse teams, whose epic legacy we'll take a deep dive into within this issue.

Of course, when it comes to myths and legends, many Norse players have woven their way into songs that can be heard drunkenly sung in taverns across the north.

In this issue, we take a look at three of the most revered Norse stars. The legendary War Raider, and captain of the Norsca Rampagers, Ivar Eriksson; the beer-swilling and barrel-throwing Thorsson Stoutmead; and Skrogr Snowpelt, the fan-favourite and well-spoken Yhetee who has become a must-see attraction for Norscan fans!

As well as all these exceptional articles, all of our regular features make a welcome return. Hackspit Quillchewer sits down with the head coach of the Fjörkskeg Raiders to learn exactly how they have acquired their impressive trophy collection. Mindy Pie whistle investigates the scandalous rumours that one Norse player isn't quite the famed drinker he claims to be. Coffin Corner returns with more funny fatalities and perilous punch-ups, and we take a look at what Norscans that do go to college really get up to down south! As always, the issue concludes with *Mighty Blow!* drawn by 'Rampaging' Christian Schwager and written by 'Raucous' Nick Kyme.

So readers, grab yourselves a pint of Blitzer's Best, settle yourselves by a roaring fire, and enjoy this issue of *Spike! Journal!*

Harold Haroldsson, Guest Editor
Spike! Journal

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AS COLD
AS ICE

It's well documented that Norscans enjoy nothing more than a good ruckus, and, of course, an excuse for quaffing back as much ale as they can stomach; in fact, to most of them it is their entire reason for playing Blood Bowl! In this issue of *Spike! Journal*, we travel to the snow-covered lands of Norsca to get the lowdown on everything from valiant Valkyries to brutal Berserkers, and find out just why Norse teams are so popular!

To the north of the Empire lies the frozen realm of Norsca, a land whose harsh and unforgiving nature is reflected in those who live there. It's fair to say that, in the eyes of those who call the Empire their home, the Norscans may not be seen as comparatively, if at all, civilised – fond as they are of their beer and the odd spot of raiding every now and then. But if there is one thing that Norscans do very well, it's delivering their own hard-hitting brand of Blood Bowl!



Those who live in the Empire often find the behaviours of their neighbours 'up north' rather strange; the customs of embracing the colder climate, being overly-sociable and becoming immediately friendly with everyone within a beer hall, are perceived to be very odd indeed! Likewise, the Norscans find the lands down south just as strange – filled as they are with stand-offish folk, and players who 'can't take a punch' and 'wouldn't last five minutes up north'! What the Norscans can't seem to fathom is why you wouldn't be friends with anyone offering you a pint! Naturally, this topic of discussion is a common one in both Norsca and the Empire, with each claiming to be superior. Those within the Empire believe they would easily be able to outwit their northern 'primate-like' brethren, whilst the Norscans would like nothing more than to take the fight to the 'soft southern sprites'! Of course, the best way to settle such a dispute is to play Blood Bowl with regional pride on the line!

Norsca's harsh climate has shaped the people who live there into hardy folk, and so Blood Bowl comes naturally to many of them – or at least the bone-crunching tackling part of Nuffle's sacred game does! Norse teams are primarily formed of the toughest and most short-tempered Norscans, many of whom spent their youth sailing the seas in search of places to raid and plunder – something that is seen as a rite of passage for many young Norscan men and women.

Those who prove tough enough during a raid, and wish to try out for a Norse team, must first show they are worthy by joining their fellow prospective players in a series of ludicrous, and increasingly more boisterous, challenges – including trying to catch the team's greased-up Beer Boars. When the inevitable bar-fight begins, only those with the constitution to put up a good scrap, and to keep their ale down, will join the ranks of the team.

Norse teams aren't just made up of beer-swilling, fight-loving lunatics (*although many of the lesser teams are! – Ed*), oh no! Many teams will also employ the services of a number of more brutal and vicious players in the form of Berserkers, and even Ulfwereners who have been blessed by the Wolf God with greater strength and even some lupine features. Many teams will also feature a Beer Boar or two, to run around the pitch providing a quick top-up for any thirsty Norscans. Then there are Yhetees: huge hulking creatures with great rending claws, and about all the intelligence of a particularly thick Goblin that has been repeatedly dropped on its head (*and that's not a lot, trust me! – Ed*).

Finally, there are the Valkyries. Noblewomen who see playing Blood Bowl as their duty in order to preserve the honour of Norsca. Though they take the game more seriously than their mead-addled team-mates, they are easily capable of drinking most of them under the tavern table without any real problem at all!

When a Norse team takes to the gridiron, fans can be assured of a number of things. A hard-hitting, high-octane game with plenty of overzealous tackles, and the odd scrap thrown in for good measure, as well as the presence of the passionate Norscan fans who turn up with their extensive collection of songs, and, of course, beer – lots and lots of beer!

POSITIONS

NORSE RAIDER LINEMEN

The backbone of any Norse team is its Raider Linemen: those who have proved themselves to be useful allies in a scrap (*or, more accurately, a bar-room brawl – Ed*) and have transferred such skills to a life on the gridiron to take the fight to the opposition. That's not to say that these Norscans don't have their fair share of talent – far from it; it's more that their particular talents revolve more around the events of the post-game drinks than the match!

If one thing is for certain, it's that Norse Raider Linemen love nothing more than a flagon of ale; in fact, it is nigh on impossible to separate them from the stuff! More often than not, Raiders will take to the pitch with a full tankard or still quaffing from a drinking horn. On the one hand, it makes them hardier, or at least dulls their senses, leaving them better able to soak up the punches when the scrapping starts – on the other, it has the downside that they struggle to stay on their feet if they try running too fast!





BERSERKER

Not all Norscans play Blood Bowl purely for the camaraderie and the tavern afterparties; some take to the gridiron simply to get into a good fight and remind themselves of their glorious pillaging past. Such is the case with Berserkers, violent and callous individuals who throw themselves at the opposition with reckless abandon in the hope of hearing the sickening snap of an opponent's arm!

To Berserkers, the ball is merely an afterthought, an inconvenient distraction that gets in the way of a good, honest punch-up. Berserkers themselves seldom wear much in the way of protection, preferring instead to showcase their ripped physiques in a display of dominance. Don't be fooled though, this doesn't make them any easier to deal with; a downed Berserker will be back on their feet before you know it. If you knock a Berserker down, they'll get up again – you'll never quite keep them down!

ULFWERENER

To be blessed by the great Wolf God is deemed a tremendous honour; those bestowed with the deity's sacred gifts are known as Ulfwereners. Not only are Ulfwereners imbued with a bestial strength, but they also take on many wolf-like features as well: from longer, pointed teeth, to sharp claws and elongated hindquarters. Norse teams will often include a few Ulfwereners in their rosters as a means of adding some extra hitting power when it is needed most – which, according to the majority of Norscan coaches, is all the time!

Most Ulfwereners are given the task of causing as much brutality to their opponents as possible, though this means they will be right in the thick of any fights. Not that the Ulfwereners mind; a chance to prove their dominance over another living being is what they crave, after all. This trait does often mean that Ulfwereners have shorter careers than most players, as many will eventually bite off more than they can chew!

VALKYRIE

Valkyries are undoubtedly the stars of any Norse team. Fast, agile, and with an exceptional grasp of tactics, it is little wonder why these noblewomen are held in such high regard. Many are the tavern stories of the epic deeds and heroic plays made by a Valkyrie, with every Norse team having their own fair share of tales to tell of their own Valkyries' exploits.

Whether it be a pitch-long pass to score a winning touchdown, darting past numerous opposition players in a mesmerising run en route to scoring, sacking a troublesome ball carrier and recovering the ball herself, or even felling the biggest threat on the opposition team, a skilled Valkyrie can do it all. It also helps that Valkyries possess an ironclad constitution, allowing them to regularly out-drink their team-mates without so much as swaying – something that makes these players all the more popular in Norsca!

BEER BOAR

It's well documented that Norscans like a beer, and that many of them hit the pitch with a fresh pint in hand. However, the raucous nature of any game involving drunken Norscans means that much of their beloved golden ale may get spilt, leaving the Norscans parched for more. To rectify this, many teams will field a Beer Boar to carry a spare barrel of the team's favourite tipples.

Though they are not capable of carrying the ball, Beer Boars have proven to be a useful addition, providing a swift refill and a quick pick-me-up to those Norscans who have hit the deck in a brawl. Of course, being the bearers of ale and mead means that the rest of the team will do all they can to protect their porcine pals!

YHETEE

One of the great mysteries of Norse teams is how they ever managed to convince the bloodcrazed and savage Yhetees to play Blood Bowl. That said, fans of Norse teams are so enthralled by the displays of sheer animalistic brutality that no-one seems to care why they play, so long as they never stop! These hulking muscular beasts are equipped with dagger-like teeth and rending claws and, of course, an unkempt mane of white fur – perfect for blending into a mid-game snowstorm and catching an unsuspecting ball carrier off-guard!

Being such savage beasts, it's fair to say that Yhetees aren't the most intelligent creatures. Norse teams will spend hours training their team's Yhetees to not attack their own players, whether it be teaching them not to lash out at any player that smells of stale beer, or simply getting them to not attack those in their team colours – though this has caused problems when a team has changed their kit and forgotten to inform their Yhetees!

QTY	POSITION	COST (GP)	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Norse Raider Linemen	50,000	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	G	APS
0-2	Beer Boars	20,000	5	1	3+	-	6+	Dodge, No Hands, Pick-me-up, Stunty, Titchy	-	A
0-2	Norse Berserkers	90,000	6	3	3+	5+	8+	Block, Frenzy, Jump Up	GS	AP
0-2	Valkyries	95,000	7	3	3+	3+	8+	Catch, Dauntless, Pass, Strip Ball	AGP	S
0-2	Ulfwereners	105,000	6	4	4+	-	9+	Frenzy	GS	A
0-1	Yhetee	140,000	5	5	4+	-	9+	Claws, Disturbing Presence, Frenzy, Loner (4+), Unchannelled Fury	S	AG
0-8 team re-rolls: 60,000 gold pieces each							Tier: 1		Apothecary: YES	
Special Rules – Pick one: Either ‘Favoured of... (choose either: Chaos Undivided or Khorne)’ or ‘Old World Classic’										

NEW TRAITS

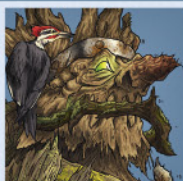
DRUNKARD* (TRAIT) – This player suffers a -1 penalty to the dice roll when attempting to Rush.

PICK-ME-UP (TRAIT) – At the end of the opposition’s team turn, roll a D6 for each Prone, non-Stunned team-mate within three squares of a Standing player with this Trait. On a 5+, the Prone player may immediately stand up.

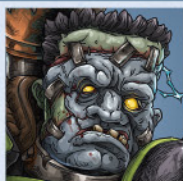
ELIGIBLE STAR PLAYERS



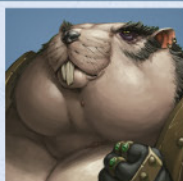
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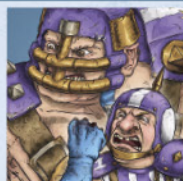
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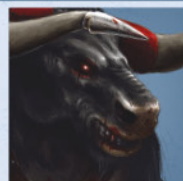
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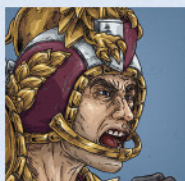
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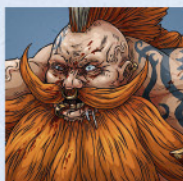
Grak & Crumbleberry



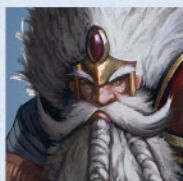
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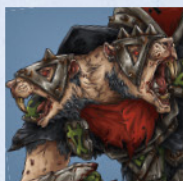
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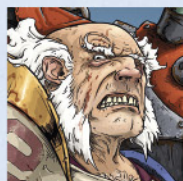
Grim Ironjaw



Grombrindal



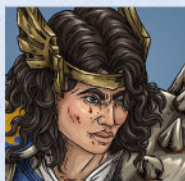
Hakflem Skuttlespike



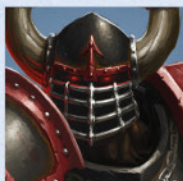
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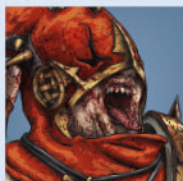
Ivar Eriksson



Karla von Kill



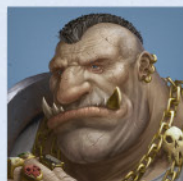
Lord Borak the Despoiler



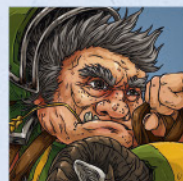
Max Spleenripper



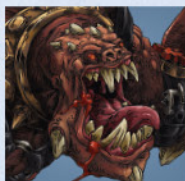
Mighty Zug



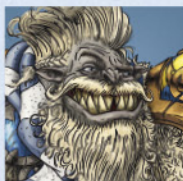
Morg ‘n’ Thorg



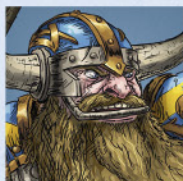
Rumbelow Sheepskin



Scyla Anfigrimm



Skrogr Snowpelt



Thorsson Stoutmead

The rules for Ivar Eriksson, Skrogr Snowpelt and Thorsson Stoutmead can be found later in this issue. The rules for the other Star Players listed can be found in other Blood Bowl publications.

FAMOUS NORSE TEAMS

ARCTIC CRAGSPIDERS

The epitome of the Norse play style, the Arctic Cragspiders hit with the speed and power of an avalanche, so it's no surprise that this team favours a more straight to the point game of Blood Bowl. After one particularly violent display, where nearly half of the Cragspiders went on a bloodthirsty rampage across the gridiron, serious allegations were made that some of the Cragspiders' players were taking Yhetee blood enhancements to improve performance. A full scale investigation was launched by the NAF but, due to the sudden and unexplained disappearance of a number of staff carrying out the investigation, no conclusion was reached (*and no one has been brave enough to re-open the case!* – Ed). It's unsurprising that a team as savage as this has gone all the way to the top in the sport; the Arctic Cragspiders have battled their way to the final of the Blood Bowl twice – and jumped back into their longboats as the winners on both occasions!

VYNHEIM VALKYRIES

With four Blood Bowl final appearances, including two victories, no other Norse team has a pedigree quite like the Vynheim Valkyries. Having started life as humble fisherfolk, the people of Vynheim knew that there was more to life than casting nets and gutting fish. After one particularly long and dull winter, the townsfolk turned to Blood Bowl to alleviate their boredom – the frozen lake's ice providing them with an ideal pitch (*by that we mean a slippery and treacherous playing surface!* – Ed). The harsh and deadly terrain the Valkyries train on has bestowed its own qualities onto the team over the years, forging them into hardy, brutal and tenacious players. These qualities are displayed best in the team's namesake positional players, the Valkyries, who time and time again have carried the team to the top of the sport.

NEW FJORD JÖTNAR

One of only a handful of Norscan teams with a permanent home stadium, the New Fjord Jötnar were fully aware of the unique experience this could provide for their fans. This was taken to a whole new level when a Dwarf brewmaster, Longri Steelbrew, set up his ale house inside the grounds of the stadium. With players from both the home and visiting teams regularly overindulging in Steelbrew's potent pints before kick-off, the games often lost much of their finesse and deteriorated into all-out brawls (*you can't get much more refined than slamming an empty drinking horn into an opponent's face!* – Ed)! In the last few years, a trip to the Jötnar stadium has become a guarantee of two things: a cracking pint and an extremely violent game of Blood Bowl!

SKJÅRLSBERG ICICLES

The Skjårlsberg Icicles have always been a popular team within Norsca, and even with some fans from further afield. This is partially down to famous stars such as the enigmatic Skrogr Snowpelt but also because of the team's philosophy that the crowd's enjoyment is the most important thing about a game of Blood Bowl. Fans of the Icicles are often treated to complementary snow cones, spectacular half-time shows featuring entertainments such as figure skating, catch the Beer Boar, getting a fan to try to slide a frozen Goblin into a hole, and the traditional punch-up between the mascots of the two teams – which often comes as a surprise to the opposition mascot!



TEAM SPOTLIGHT

NORSCA RAMPAGERS



A discussion (or, more accurately, an argument – Ed) about the Northern Leagues is incomplete without a mention of the Norsca Rampagers. Of all Norscan teams, the Rampagers are perhaps the most well known, with fans all the way from the back-streets of the Empire to the sweltering jungles of Lustria. With this prestigious team on the run of a lifetime, we at *Spike! Journal* thought it was time we raided northward to get the inside scoop on the next instalment of the Rampagers' epic saga!

There are a number of stories about how the Rampagers were forged but, as with all legends, the full truth has been lost at the bottom of a drinking horn! However, there is one story that most accept. One late winter morning, a Norscan longboat pulled into a seemingly-abandoned harbour. Curious as to the whereabouts of the townsfolk, the raiders explored inland and found the cause for the deserted docks – Blood Bowl!

Enthralled by the display of reckless violence, and the chance to enjoy free-flowing ale, the raiders watched on with great enthusiasm. Stories of Nuffle's sacred game are one thing, but experiencing it first hand was all the raiders needed to be hooked. Following a lengthy 'discussion' in the local tavern, the crew settled on a name and so began the saga of the Norsca Rampagers. Their opening game went about as well as you could expect, with the Rampagers quickly swept aside; but, if you ask them, they were the real winners as they enjoyed a decent

scrap and drank plenty of ale! With this casual approach to the game, it was no surprise that the Rampagers struggled to escape the doldrums of the league table. The coaches tried everything to get more from the players, even banning them from drinking on game day (*that's just not Norscan!* – Ed). Nothing motivated the players to improve on the field, until a young Norscan by the name of Ivar Eriksson took charge.

After dispatching the previous captain in a challenge for his position, Ivar took over leadership of the Norsca Rampagers and, under his command, the team began to experience success on the field. As a well-renowned raider, Ivar's grasp of strategy and tactics enabled the Rampagers to channel their fury in a more useful direction (*like the opposition's end zone!* – Ed), aiding them in climbing the Northern League's standings.

With this new-found energy, the Rampagers decided it was time to set sail and invade another league – preferably one with a warmer climate

and plenty of new ales to sample! Despite acquiring a number of trophies (*just don't ask how!* – Ed), the Rampagers didn't have much success abroad – many of the players were far too busy sampling the local brews to play Blood Bowl. Unfortunately, this had the downside of forcing the Rampagers to forfeit a number of games as the majority of the team were still suffering from the previous evening's revelry!

Following their 'successful' trip to the Empire, and a stern word from Ivar (*apparently, he threatened to burn down the team's favourite drinking hall!* – Ed), the Rampagers committed to being more disciplined and focused in their training going forward – within reason of course! This paid off in a big way the following season, with the team going undefeated in the Northern League and reaching the Icebowl final. Following a 5-0 victory at that same final, the Rampagers have continued their unprecedented run, conquering three back-to-back Icebowl championships, and achieving upset wins over fan favourites such as the Chaos All-Stars, Arctic Cragspiders and the Warhammerers.

With the wind in their sails, and showing no signs of dropping anchor, the Norsca Rampagers are primed to invade the Blood Bowl and, to some fans at least, it wouldn't be too far-fetched to see them go all the way!



TEAM PROFILE: THE NORSKA RAMPAGERS

TEAM COLOURS: Blue and Yellow

OWNER: Jarl Knut Rocknar

HEAD COACH: Karl Magnersén

PLAYERS: Norse Raider Linemen, Norse Berserkers, Valkyries, Ulfwereners, Beer Boars, Yhetees.

TEAM HONOURS: Icebowl Winners 2495, 2496, 2497, 2499; *Spike! Magazine's* "One to Watch" 2499.

HALL OF FAME: Ivar Eriksson, 'Billy' Bükejsson, Ingrid Ildjarnsdóttir

SPIKE! TEAM RATING: 131

CAREER HIGHLIGHTS

2480 After a surprise win against local rivals, the Skaeling Seahawks, the victorious Rampagers kick off their largest celebration to date. With the party in full swing for over two weeks, fans flock from far and wide to take part in the festivities; even the losing team stick around to join in the fun! The whole affair lasts so long, in fact, that the Rampagers have to forfeit their next match the following fortnight, as none of their players are in any fit state to play (*I'm sensing a theme! – Ed*)!

2493 The Rampagers begin their invasion of the Empire's various stadia and local pitches, but sadly they don't often make it onto the playing field. The players are far too busy indulging in the local ales, wines and spirits to play Blood Bowl; in fact, some members of the starting line-up don't see a single second of playing time for the whole trip! However, despite the lack of games, the team somehow 'win' a number of trophies (*Thankfully, some teams have so many trophies they often don't notice when one or two go missing! – Ed*), adding a Chaos Cup and *Spike! Magazine* trophy, among others, to their largely barren display cabinets!

2495 With an undefeated season under their belts, the Norsca Rampagers meet season rivals, the Arctic Cragspiders, in the finals of the Icebowl. Despite the size and power advantage the Cragspiders have, it's not enough to overcome the reformed Rampagers. Team captain Ivar Eriksson debuts a new strategy in the game, baiting the frenzied Cragspiders into

overcommitting with their tackles, opening up space for the Rampagers' swift Valkyries to score easy touchdowns. With seconds left on the clock, Ivar finds himself in possession of the ball with only the Cragspiders' Yhetee blocking him at the one yard line. With no time to dodge around the mountain of fur, Ivar summons the last of his energy and, with a heroic display of strength, carries both the bloodcrazed behemoth and the ball into the end zone resulting in a 5-0 shutout win for the Rampagers!

PRESENT

Following consecutive successful seasons, both the coaching staff and the players of the Norsca Rampagers have turned their attention towards the greatest prize in the sport – the Blood Bowl. Some of the players are hoping to etch their names into the history books by winning Nuffle's most illustrious event, but most just think the trophy would make a beautiful new drinking vessel! Whatever their motivations, keep a close eye on these rambunctious Rampagers – they might soon be raiding a stadium near you!



HALL OF FAME: THE NORSCA RAMPAGERS

2 497 -2498 SQUAD

NAME	POSITION	MA	ST	AG	PA	AV	SKILLS & TRAITS
Ivar Eriksson	Star Player	6	4	3+	4+	9+	Block, Guard, Loner (3+), Raiding Party*, Tackle
Ingrid Iidjarnsdottir	Valkyrie	7	3	3+	3+	8+	Block, Catch, Dauntless, Dodge, Pass, Strip Ball
Sigrid Heijmsgard	Valkyrie	7	3	3+	3+	8+	Accurate, Block, Cannoneer, Catch, Dauntless, Pass, Strip Ball
Tobbe 'The Red' Eriksson	Ulfwerener	6	4	4+	-	9+	Block, Frenzy, Mighty Blow (+1)
Detølf 'Darkthrone' Dvala	Ulfwerener	6	4	4+	-	9+	Arm Bar, Frenzy, Tackle
Bløthar 'the Berserker'	Norse Berserker	7	3	3+	5+	8+	Block, Dauntless, Frenzy, Jump Up
'Billy' Bukejsson	Norse Berserker	6	3	3+	5+	8+	Block, Dodge, Frenzy, Jump Up
Ghaal Grimpelt	Yhete	5	5	4+	-	9+	Claws, Disturbing Presence, Frenzy, Guard, Loner (4+), Mighty Blow (+1), Unchannelled Fury
Kjetil Kallax	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Tackle, Thick Skull
Fenriz Borknagar	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull
Karl Färgrik	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull
Henrik Råskog	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Guard, Thick Skull
Norgrim Nidhogg	Norse Raider Lineman	6	3	3+	4+	8+	Block, Dirty Player (+1), Drunkard, Pile Driver, Thick Skull
Klippan Malmberg	Norse Raider Lineman	6	3	3+	4+	8+	Block, Dauntless, Drunkard, Thick Skull
Oskar	Beer Boar	5	1	3+	-	6+	Dodge, No Hands, Pick-me-up, Stunty, Titchy
Maple	Beer Boar	5	1	3+	-	6+	Dodge, No Hands, Pick-me-up, Stunty, Titchy

3 Re-rolls

5 Cheerleaders

2 Assistant Coaches

5 Dedicated Fans

Total Cost of Team: 1,935,000 gold pieces



RAIDING PARTY*: Once per drive, whenever Ivar begins his activation, he may choose one Open player on his team within five squares. The chosen player may immediately move one square, ignoring Tackle Zones, though they must end this move Marking an opposition player.

GOLDEN BREW: If you ask the Rampagers, there is only one way to recover from a knockout on the gridiron; a pint of Morning Sun ale and a hard slap across the chops!

When rolling to see if a player from the Norsca Rampagers successfully recovers from being KO'd, they receive a +2 bonus to that roll.

STAR PLAYER SPOTLIGHT

IVAR ERIKSSON

'THE WAR RAIDER'

It's fair to say that the Norse are fond of a good story. Many are the tales told in the famed Norscan drinking establishments detailing epic sagas of daring, heroism, and the grandeur of heroes of old who traversed the high seas, defeated countless foes, or single-handedly won a prestigious game of Blood Bowl with one arm tied behind their back! In reality, the passage of time, and sheer volume of beer consumed by the Norscans, has somewhat twisted the truth behind these tales into the epic stories they have become. However, on occasion, a particular star will truly live up to the reputation given to them in Norscan beer halls – none more so than Ivar Eriksson.

"Right then! Seize victory here and I'll get you all the ale you can drink to celebrate!"

Ivar Eriksson inspiring his team to a huge 5-0 victory in the Icebowl 2495 final





Ivar always seemed destined for life on the gridiron; even as a youngster he could be found practicing with a ball (or more likely a similarly-sized rock – Ed), or tackling his friends – whether they wanted it or not! This ultimately led to Ivar being signed by his boyhood favourite team, the Norsca Rampagers, at the tender age of 16. Though young, Ivar possessed an expert grasp of tactics and complex plays that eluded almost all of his teammates; something that was likely due to the Rampagers spending more time in the tavern than on the pitch! Following a few years of warming the bench (well, as best as one's backside can in that climate! – Ed), and coming on as a late substitute, Ivar was finally given a full chance to shine in a match against the Hochstadt Hellfires. With the Rampagers down by one touchdown, and the captain too inebriated to deliver a team-talk, Ivar took it upon himself to instruct the team – guiding them to what turned out to be a famous win!

Though Ivar quickly became a hero amongst Rampagers fans, the team's then captain, Larki Skrarsson, didn't take too kindly to the attention that was being directed Ivar's way. Across the next few years, Ivar shone on the pitch as he continued to take tactics into his own hands rather than listen to Skrarsson. Eventually, with most fans thinking that Ivar was in charge, Skrarsson decided that it was time to teach the plucky upstart a lesson – challenging Ivar to a brawl mid-game. Ivar's youth

and swiftness proved to be too much for the ageing and beer-addled frame of Skrarsson; with a final well-placed bottle of Bloodweiser, Ivar emerged victorious as the new captain of the Norsca Rampagers (they lost the game, though, as the rest of the team were too busy watching the fight! – Ed)!

With Ivar at the helm, the Norsca Rampagers have become a force to be reckoned with in the Norscan Leagues, earning high-profile victories over the likes of the Arctic Cragspiders, Warhammerers, and even the Chaos All-Stars. In 2495, Ivar captained the Rampagers to the final of the Icebowl, scoring the final touchdown as they emerged victorious. Thus began a run of dominance in the Icebowl, as the Rampagers went undefeated in the competition for a whole three years, lifting the trophy on no less than four occasions; cementing Ivar's legacy as the Rampagers' greatest ever player.

Though he may be a calm and collected individual on the pitch, that doesn't make Ivar any less of a threat to the opposition. Now in his prime, Ivar has become an imposing physical specimen; able to punch, scrap and brawl with the very best the game has to offer (Just ask Varag Ghou-Chewer about his run-in with Eriksson! – Ed). Though he may already have some truly impressive accolades under his belt, it is very much agreed by fans and pundits alike that we have yet to see the best of Ivar Eriksson!

IVAR ERIKSSON



MA 6
ST 4
AG 3+
PA 4+
AV 9+
GP 245,000

SKILLS & TRAITS
Block, Guard, Loner (3+), Tackle

PLAYS FOR
Old World Classic

SPECIAL RULES
Raiding Party: Once per drive, whenever Ivar begins his activation, he may choose one Open player on his team within five squares. The chosen player may immediately move one square, ignoring Tackle Zones, though they must end this move Marking an opposition player.

SPIKE! EXCLUSIVE
STAR PLAYER PROFILE

IVAR ERIKSSON

AGE 28
HEIGHT 6' 3"
WEIGHT 251 lbs

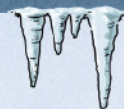
ORIGINATING TEAM
Norsca Rampagers

POSITION
Blitzer

CAREER TOTALS
56 touchdowns, 47 fatalities, 91 serious injuries, 6 taverns burned down

AWARDS
Brutal Block Ale's Raider of the Year 2490, 2492, 2495-97, 2500; Beard of the Year 2495; Services to Pyrotechnics Award 2497, 2498; Vince 'the Juggernaut' Joynes Terrible Tackle Award 2497.

SPIKE! MAGAZINE
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STAR PLAYER RATING



CAREER HIGHLIGHTS

2488 Ivar makes his first start for the Norsca Rampagers, due mainly to the extraordinary hangover most of the first team are suffering from following the previous night's 'antics'. With the Rampagers losing, and captain Larki Skrarsson slurring too much to be understood, Ivar decides to formulate his own strategy. This turns out to be a stroke of genius as none of the opposition are expecting any of the Rampagers to be able to walk in a straight line, allowing Ivar to run straight through them twice to secure the victory!

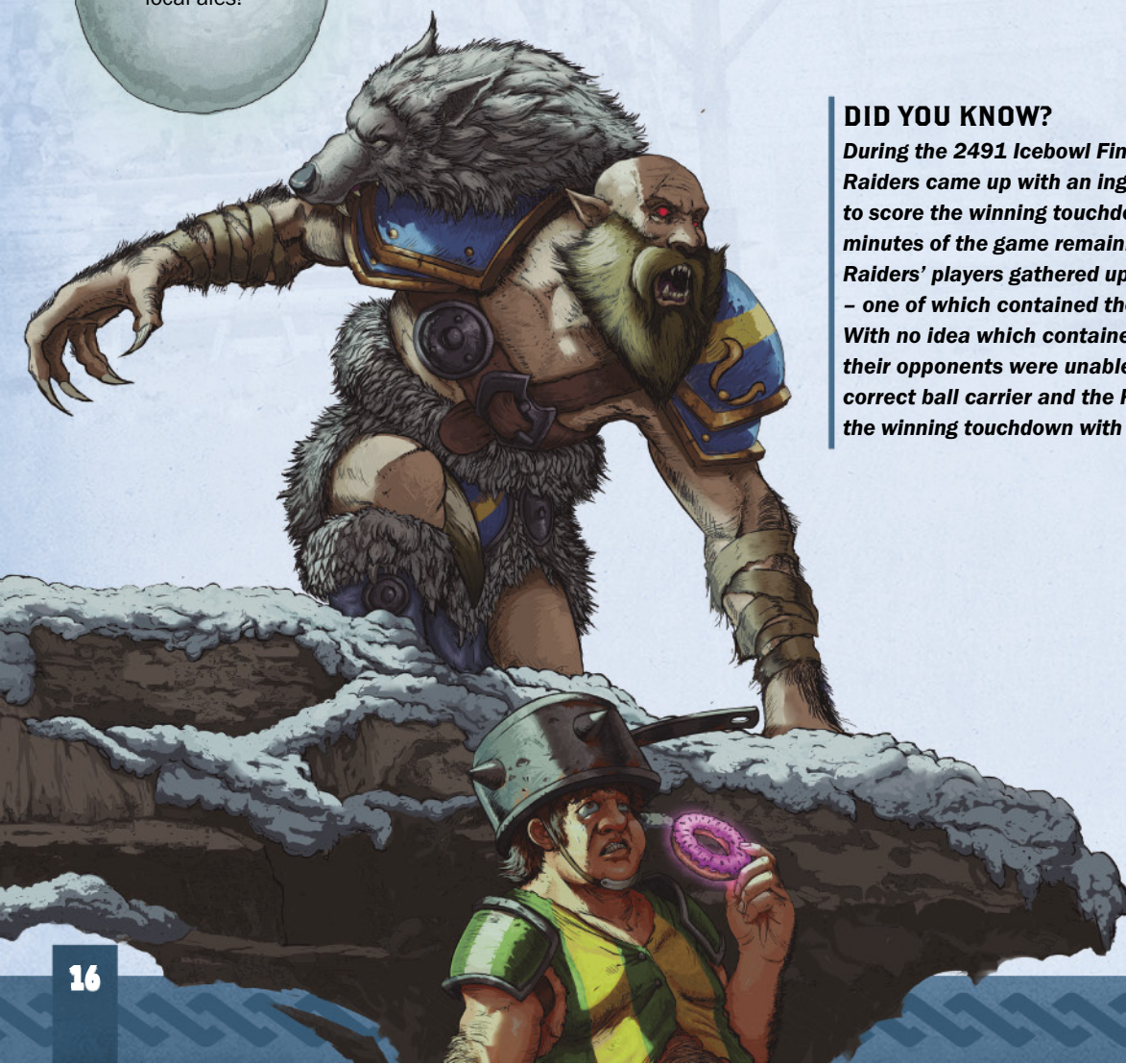
2490 Having begun to acquire a taste for victory in Norsca, Ivar is desperate to invade the tournaments of the Old World in search of richer glories to be had. Assembling together his best players, Ivar leads them to the Empire in search of competition. Although they pick up a few trophies (*mainly by pinching them from other teams' trophy cabinets – Ed*), the Rampagers 'invasion' doesn't get much further than the first few drinking establishments as many of the players are more interested in sampling the exotic local ales!

2495 Having captained the Rampagers on their most successful season so far, Ivar leads the team to the final of the Icebowl. This proves to be the turning point in the Rampagers' fortunes as Ivar leads them to victory, sparking a run of three successive Icebowl championships without a single loss. Such accomplishments are heralded by the Norscans, and Ivar begins to be noticed by scouts from teams across the Old World who are in need of some extra hitting power.

2498 Playing in a one-off match for the Wissenland Viscounts against the Gouged Eye, Ivar is tasked with marking the towering Varag Ghoul-Chewer. Though Varag claims that marking the 'little Norscan' will be easy, Ivar ends up wearing down the huge Orc before knocking him out with multiple rapid punches to the head. This is met with an enormous cheer from the crowd, and news of this spreads across the Old World; though Varag claims he was just giving the visiting star a nice memory – nothing more...

DID YOU KNOW?

During the 2491 Icebowl Final, the Fjörkskeg Raiders came up with an ingenious method to score the winning touchdown. With only minutes of the game remaining, many of the Raiders' players gathered up huge snowballs – one of which contained the game ball. With no idea which contained the real ball, their opponents were unable to tackle the correct ball carrier and the Raiders ran in the winning touchdown with seconds to spare!



DIRT FROM THE DUGOUT

Mindy Piewhistle is our Halfling on the spot when it comes to digging up the dishy dirt and salacious scandals that our readers have come to know and love. This issue, Mindy has been to see an up-and-coming Berserker, Bjor Hakonsson, after some wild accusations that he might not be the champion drinker he claims to be!



SPIKE!: Welcome back, Mindy! You seem to be travelling northwards more and more these days, have you found a timeshare up there?

MINDY: Heavens no! As friendly as the northerners are, I can't put up with the awfully cold weather for longer than a flying visit.

SPIKE!: I hope you remembered your big coat! So, what did you uncover in the cold wastes of Norsca?

MINDY: Well, having spent way too much time on a longship travelling north, I was eager to chase down a lead. Thankfully, I didn't need to wait long as I was approached with a tip in the local drinking hall; supposedly a young Berserker, called Bjor Hakonsson, was watering down his ale during drinking contests!

SPIKE!: Outrageous! There will be no coming back for the young Norscan if there's any truth to these rumours!

MINDY: I was as shocked as you – but controversies don't report themselves! So, I set off to speak to the man in question, to see if I could get to the bottom of the story. Thankfully, I didn't need to travel far; Bjor was a regular at this particular tavern.

SPIKE!: Was there any truth to this scandalous speculation?

MINDY: Well, I asked him directly, but he seemed totally uninterested in talking to me; dismissing the claims as the disgruntled rumblings of sore losers, whilst enjoying another pint of Bloodweiser.

SPIKE!: We can't blame him for wanting to enjoy his Bloodweiser (*available in all good convenience stores across the Old World! – Ed*), but we know you well enough to know that "No comment!" doesn't stop you, Mindy!

MINDY: Well, I donned my detective cap and set to work, trying to see if I could get to the bottom of this mystery – and it didn't take long to find a clue! While investigating the storage rooms, I found that there were two different barrels; one containing the Old World's favourite, Bloodweiser, and the other filled with Brutal Block ale.

SPIKE!: This doesn't seem unusual, Mindy; taverns, pubs and drinking establishments often serve more than one kind of ale, don't they?

MINDY: Exactly! Which is why I grew suspicious when talking to the regulars. All of them had been told that shipments of Bloodweiser were

being stolen, and only Brutal Block was available. But, upon further investigation, there was plenty of Bloodweiser in the back room! When I confronted the landlord, he was unable to explain the sudden appearance of Bloodweiser, or the season tickets for the Bleak Tundra Terrors stuffed in his apron!

SPIKE!: Didn't Bjor Hakonsson sign with the Bleak Tundra Terrors very recently!?

MINDY: He certainly did! Now, I'm not one to jump to conclusions, but this smelt fishier than a fishery during fishing season! After bringing this to the attention of the other patrons, a brawl broke out between Bjor and some of those 'sore losers', and the drinking hall was burnt down! With the hall now gently smouldering, any evidence of watered-down ale was lost in the conflagration.

SPIKE!: As sad as we are to see the story end without a conclusion, we're glad to see you back here safe and sound! Turns out that bribery gets you everywhere, as long as you don't get caught!

MINDY: Very true! Not that I would know anything about taking a bribe... (*Cough* – Ed).

STAR PLAYER SPOTLIGHT

SKRORG SNOWPELT

'FAN FAVOURITE'

Yhetees have never been the most cool-headed of players to grace the frozen pitches of Norsca, blessed as they are with a combination of size, strength, and no shortage of bloodthirsty rage. That said, on rare occasions, a Yhete may be deemed simply too wild to be useful – they are just as likely to rip the arms off their team-mates as they are to unleash destruction upon the opposition!



SKRORG SNOWPELT

MA 5

ST 5

AG 4+

PA -

AV 9+

GP 250,000



SKILLS & TRAITS

Claws, Disturbing Presence, Juggernaut, Loner (4+), Mighty Blow (+1)

PLAYS FOR

Old World Classic

SPECIAL RULES

Pump Up the Crowd: Once per game, when Skrorg causes an opposition player to be removed as a Casualty as the result of a Block action, Skrorg's controlling coach gains one team re-roll. If this re-roll has not been used by the end of the drive, it is lost.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

SKRORG SNOWPELT

AGE 37 HEIGHT 6' 10" WEIGHT 371 lbs

ORIGINATING TEAM
Skjårlsberg Icicles

POSITION
Blocker

CAREER TOTALS
7 touchdowns, 52 fatalities, 81 serious injuries, 127 youngsters inspired, 0 hairs out of place

AWARDS
Mesmerising Mutilation Award 2482; Beard of the Year 2485, 2486, 2491, 2494, 2499; Sharnel's Sensational Style Award 2490, 2496; Spike! Magazine's Best Acceptance Speech Award 2496.





Perhaps the most famous example at one point was Skrg Snowpelt, who, after butchering almost the entire Skjålsberg Icicles' first team upon his debut, was swiftly sacked and sent to Rockbeard's Rage Rehab to try to get to the root of his anger. Quite what happened during his two-year stay at the clinic remains a mystery, but the outcome was that Skrg emerged an entirely different Yhete! Gone was the famed bloodlust that had seen him be such a detriment to his own team, replaced by a calm, friendly demeanour, locks of well-kempt hair, and a charming smile that made Skrg seem all the more affable.

If the Icicles staff were worried that his rage detox had turned Skrg soft, any doubts were soon quashed when Skrg hit the gridiron. With a mind no longer clouded by incoherent rage, Skrg was able to follow the game plan, execute complex plays, and ensure he only clobbered the opposition – a huge step up! This dramatic change in persona was met with raucous shouts from fans with every tackle and block, and soon Skrg had every fan cheering with his antics.

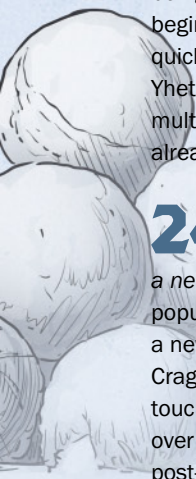
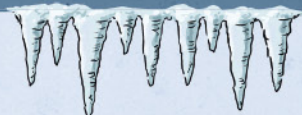
Skrg quickly became a huge draw for the Icicles; fan attendance rose, more lucrative sponsors came knocking and soon, more people flocked to see Skrg's showmanship than to watch the game! Of course, Skrg played up to this; placing his huge hand to his ear to

encourage the crowd to cheer louder, or pointing to multiple opposition players in turn, before blocking the one the crowd yelled hardest for, and cracking out his trademark poses whenever the opportunity arose!

It isn't just his showman-like antics that have made Skrg such a lovable character in the world of Blood Bowl. Skrg always arrives at the stadium a few hours before kick-off and stays after each game to meet and greet the supporters, sign replica shirts, and pose for pictures with fans – particularly with the younger ones, who he often lets put him in a headlock or climb onto his shoulders. In more recent years, Skrg has become the spokes-Yhete for numerous charities, appearing on Cabalvision to help raise gold for a variety of causes.

It's not just his public image that is impeccable. Skrg takes great effort to look his best; his beard is always neatly trimmed, his hair is slicked back, and his moustache is always curled. To achieve this, Skrg launched an extensive range of grooming products – Snowpelt's: Hair Care with Flair – which have become immensely popular, particularly with younger crowds! However, all the chat shows, hair products and decadent dinners (*smashed Gobbo on toast if you were wondering – Ed*) haven't softened Skrg's impact on the game. He is still capable of dishing out bone-crunching tackles and violent outbursts – if it pleases the crowd, of course!

CAREER HIGHLIGHTS



2482 Skrg makes his debut for the Skjålsberg Icicles against the Averland All-Stars. However, the untamed Yhete proves to be far more vicious than the Icicles had bargained for. Upon being released onto the pitch, Skrg goes berserk and begins to attack whichever player is nearest. The All-Stars quickly figure this out and steer clear of the bloodcrazed Yhete, who tears through his team-mates. It takes multiple Wizards to subdue Skrg, but the All-Stars have already romped to victory!

2485 Having returned to the Skjålsberg Icicles with a new outlook on life (*and a new far-out look, of course – Ed*), Skrg becomes a popular player with Icicles supporters. Skrg reaches a new level of fame during a game with the Arctic Cragspiders where, not only does he score the winning touchdown himself, earning the Icicles their first ever win over their rivals, but he also invites the entire crowd to a post-match barbecue to celebrate!

2496 When giving his acceptance speech for the Sharnel's Sensational Style Award, Skrg instead uses this platform to highlight the work of charities such as Help for Halflings and the Old Troll Rescue Association. This selfless act sees Skrg's already high popularity skyrocket, and he is soon flooded with sponsorship deals, offers of Cabalvision chat shows, and the opportunity to host the 2497 Spike! Awards (*which is why he didn't win anything that year – Ed*).

2499 In a game against the Blackmountain Blades, with the score tied at 1-1 and only a few minutes remaining, Skrg chooses to forego scoring the winning touchdown and instead gets a young Yheteeling onto the pitch to do the honours whilst Skrg batters a path to the end zone. This becomes a huge story, with Skrg and the Yheteeling heralded as heroes – though the Blades become a laughing stock for losing to a child!

NORTHERN LEAGUES

FOR
GLORY
AND
ALE!

Populated by teams of powerful Norscans, and anyone else crazy enough to sail to the cold wastes, the Northern League is a tough test for any team wanting to prove themselves as one of the best. With the brutal, unforgiving weather, not to mention the brutal, unforgiving playstyle of most of the teams, only the most hardy and rugged of players can hope to survive a season in the Northern Leagues in one piece!

Here at *Spike! Journal*, we are always excited to see how teams in different leagues approach the game. So we wrapped a few of our reporters in the warmest furs we could find and shipped them off northwards to find out more about this ferocious league.

We found that the games 'up north' were often a guarantee of two things: plenty of ale, and an abundance of violence. This applies to both supporters and players alike, but we did not expect such extensive involvement from the fans! From barroom brawls spilling onto the pitch, to snowballs and empty beer kegs being hurled onto the field, the fans in the north are more than willing to take an active role in a game! It's not only the punters that cause havoc, however, the landscape itself seems to be a servant of Nuffle; unpredictable weather patterns and precarious pitches all make for exciting, unique games of our sacred sport!



THE ICEBOWL

This is a variation on a standard Blood Bowl league season, as described in the *Blood Bowl rulebook*. How the league itself is organised – number of teams, how many divisions there are, how many rounds are played, and so forth – should all be decided upon by the league commissioner based upon how many coaches wish to take part, and what is best for everyone participating. The Icebowl differs from a normal season, however, in a couple of key aspects.

OPEN TO ALL

The Icebowl is open to all comers. Coaches participating may use any team they wish and will have the usual budget of 1,000,000 gold pieces to spend on their team for the season ahead.

"THE ICEBOWL, BROUGHT TO YOU BY..."

At the start of the Icebowl, each team must decide which of the following four sponsors they wish to represent for the upcoming league: Norsca Face, Bloodweiser, Svensson's Shipping Co., or Agmund's Apothecary.

Each sponsor gives a unique benefit to the teams that choose them:

"NORSCA FACE: NEVER STOP PLAYING"

With high-quality outdoor gear, any team sponsored by Norsca Face won't ever have to skip a day of training due to bad weather again – meaning they will always be at their best!

If Norsca Face is your chosen sponsor, at the beginning of each half, increase your team re-rolls by 1.

"BLOODWEISER: THE BEER OF EMPERORS!"

An unlimited supply of Bloodweiser? I wouldn't even bother reading the rest of the paperwork!

If Bloodweiser is your chosen sponsor, your team will receive two free Bloodweiser Kegs every game for the duration of the league. You may not purchase any additional Bloodweiser Kegs during step 4 of the pre-game sequence. Why would you spend the money when you're already sponsored!

"SVENSSON'S SHIPPING CO.: DELIVERIES TO YOUR HOME FASTER THAN A VALKYRIE TO THE END ZONE!"

With Svensson's Shipping Co. ferrying the team to and from each game, the coaches have clearly put the extra time saved to good use on the training grounds. We just witnessed something special!

If Svensson's Shipping Co. is your chosen sponsor, you may select a Special Play card for free in all of your games for the duration of the league. This card may be chosen from any Special Play card decks available to your team.

"AGMUND'S APOTHECARY: JUST WALK IT OFF!"

'Doctor' Agmund and his fellows have a fantastic reputation throughout Norsca for their effective, straightforward approach to medicine – just don't mention their bedside manner!

If Agmund's Apothecary is your chosen sponsor, you can hire a Wandering Apothecary for free, every game for the duration of the league. Teams that would not usually be able to hire an apothecary cannot be sponsored by Agmund's Apothecary.

INDUCEMENTS

All Inducements should be allowed in the Icebowl. Additionally, if the league commissioner wishes, the following new Inducement may be added:

0-1 NORSCAN SEER (50,000 GOLD PIECES)

AVAILABLE TO ANY TEAM: Some of the more superstitious folk in Norsca believe that the wise and ancient sages of the north now interpret the word of Nuffle through the casting of bones or the reading of rune stones. Immediately after step 6 of the pre-game sequence, a team that has hired a Norscan Seer may ask them to read the runes; they then roll a D6 and consult the chart below.

D6 RESULT

- 1** *The Portents read Doom!* The team immediately loses one team re-roll.
- 2-3** *The Portents are Clouded, much like the Weather.* You may immediately change the weather to any result on the Weather table.
- 4-5** *Nuffle is Watching...* You may immediately roll once on the Prayers to Nuffle table.
- 6** *Nuffle Smiles on us this day!* Randomly select one player on your team that is available to play during this drive, and that does not have the Loner (X+) trait. Until the end of the game, that player gains a single Primary skill of your choice.



MANY GLORIOUS PRIZES!

Any team able to come out on top in the Icebowl will be remembered in songs and sagas for years to come, and the party that follows the final of the Icebowl is often as anticipated as the final itself! The top placed teams of the Icebowl are rewarded as follows:

GLITTERING PRIZES: As usual, the teams that finish 1st, 2nd and 3rd receive gold pieces as described in the *Blood Bowl* rulebook.

THE ICEBOWL CHALICE: In addition to their cash prize, the winner will receive the stunning Icebowl Chalice, which doubles as not only a glorious prize, but also a wonderful drinking vessel! Having such a splendid receptacle to party with would encourage any team to let their hair down a little and enjoy themselves – and you know what they say, a team that parties together, wins together! The team that holds the Icebowl Chalice gains the following ability at the start of each game:

At the start of each game, roll a D6. On a 4+, your team gains an extra team re-roll for the duration of the game.

HARSH TUNDRA WEATHER TABLE

In the cold north, Nuffle's sacred game is not played in grand stadia with flawless green turf. The action instead takes place on the packed snow and ice of the Norscan tundra, or the wooden decks of longships. These pitches are rarely protected from the unforgiving climate that ravages Norsca all year round, making the weather another factor that coaches need to take into account when forming their game plans.

To represent the unique conditions teams must face in the Icebowl, the following Weather table is used when playing games on such ground.

2D6 RESULT

- 2** ***Wind Chill:*** The biting wind is enough to force some players to hide from the freezing cold in the dugout! At the end of step 1 of the Start of Drive sequence, both coaches roll a D6. The team that scores the lowest (or both teams in the case of a tie) randomly selects one of their players on the pitch. That player has had enough of the dreadful wind. Immediately place the selected player in the Reserves box to warm up.
- 3** ***Freezing Fog:*** The weather is so cold it's causing players' fingers to go numb, which makes catching the ball difficult indeed! Apply a -1 modifier every time a player makes an AG test when attempting to catch the ball, pick up the ball, or to interfere with a Pass action.
- 4-10** ***Clear and Calm:*** The frequently dangerous climate is unusually calm and warm (for Norsca at least!), making it perfect (*ish* – *Ed*) Blood Bowl weather.
- 11** ***Hail Shower:*** At the start of each team's team turn, roll a D6. On a 1, randomly select one player on the pitch from the active team. This player is struck by an unusually large hailstone; make an Armour roll for this player. If the Armour roll is successful, do not make an Injury roll; the player is instead automatically Stunned. This will not cause a Turnover, even if the player with the ball is Knocked Down.
- 12** ***White-out:*** It's snowing so heavily that it's near impossible for the players to see anything at all! Players may not perform Pass actions. Additionally, a player may not declare a Blitz action against an opposing player who is more than three squares away from them.



NORSCA KICK-OFF TABLE

To represent a game of Blood Bowl in the desolate north, where rowdy fans and the unpredictable weather can cause all sorts of mayhem, the following Kick-off Event table is used for all games played as part of the Icebowl.

2D6 RESULT

- 2 **Pitchside Brawl:** The fans are going at it and have flooded onto the pitch to continue the fight! Both coaches randomly select D3 of their players from among those on the pitch. All of the randomly selected players are Placed Prone and become Stunned.
- 3 **Icicles:** Those icicles look sharp! Good job they will melt before the teams can get much use out of them! Both coaches select one player on their team from among those on the pitch. The chosen player may perform the Stab Special action once before the end of the drive.
- 4 **Snowball:** Fans hurl a volley of snowballs at the players on the pitch, distracting some of them! Both coaches randomly select one of their players from among those on the pitch. The first time the selected players are activated this drive, their activation immediately ends as they spend their turn searching the stands for the perpetrators!
- 5 **High Kick:** Apply the High Kick result as normal.
- 6 **Cheering Fans:** Apply the Cheering Fans result as normal.
- 7 **Brilliant Coaching:** Apply the Brilliant Coaching result as normal.
- 8 **Changing Weather:** Make a new roll on the Harsh Tundra Weather table and apply that result. If the weather conditions are 'Clear and Calm' as a result of this roll, the ball will scatter before landing.
- 9 **Quick Snap:** Apply the Quick Snap result as normal.
- 10 **Snow Drifts:** Thick snow drifts cover the field, softening the landing as players hit the ground! Apply a -1 modifier to any Armour rolls until the end of the drive.
- 11 **Reckless Rookies:** Sometimes, the young rookies of Norsca can't stop themselves from joining in a game, even if they are not wanted! Both coaches immediately gain a Norse Raider Lineman for the duration of the drive. This can mean that teams have more than 11 players on the pitch for this drive and they can be placed anywhere in their team's half, but not in either of the Wide Zones. At the end of the drive, remove the Norse Raider Linemen from play as the referee ejects them from the game.
- 12 **Feast and Drink!:** Both teams look like they have enjoyed plenty of revelry before getting back onto the pitch! All players on both teams gain the Drunkard trait – if they don't already have it, of course!



COFFIN CORNER

In Coffin Corner, we remember those players that are no longer with us – because they were trampled into the pitch, torn apart, or possibly even eaten!

A TRIP TO REMEMBER!

We remember Rory Lightfoot, Halfling Hopeful Lineman for the Stunted Stoutfellows. When travelling to Norsca for a game, Rory was eagerly anticipating seeing a Yhetee for the first time – that was until his fatal encounter with the Fjörgskeg Raider's Yhetee, Mohuc. Spotting him from across the drinking hall, Rory sprinted towards the hulking beast to get an autograph and swap stories. Alas, Rory tripped over a misplaced practice ball just as he reached Mohuc, skewering himself on the Yhetee's razor-sharp claws!

A LOONEY'S LAMENT

We remember Zrik Weedwacka, Goblin Looney for the Moonshine Gits. Unfortunately for Zrik, he was unprepared for the effects the Norscan weather would have on his beloved chainsaw 'Bitey'. During his first game in Norsca against the Icepeak Terrors, Bitey refused to start in the freezing cold. Seizing their chance, the Terrors' Ulfwereners pounced on Zrik. By the time the snow settled, all that remained of Zrik was a gently-purring chainsaw which had finally coughed into life...

AMBITION OVER ABILITY

We remember Trogar Swinebiter, Troll for the Jagged-Tooth Smashers. Trogar earned the name Swinebiter for his consumption of Beer Boars during the team's trip to the Icebowl. However, his hankering for hog would be his downfall as Trogar attempted to gobble down a Beer Boar with the barrel still strapped in place. Despite a heroic effort, Trogar couldn't swallow both – choking himself to death on his piggy prisoner!

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



FROZEN LAKE BLOOD BOWL PITCH

There are very few grand stadia in Norsca, with most of the Blood Bowl pitches being loosely constructed on fjords, frozen lakes or wind-battered tundra. Playing in such hostile conditions presents many unique dangers to Blood Bowl players; from spectacularly skidding and face planting onto the slippery pitch to even falling through the ice itself! Players will need to tread carefully on this dangerous skating rink or risk the chilling waters below.

DID YOU KNOW?

During a game between the Arctic Cragspiders and the Skjårlsberg Icicles, the two teams played upon a new floating iceberg pitch. However, with all the fighting and hard-hitting tackles the iceberg split in two mid-game, forcing the game to be abandoned as the two halves of the pitch drifted further apart.

USING THE FROZEN LAKE PITCH IN YOUR BLOOD BOWL GAMES

The Frozen Lake pitch has two sides – one depicting the pitch in fair weather, with the lake covered in a thick sheet of ice. The other side depicts the pitch after some disaster or another has caused the ice to break apart, exposing the frigid waters below. If both coaches agree, the following rules can be used to represent the unusual conditions:

FROZEN SURFACE: At the start of the game, the waters of the lake are as solid as astrogranite. The surface is difficult to find traction on but, once a player does, coming to a stop can be a problem! Players may attempt to Rush one additional time. However, players must apply a -1 modifier to the roll on each Rush attempt after the first.

Additionally, at the end of each drive, before removing any models, count up the total number of Prone players on the pitch. If the total between both teams is five or more, flip the board over to the Fragmented Surface side.

FRAGMENTED SURFACE: All those players hitting the deck have caused a chain reaction of cracks and fissures. The players are going to need to keep their balance to ensure they don't fall over on the uneven surface! Players suffer an additional -1 modifier on Agility tests when they attempt to Dodge, Leap, Jump or land after being thrown.





CHAT WITH THE RAT

Hackspit 'the Scribbler' Quillchewer is our ace Skaven reporter, digging about in the darkest reaches of the Old World to bring you the most compelling stories from the world of Blood Bowl. This issue, Hackspit sits down with the head coach of the Fjörsgskeg Raiders Jarl Stelken Mikaelsson, to talk about their claims that they are the most decorated Norse team in history, and just how they built up their impressive trophy collection.

QUILLCHEWER: Good evening Mr Mikaelsson...

MIKAELSSON: That's Jarl Mikaelsson to you.

QUILLCHEWER: My apologies, Jarl Mikaelsson. So, the Fjörsgskeg Raiders are the most-most decorated team in all of Norsca, boasting a rather extraordinary number of trophies. I'm sure that our readers would love to know the secret of your success.

MIKAELSSON: I'm quite sure they would, but that would be tellin' now, wouldn't it. What I will say is that it takes a great deal of strength, determination and willingness to travel across the known world in order to have as many trophies as us!

QUILLCHEWER: I'd have thought that-that some deal of skill would have come into it, but who am I to argue with results. Speaking of results, my records say that the Fjörsgskeg Raiders actually lost the 2499 Inter-Norscan cup final, yet it is listed as one of your many victories. Can you tell us more about that?

MIKAELSSON: I'm not quite sure what you're implyin' there rat, but it's us that has the trophy isn't it.

QUILLCHEWER: It just seemed a bit odd-strange that's all. So, did the Raiders actually win that final then?

MIKAELSSON: Who has the trophy, eh? Us, that's who! What more do you need to know?

QUILLCHEWER: I see... Anyway, let's move on. I notice that the Fjörsgskeg Raiders have won a tremendous number of trophies when on tour – particularly in the Empire. Why is that, do you think?

MIKAELSSON: Probably because they don't lock their trophy cabinets properly down south!

QUILLCHEWER: Pardon?

MIKAELSSON: Just a little joke there, Hackspit. Of course, the real reason is that we are just too tough for those southern teams. They value things like 'touchdowns' and 'scorelines' over beer and gold. I mean, can you imagine!

QUILLCHEWER: Riiight... So, out of the Raiders' many trophies, which-which do you value as your crowning achievement?

MIKAELSSON: Oh, without a doubt the 2471 Blood Bowl trophy, of course! It is such an honour to have the most prestigious trophy of them all in our collection!

QUILLCHEWER: Hang on, the 2471 Blood Bowl? But weren't the Fjörsgskeg Raiders only formed in 2488 – 17 years after that final! And wasn't it the Reikland Reavers who-that won the title that year anyway?

MIKAELSSON: Well, we figured that they had enough Blood Bowl trophies, and so they wouldn't miss the odd one. They also had some lovely gold medals as well...

SPIKE!: Interview was terminated here when the authorities showed up to question Jarl Stelken Mikaelsson about the disappearances of numerous pieces of silverware.

NORSE BALLS

HAMMER OF LEGEND BALL

Legend speaks of an ancient warrior of great power; it was said he carried a hammer forged by some primordial god, and only those worthy of its power could wield it. This story is remembered to this day, thanks to its influence on everyone's favourite sport, Blood Bowl! A special enchantment is placed upon a rune-engraved hammer head, which is supposed to determine which players are worthy enough to carry the ball. However, the 'worthy' often just ends up being whichever players snuck the most cash to the Wizard performing the enchantment!

Whenever a player attempts to pick up the Hammer of Legend ball, roll a D6 before making the Agility test. On the roll of a 1, the player is unable to lift the ball off the ground (failing to pick up the ball in this way does not result in a Turnover); place the player in the square they occupied before attempting to pick up the ball, and that player's activation immediately ends. Only players of a certain calibre are 'worthy' enough to carry this ball!

THE RUNESTONE BALL

Runestones are common throughout Norsca. Passed down from father to son, these runestones spin the sagas of the heroes of old. Whenever a team is light on equipment, runestones are often used as balls during practice and, on occasion, during real games. They are so heavy that a team's throwing game is likely to suffer badly, but having a blunt, heavy stone to dish out punishment with never hurts. Well, it does for the opposition!

Whenever a player carrying the Runestone ball declares a Pass action, that player applies an additional -1 modifier when making a Passing Ability test. Additionally, whenever a player carrying the Runestone ball makes an Armour roll against an opposition player, they apply a +1 modifier to the result.



PRO PLAYBOOK

THE NORSCAN WAY



It's fair to say that Norse teams certainly have their own unique take on the game of Blood Bowl – one focused far more on post-game celebrations (regardless of the score! – Ed). As such, controlling such a raucous roster of reprobates can be a tricky task, and often requires a firm hand to ensure that the game doesn't descend into yet another pitch-wide brawl! So, we here at *Spike! Journal* got in touch with legendary northern coach Ásleikr Wørmensson, to share his wisdom on how to forge your own Norscan sagas of greatness.

Norse teams enjoy nothing more than a good scrap, and that's certainly how they perform best on the pitch! Norscans have spent their entire lives in the harsh, freezing north, which has toughened them out of necessity. These hardened players excel in getting up close and personal with the opposition, throwing blocks left and right as they try to mercilessly hammer their way through to the end zone – and no doubt the tavern that lies beyond!

Of course, it's not all about simply causing a punch-up in the middle of the gridiron; there is also the small matter of scoring those all-important touchdowns. Norse teams work best when they can use their abundance of hitting power to punch a hole in the opposition's defence, allowing their Valkyries to use their impressive speed to run through and claim victory!

PLAYERS

NORSE RAIDERS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Norse Raider Linemen	50,000	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	G	APS

At only 50,000 gold pieces, Norse Raider Linemen are cheap. Perhaps the most important factor is having the Block skill; they can soak up hits on the line of scrimmage, while dealing out some damage themselves. This makes throwing a one-dice Block much more viable, and increases the likelihood of a two-dice Block putting an opponent down. An AV of 8+ means that you will definitely have some games where your frontline disappears quicker than ale in a Norscan tavern, and the Drunkard trait means that Raiders find it more challenging than others to Rush effectively – you will want to get them into position with as little movement as possible.

NORSE BERSERKERS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Norse Berserkers	90,000	6	3	3+	5+	8+	Block, Frenzy, Jump Up	GS	AP

Block, Frenzy, and Jump Up are a potent blend of starting skills, which make Norse Berserkers quick, tough, and capable of packing a real punch. Frenzy can be a double-edged sword, so coaches need to be wary, particularly if they have fielded players with the skill before, as it can easily result in a Berserker being pulled out of position. In Blood Bowl, there are few joys greater than pushing a player into the crowd; with Frenzy offering more opportunities to do so, as it leaves a Berserker potentially performing two Blocks a turn.

ULFWERENERS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Ulfwereners	105,000	6	4	4+	-	9+	Frenzy	GS	A

Frenzied and furious, these brawlers give the Norse some real bite. Their ST4 makes them effective at stopping opponents, and opening up spaces in the opposition's defence. Frenzy is a very useful tool as it helps provide the Norse with sideline cover. Plus, with the appropriate support, it can help them break into a cage. Until they gain the Block skill, Ulfwereners are a priority target for opponents – if they end up on the floor they make for delicious fouling targets. However, once they develop a few skills, Ulfwereners can become truly fearsome fighters!

VALKYRIES

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Valkyries	95,000	7	3	3+	3+	8+	Catch, Dauntless, Pass, Strip Ball	AGP	S

The multi-talented Valkyries offer the Norse a more dynamic threat. Their array of starting skills makes them excellent ball retrievers, as well as effective receivers. Strip Ball makes them perfect for Blitzing the ball carrier and, if used effectively, they can encourage your opponent to score quickly, giving you more time to respond. Do not be tempted to be too aggressive with your Valkyries though; they are prime targets for the opposing team – and with AV8+ and no Block, they will be quickly injured if they are not protected.

BEER BOARS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Beer Boars	20,000	5	1	3+	-	6+	Dodge, No Hands, Pick-me-up, Stunty, Titchy	-	A

Usually for the Norse, a porcine pick-me-up means a tray full of sausages. However, on the pitch, the Beer Boar offers a different tonic. Its presence can have an inspirational effect on its ailing companions, potentially allowing your prone players to be back on their feet before they start the next turn. Being small, Beer Boars need a lot of protection; their low AV, ST1, lack of Block, and the fact they have Stunty, means that even a Snotling will fancy their chances against them. However, keeping one around can give your Norse team a much needed boost when the going gets tough.

YHETEE

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-1	Yhete	140,000	5	5	4+	-	9+	Claws, Disturbing Presence, Frenzy, Loner (4+), Unchannelled Fury	S	AG

A raging Yhete provides Norse teams with a tremendous amount of hitting power, particularly when its sharpened claws find their target. As with all Big Guys, it's important not to be over-reliant on the Yhete – Unchannelled Fury can mean that, if it isn't hitting things, it may just stand there and rage! With only AV9+, it's vital that you do not leave your Yhete open to easy Blocks, and with Frenzy potentially pulling it out of position, this can be easily done. Opposing coaches will not be averse to trying their luck at knocking down your Yhete, and they will gleefully Foul it while floored.

STARTING ROSTERS

There are a range of options available to coaches when it comes to building a Norse roster. However, with the cost of the stronger players on the team, a coach cannot afford to begin with all of the positionals, and have the requisite re-rolls for starting a league.

With that in mind, it's important to have a longer-term strategy when considering your build for the upcoming season. If the prospect of starting the season with only two re-rolls brings on a cold sweat, then take an extra re-roll and hope the dice gods are kind enough to let you avoid any deaths or major injuries whilst developing your squad. If you are more comfortable with managing risk, then two re-rolls may suit you better, and this will provide more options for your team design.

HIT HARD AND FAST

QTY	POSITION	COST
5x	Norse Raider Linemen	250,000 gp
2x	Norse Berserkers	180,000 gp
2x	Valkyries	190,000 gp
2x	Ulfwereners	210,000 gp
1x	Apothecary	50,000 gp
2x	Re-rolls	120,000 gp
Total	1,000,000 gold pieces	

In this roster, the mix of positionals will give your opponent plenty to think about. The Valkyries are your key to victory here; their speed and spread of Skills making them useful for both ball retrieval and scoring. Two Berserkers and two Ulfwereners give this roster plenty of punch to match almost any team, and the ST4 of the Ulfwereners means they can act as roadblocks where needed, preventing the opposition from easily blitzing through them.

The apothecary can be substituted for an additional Norse Raider Lineman, or a pair of Beer Boars if you prefer the reassurance of more players, but in a league it can be wise to have some protection for when your more valuable players inevitably find their way into the Casualty box.

WATCH THE FUR FLY!

QTY	POSITION	COST
6x	Norse Raider Linemen	300,000 gp
2x	Valkyries	190,000 gp
2x	Ulfwereners	210,000 gp
2x	Beer Boars	40,000 gp
1x	Yhete	140,000 gp
2x	Re-rolls	120,000 gp
Total	1,000,000 gold pieces	

This roster focuses more on the furry folk that Norse teams have access to. Though it may not have any Berserkers, this roster boasts two Ulfwereners and gives the team extra strength through the presence of a Yhete. The pair of Beer Boars are great for getting your players back on their feet following the almost-guaranteed punch-up, whilst also giving you a total of 13 players – meaning you can compensate for any injuries.

With so many of your players dedicated to getting stuck into the opposition, your Valkyries are going to have their work cut out getting the ball into the opposition's End Zone; make sure you protect them at all costs so they can do their job and score those all-important touchdowns!

TEAM DEVELOPMENT

Once you have decided on your starting roster, it is time to think about how you would like to see your team develop across the coming season or tournament.

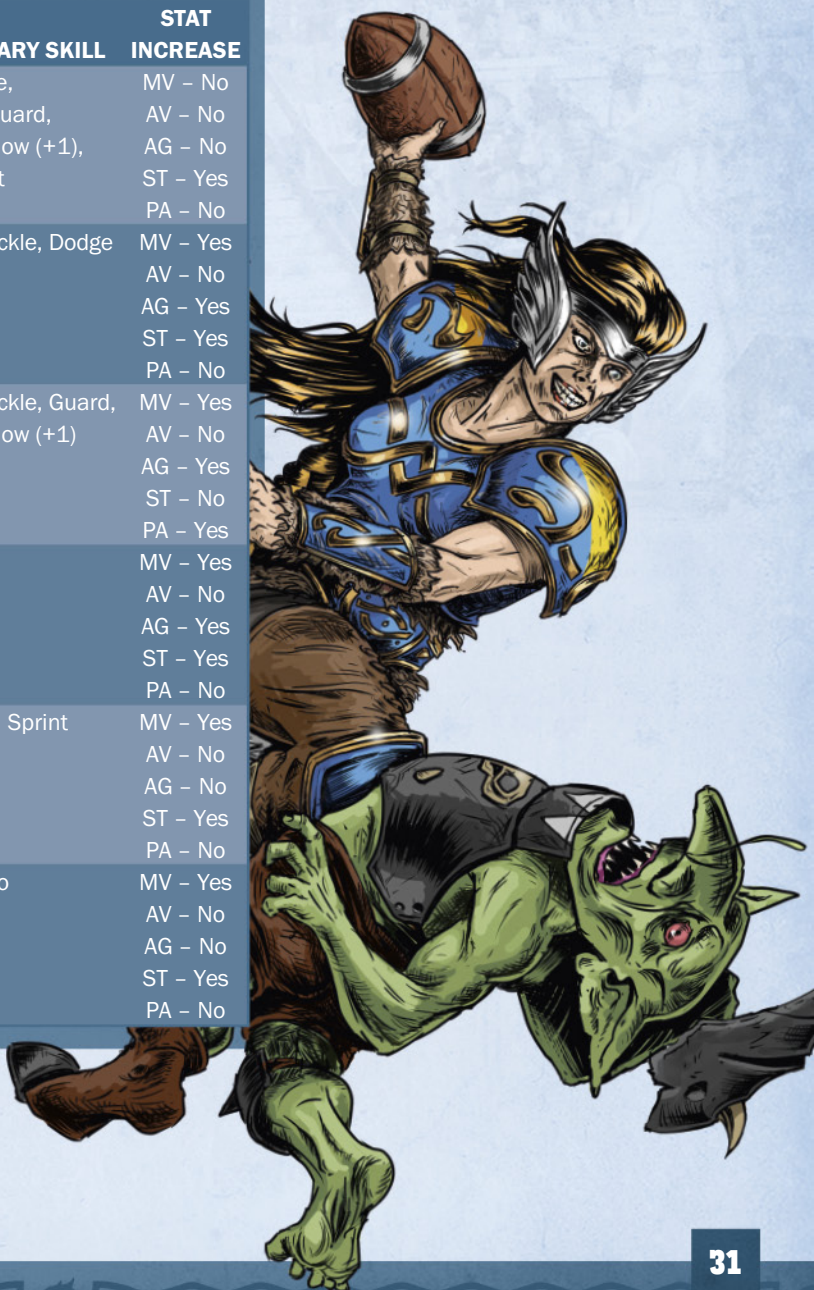
In terms of a league, an early investment in an apothecary is wise if you don't already have one. Norse players are prone to being injured and losing a key player, such as an Ulfwerener or the Yhetee, can be crippling. Try to build up enough of a treasury to hire the rest of the key positionals, and to have a big enough bench to be able to comfortably have your less important players start fouling your opponents.

Whilst it will be very tempting to have your Valkyrie hog all the Star Player Points, it is important to spread them across your team where possible so your other players can gain some much-needed key Skills. The likes of Block on your Ulfwereners, Mighty Blow (+1) on your Yhetee, and Guard on your Berserkers can be invaluable!

POSITION	PRIMARY SKILL	SECONDARY SKILL	STAT INCREASE
Norse Raider Lineman	Dauntless, Dirty Player (+1), Kick, Tackle, Wrestle	Defensive, Dodge, Guard, Mighty Blow (+1), Sure Feet	MV – No AV – No AG – No ST – Yes PA – No
Norse Berserker	Guard, Mighty Blow (+1)	Break Tackle, Dodge	MV – Yes AV – No AG – Yes ST – Yes PA – No
Valkyrie	Block, Dodge, On the Ball, Nerves of Steel, Sure Hands, Tackle	Break Tackle, Guard, Mighty Blow (+1)	MV – Yes AV – No AG – Yes ST – No PA – Yes
Ulfwerener	Block, Mighty Blow (+1), Wrestle	Dodge	MV – Yes AV – No AG – Yes ST – Yes PA – No
Beer Boar	N/A	Sidestep, Sprint	MV – Yes AV – No AG – No ST – Yes PA – No
Yhetee	Brawler, Guard, Juggernaut, Mighty Blow (+1)	Block, Pro	MV – Yes AV – No AG – No ST – Yes PA – No

“Right, this bit goes here, then this bit goes here. Hang on; I’ve got two of part 7 but no sign of part 8. HAS ANYONE SEEN PART 8!”

Referee Jångvar Kråmparssön trying to assemble the game ball



SET-UPS

OFFENCE

On offence, use early Blocks to clear space and mark players so that the Yhetee can make a three dice Block. Be aware of the opposition trying to lure it into traps; it's easy for your Yhetee to excitedly start ploughing into an opponent, only to realise they have blindly walked into trouble on the following hit.

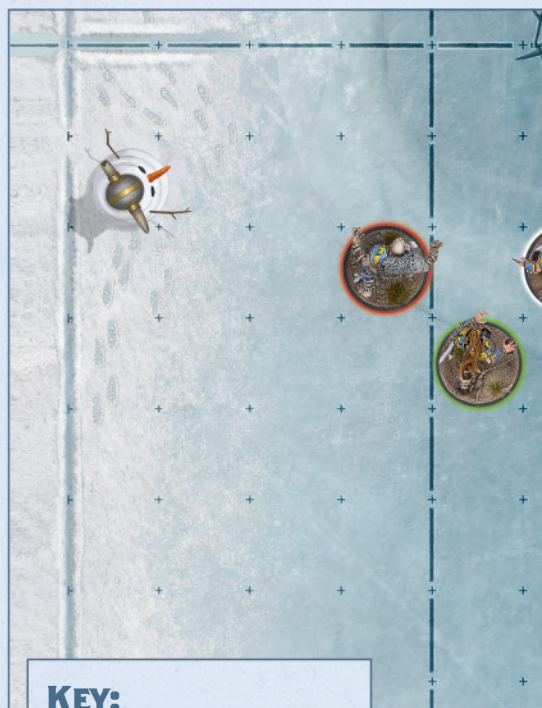
Ulfwereners in the Wide Zones provide protection in the case of a Blitz kick-off result for your opponent, and puts them in good position to support your attacking drive. In the backfield, Valkyries provide cover against deep kicks or failed ball pick-ups, and their additional movement makes it easier for them to rejoin the rest of the team once the ball is recovered. As the drive develops, your opponent will try to tag your stronger players, and to spread the Norse defences. It is important you keep your team together to avoid this.

The Norse can score in two turns, and this is what your opponent will want you to do. However, hold your Norse (*really... – Ed!*) A slow grind down the pitch should be the goal, creating as much bloodshed as possible.

DEFENCE

With this defensive set-up, your Norse Raider Linemen will provide a shield that will, hopefully, soak up the early hits, whilst the second line of defence has plenty of high-Strength players that will make it difficult to break through the centre. The Yhetee is away from the line of scrimmage to protect it from harm, and to give the team more flexibility in covering either Wide Zone in the opposing offensive drive.

The Valkyries, and the fact that your Ulfwereners have Frenzy, will discourage your opponents from committing to a side-line cage. Narrowing the field like this means that it is more difficult for the opposition to break away and, in turn, helps reduce the need for your Linemen to have to Rush.



KEY:

-  Norse Raider Linemen
-  Ulfwereners
-  Valkyries
-  Yhetee

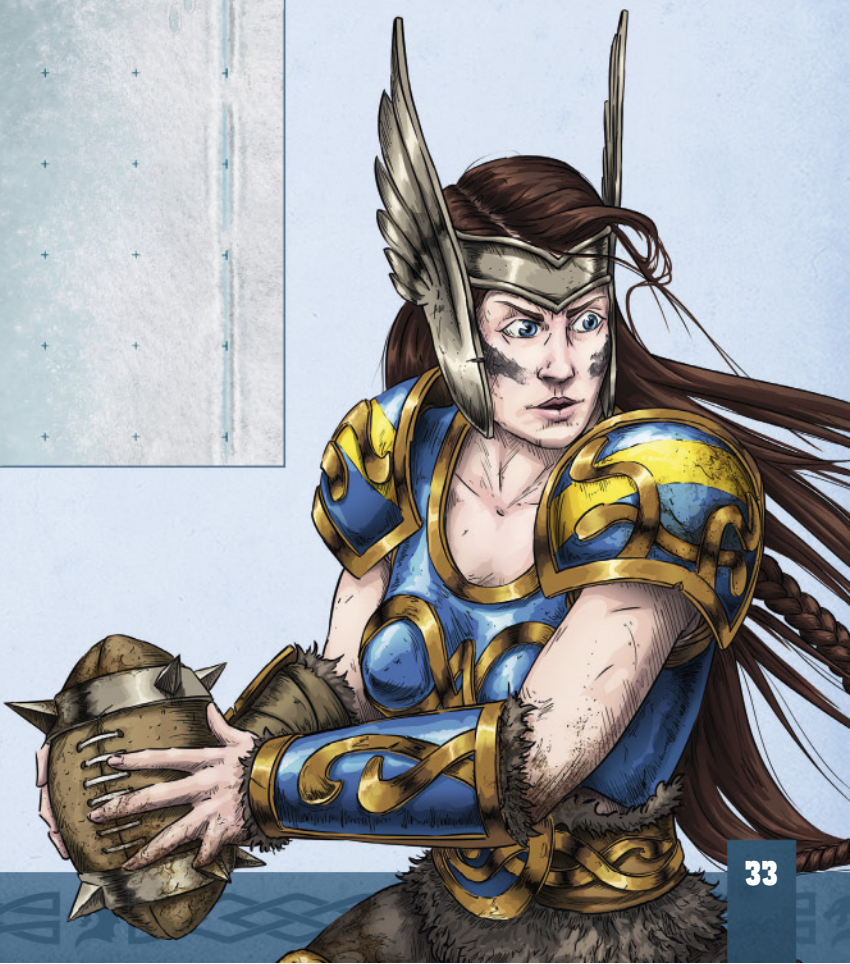


IN CONCLUSION

Norse teams are often referred to as a 'glass cannon', and with good reason! With plenty of AV8+, they are guaranteed to have at least one game a season where the ceiling collapses in on them and the Casualty box ends up filled fuller than a Norscan's half-time drinking horn!

They can be a steep learning curve for coaches with little experience. Frenzy can quickly leave players in danger, while Drunkard makes it riskier to Rush and cover gaps and breakaways.

However, Norse teams are also hugely rewarding. With their winning combination of multiple high-Strength players, along with the Frenzy and Block skills, a Norse team will give plenty of opposing teams a headache – or worse! This is especially true once they have a few skills onboard, with their range of development options making them an interesting proposition to coach.





THORSSON STOUTMEAD

'THE BEER-BARREL-BOWLING BOMBARDIER'

SPOTLIGHT

ON

HEAD

REL-BOWLING

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games.
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is often
e – the
utmead.

HEAD

SPIKE! EXCLUSIVE
STAR PLAYER PROFILE

SPIKE! EXCLUSIVE

STAR PLAYER PROFILE

THORSSON STOUTMEAD

•AGE

26

•HEIGHT

6' 3"

•WEIGHT

320 lbs

•ORIGINATING TEAM

New Fjord Jötnar

•POSITION

Thrower

•CAREER TOTALS

3 touchdowns, 225 yards rushed, 1,420 yards of ale drank

•AWARDS

Bloodweiser Best Newcomer's Medal 2498;
Spike! Magazine's Most Infuriating Player Award
2499; Beard of the Year 2500.

A circular badge with a blue border and a red center. The text "SPIKE! MAGAZINE" is written in a curve at the top, "STATS" is on the left, "PLAYER RATING" is on the right, and the number "99" is in the center.



There is little to be said about Thorsson Stoutmead's lacklustre rookie year with the New Fjord Jötnar, with many fans expecting him to grace the bench with his rather large bulk for most of his career. But, in the final game of the 2497 season, one particular moment would alter his future on the gridiron forever...

Thorsson was deep into his third barrel of ale when he was thrown into the game due to the number of injuries the Khornate Cripplers had inflicted. Rather than let a team-mate steal what was left of his drink, he decided to enjoy the remainder of it on the pitch. An opposing Bloodseeker threw a wild punch at Thorsson, smashing a hole clean through his barrel, spilling golden ale everywhere! Enraged at the wasted ale, Thorsson hurled the now-empty barrel at the Bloodseeker, caving in the player's skull. This egregious display of violence distracted the other Cripplers players long enough for the Jötnar's Valkyrie to score the game-winning touchdown!

The New Fjord Jötnar and Thorsson 'mutually' agreed that re-signing was not on the cards for the 2499 season, due to a combination of lacklustre performances and Thorsson's unreasonable requests regarding subsidised beverages. Thorsson would often accept short-term contracts with smaller teams in less popular leagues, just to be able to sample the local ales. In his time spent exploring these smaller leagues and their brilliant brews

(as well as some nefarious nightcaps – Ed), Thorsson decided to share his now considerable knowledge of the perfect pints. After weeks spent searching for a publisher who could translate his slurring and mumbling, *Thorsson's Tome of Top-Tier Tipples* is now an indispensable beverage guidebook for any touring teams or fans!

In 2499, while playing for the Holzbeck Heralds, Thorsson managed to double his total yards run in a single game (*not to mention yards of ale consumed – Ed*), thanks to the cunning strategy of the Herald's coach. He organised for the beverage vendor to be set up at the far end of the pitch, and let Thorsson enjoy himself in the beer tent. However, at half time, when the teams swapped ends, the strategy became clear. With the tent now in the same direction as the opposition's end zone, Thorsson scored an impressive three touchdowns in the second half as he battled fiercely to reach the barrels of liquid gold at the end of the field, carrying the Heralds to an impressive 4-3 comeback win!

The Beer-Barrel-Bowling Bombardier has proven to be a strong addition to any team looking for some cask-based antics or a dedicated ball carrier (*with the right encouragement of course! – Ed*). Still early in his career, there is plenty of time for this Norseman to forge a place for himself among the greats of Nuffle's sacred game.

CAREER HIGHLIGHTS



2497 With most of his rookie year spent slowly bending the reserves bench under his large bulk, it wasn't until the final game of the season that Thorsson found his calling. In a fit of rage, he ruthlessly dispatched an opposing Bloodseeker with a well-placed, and quite savage, barrel toss. From that moment on, Thorsson Stoutmead began his new career as the Beer-Barrel-Bowling Bombardier!

2498 After re-signing with the New Fjord Jötnar on a one year deal, Thorsson helped push them towards some success. It's likely the Jötnar would have performed much better, and perhaps gone much further in the league, had Thorsson not spent numerous games drunkenly napping alongside the team's Beer Boars. Predictably, with a season of mixed success, and unreasonable demands in regards to drinks, Thorsson did not re-sign for the 2499 season.

2499 Having spent the 2499 season wandering as a player for hire (and sampling many great ales), Thorsson Stoutmead signed with the Holzbeck Heralds in an attempt to inject some life into the squad late in the season. The Heralds' coach combined Thorsson's love of drink and an incredibly strategic placement of the refreshment stand to maximum success. Resulting in not just the first touchdown for the big Norseman, but the first three of his career (*his only three to date! – Ed*)!

PRESENT At present, Thorsson is currently 'between teams', though he continues to work tirelessly on his new drinks guide: *Thorsson's Tome of Top-Tier Tipples*... and what better way to sample all the drinks the Old World has to offer than travelling from stadium to stadium. The services of the Beer-Barrel-Bowling Bombardier are always available to any team who can aid him on his thirst-quenching quest!

DUNGEON BOWL UPDATE: NORSE TEAMS

Whilst many Norscans spend their whole lives in the frozen northlands they call home – and earning their ‘education’ from the school of very hard knocks – it isn’t unheard of for some of them to travel southwards to study at one of the Colleges of Magic. Whilst most Norscans claim that this is to further their learning into the histories and legends of their homeland, in truth, the majority enrol in their chosen college for one of two reasons: either to forge themselves a career playing Dungeon Bowl in the hopes of being snapped up by a famous Blood Bowl team, or to spend a number of years in college bars tasting as many different ales as they can (of course, for many Norscans the answer is both – Ed)!

With the lands of Norsca steeped in history, and home to countless sagas, legends and myths about ancient beings of immense power, it should come as little surprise that the College of Heavens is the most common destination for the men and women of Norsca. Of course, the Magisters of the college are more than happy to allow their neighbours from the north into their college, blessed as they are with a great sense of brutality that can become of good use in the dungeons of the Old World! Whilst the College of Heavens is more than happy to admit Norse Raiders and Berserkers, it is the Valkyries that are the most sought after. Many such skilled Norscan women are offered paid scholarships in order to join the college; provided they aid its Dungeon Bowl teams and secure enough wins to help the Magisters work off their gambling debts to other colleges!

Not all Norscans see the College of Heavens as the logical destination though. Those blessed by the Wolf God are naturally drawn to the College of Beasts where they are welcomed with open arms, paws and claws – after the Werewolves have had a good sniff of them, of course! On rare occasions, the College of Beasts may even have a Yhetee enrol (very rare, given their inherent lack of intelligence – Ed), though the likelihood of them having any idea what they are signing up for is slim! Regardless, the doors of the College of Beasts are always open to those bestial beings that seek knowledge or, more likely, a game of Dungeon Bowl!

Norscans are ideally suited to college life, and those that do venture southwards soon find themselves in their element – after they have gotten used to the warmer climate, of course! The chance to get into a good scrap is heavily encouraged during Dungeon Bowl, and so long as they play well, the Magisters are quite happy to let skilled Norscans skip their classes in order to frequent the local drinking halls. What more could any self-respecting Norscan possibly ask for!



COLLEGE OF BEASTS

The following positions from the Norse team are added to the College of Beasts Team Roster as found on pages 100-101 of the *Dungeon Bowl* rulebook. In each instance, the position will state which of the general positions they are part of (Blitzer, Runner, Big Guy, etc.), and how many players for that position a team may have. The rules presented here may differ slightly from those for Norse Blood Bowl teams.

BLOCKER (0-4)

A College of Beasts team may have up to four players from the Blocker position in any combination.

POSITION	COST (GP)	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Ulfwerener	105,000	6	4	4+	-	9+	Frenzy	GS	A

SPECIAL (0-2)

A College of Beasts team may have up to two players from the Special position in any combination.

POSITION	COST (GP)	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Beer Boar	20,000	5	1	3+	-	6+	Dodge, No Hands, Pick-me-up, Stunty, Titchy	-	-

BIG GUYS (0-3)

A College of Beasts team may have up to three players from the Big Guys position in any combination.

POSITION	COST (GP)	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Yhetee	140,000	5	5	4+	-	9+	Claws, Disturbing Presence, Frenzy, Loner (4+), Unchannelled Fury	S	AG

COLLEGE OF HEAVENS

The following positions from the Norse team are added to the College of Heavens Team Roster as found on pages 102-103 of the *Dungeon Bowl* rulebook. In each instance, the position will state which of the general positions they are part of (Blitzer, Runner, Big Guy, etc.), and how many players for that position a team may have. The rules presented here may differ slightly from those for Norse Blood Bowl teams.

LINEMEN (0-16)

A College of Heavens team may have up to 16 players from the Lineman position in any combination.

POSITION	COST (GP)	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Norse Raider	50,000	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	G	AS
Lineman									

BLITZERS (0-4)

A College of Heavens team may have up to four players from the Blitzer position in any combination.

POSITION	COST (GP)	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Norse Berserker	90,000	6	3	3+	5+	8+	Block, Frenzy, Jump Up	GS	AP

SPECIAL (0-2)

A College of Heavens team may have up to two players from the Special position in any combination.

POSITION	COST (GP)	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Valkyrie	95,000	7	3	3+	3+	8+	Catch, Dauntless, Pass, Strip Ball	AGP	S



MIGHTY BLOW: 'FREE BEER'

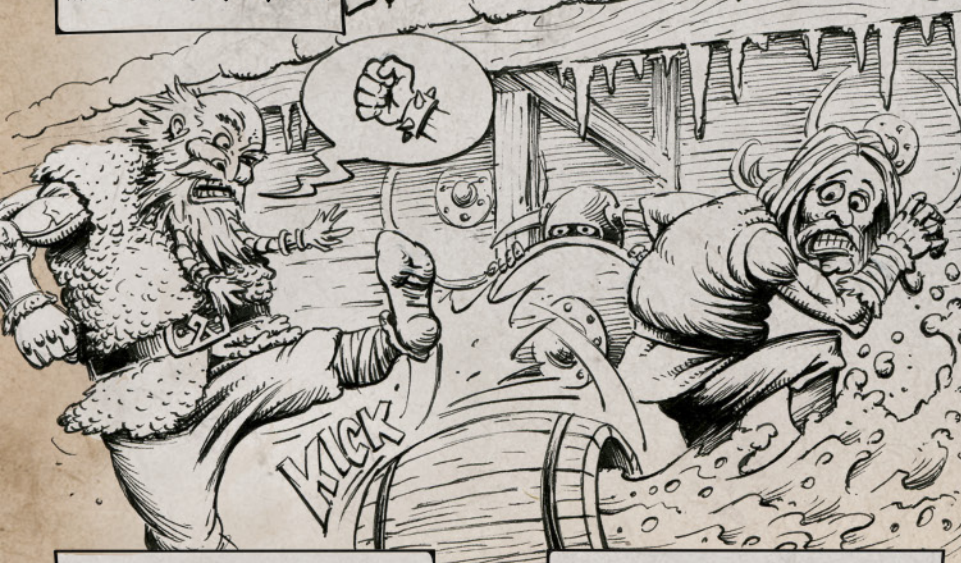
BOB BIFFORD HERE, REMINISCING ABOUT PLAYING EVERYONE'S FAVOURITE BEARDED ICE-MEN. THEY SAY ABOUT NORSCANS...



...AND THAT'S DRINKING!



...THAT THERE'S ONLY ONE THING THEY LOVE MORE THAN FIGHTING AND BLOOD BOWL...



BUT THEY LIKE IT STRONG...



...AND A SOBER NORSCAN...



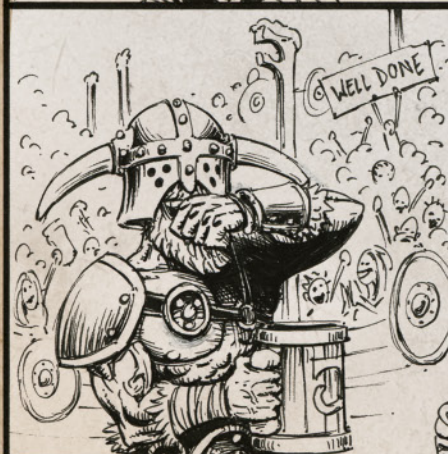
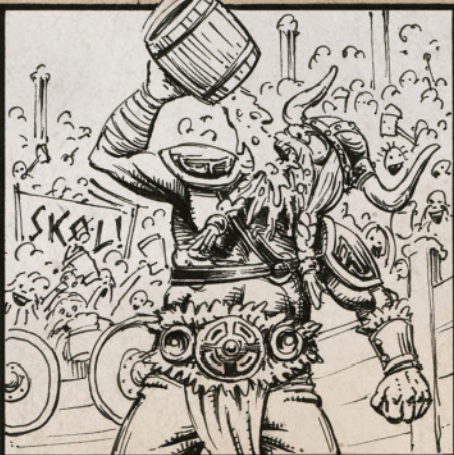
...WELL, THEY'RE TERRIBLE AT BLOOD BOWL...



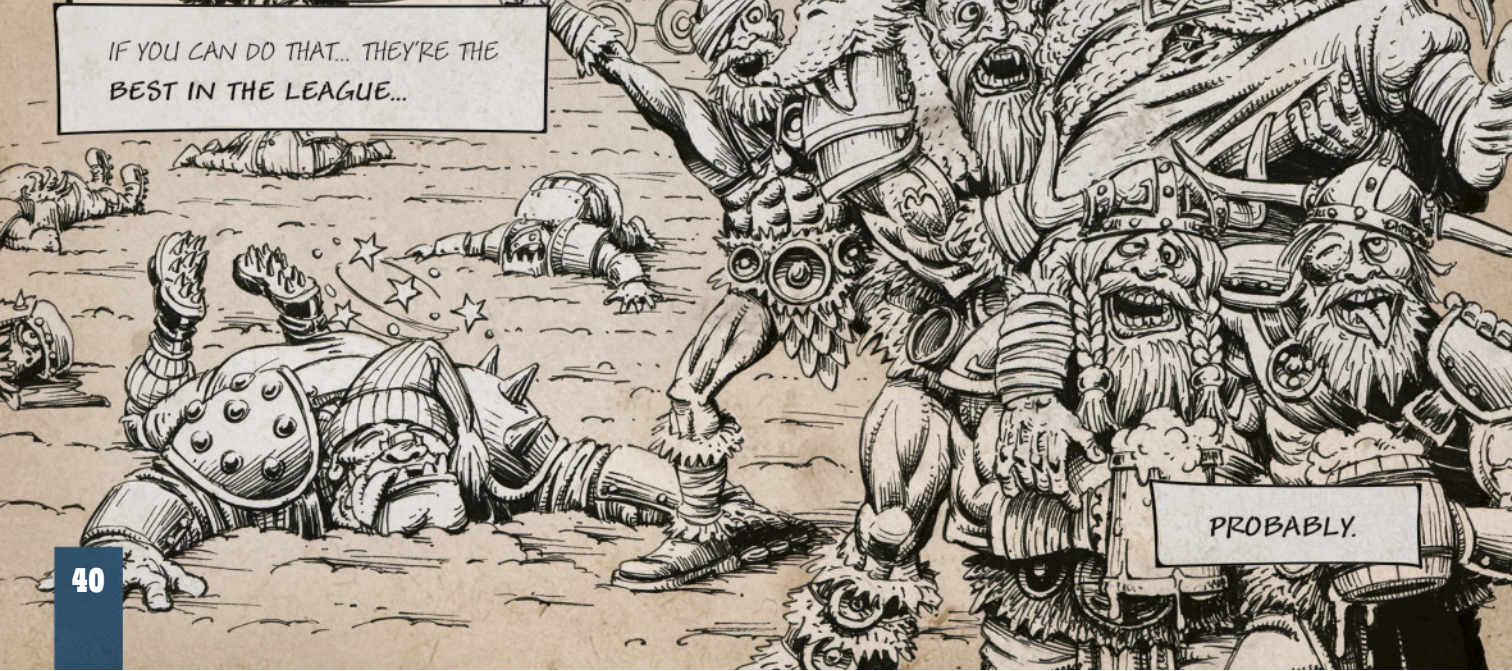
IF YOU GET A REAL DRINK INTO A
NORSCAN, HOWEVER...



WELL THEN THAT'S A DIFFERENT BALL
GAME ENTIRELY...



IF YOU CAN DO THAT... THEY'RE THE
BEST IN THE LEAGUE...



PROBABLY.

NEW SEASON COLOURS



**BLOTHAR 'THE BERSERKER',
NORSE BERSERKER,
NORSCA RAMPAGERS**



**KJETIL KALLAX,
NORSE RAIDER LINEMAN,
NORSCA RAMPAGERS**



**FENRIZ BORKNAGAR,
NORSE RAIDER LINEMAN,
NORSCA RAMPAGERS**



**INGRID IIDJARNSDOTTIR,
VALKYRIE,
NORSCA RAMPAGERS**



**KARL FÅRGRIK,
NORSE RAIDER LINEMAN,
NORSCA RAMPAGERS**



**OSKAR,
BEER BOAR,
NORSCA RAMPAGERS**



**TOBBE 'THE RED' ERIKSSON,
ULFWERENER,
NORSCA RAMPAGERS**

TATZINA SAYS...

"Norse teams have always delivered bold and daring choices for their kits. Wolf pelts, horned helmets and beer stains are certainly a unique combination and too much of the last can make a team look, well, inept to say the least!

However, when the balance is just right, the results are simply stunning. Take the Norsca Rampagers, for example – the mixture of dark, sullen-looking furs alongside their vibrant blue and yellow armour forms a beautiful kit to behold! Now, let's just hope they can keep the beer in their flagons, rather than splashing it all over their gorgeous new attire!"

NORSCA RAMPAGERS

WELCOME TO THE JUNGLE

Issue 15 of *Spike! Journal* saw our staff venture back into the jungles of Lustria, this time to discover the hidden secrets of the elusive Amazon teams. As many of the writers we sent to Lustria soon found out, the jungle is a wild and dangerous place filled with creatures that want nothing more than to tear you limb from limb – and that’s before they encountered any Amazonians! Nevertheless, readers were treated to all the info on the remarkable Amazon teams.

Though they largely keep themselves to themselves, the Amazon teams have produced a number of truly exceptional players who have become a staple on the gridiron. Players such as: the mad mistress of the bayou, Estelle la Veneaux; the exceptionally violent scaled slaughterer, Glot! Stop; and the mysterious Boa Kon’sstriktr, who seems to be able to win over even the most violent of opponents! These stars have crept out of the jungle and are ready to showcase their skills – for a fee, of course!

The Amazon playbook gave fledgling coaches the perfect introduction to taking these teams to new heights. From cunning tactics showcasing the best moment for your players to strike, to tips and tricks for skilling up your players during a league – this playbook is the ideal article for anyone looking to lead an Amazon team to victory!

Of course, all of our regular features are back once more. Quillchewer found out what it’s like to be a groundskeeper in Lustria; Mindy Piewhistle uncovered a potential scandal connecting missing Lizardmen teams and the ravishing Reptilewear brand; and Coffin Corner returned with yet more delightful disembowelments and morbid maulings!



GREETINGS SPORTS FANS!

Welcome, once more, to the prestigious pages of the Old World's favourite sports periodical! Join our expedition as we hack our way through the thick jungles of Lustria in order to find the secrets of some of the most reclusive teams in Blood Bowl. Yet, be careful where you step – almost everything in this wild, unpredictable land will try to kill you, eat you, or more likely both!

In this issue, we return to the ancient rainforests of Lustria; braving the hot, humid climate to learn about the secretive Amazon teams. Before their time on the gridiron, the Amazons devoted their days to training for battle, each Amazonian a talented warrior above all else. In these more civilized times, that devotion has been turned towards training for Blood Bowl, putting the Amazons among the brightest of Nuffle's students. With this fearsome reputation as both warriors and players, it's no surprise that we see these explosively fast and supremely agile teams regularly crushing the competition at the very top of the sport.

Unveiled within these pages are all the mystifying details about some of the greatest Amazon teams ever to have trekked onto the Blood Bowl field. From the high-flying Skywatch Sentinels, who are showing the Old World how it's done with their incredible stamina and endurance, to the primitive Patraxi Pythons and their sneaky serpentine strategies. We will also be getting to know one of the most successful Amazon teams in Blood Bowl history: the Kara Temple Harpies!

In this issue, we take a look into three Star Players who are frequently seen alongside the Amazons: the shifty Snakeman with a plan, Boa Kon'ssstrikt; the crazed frog fanatic and guardian of the jungle, Estelle la Veneaux; and last but not least – the Scaled Slasher, the Primordial Nightmare, the Killer Krox – the mighty Glot! Stop!

If that wasn't enough content for you, we also see the return of our regular features. Hackspit Quillchewer sits down with Klara Vytis to discuss the struggles of running a Blood Bowl stadium in Lustria. Mindy Pie whistle seeks out the truth about the source of a new line of designer handbags in Dirt from the Dugout. Coffin Corner returns with more comical casualties and amusing altercations. Plus, we find out just what makes an Amazon pack her bags to attend the Colleges of Magic! As always, this issue finishes with *Mighty Blow!* drawn by the 'untamed' Christian Schwager and written by 'wild' Nick Kyme.

So, grab yourself an ice-cold drink, find a shaded spot to sit and enjoy another fantastic issue of *Spike! Journal!*



**Meghera Lafes, Guest Editor,
*Spike! Journal***

Lafes

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WARRIORS OF LEGEND

Little is known about the mystical warrior women of the Lustrian jungles, with legend and myth often recounted far more than fact. When they are not guarding their secret jungle temples from prying outsiders, the Amazons enjoy Blood Bowl as much as anyone. In this issue of *Spike! Journal*, we explore the sweltering brush of Lustria's rainforests to learn more about these mysterious Blood Bowl players and find out why fans from every corner of the world love watching the Amazons go to work on the gridiron.





Far across the sea to the west of the Empire, lies the vast and verdant continent of Lustria. This hot, humid landscape is just as deadly as the likes of Norsca or the Chaos Wastes, however, it's not just the geography of the jungle that poses a danger, as the lush vegetation is home to many ferocious beasts (*some of which we get to see on the pitch!* – Ed). It's this hostile environment that has helped shape the Amazons into some of the most thrilling players to watch; their artful, acrobatic style of play being honed by years spent darting through densely packed rainforest, and evading apex predators.

For a long time, the Amazons remained hidden away from the rest of the Old World; their existence spoken of in hushed, secondhand accounts and the story of their origins seeming to have been lost to time. It was only after Cabalvision started to cover the Lustrian Superleague more closely that many fans in the Old World were made aware of the existence of these elusive teams.

Thought to be new to the sacred sport, many teams from other regions challenged the Amazons to 'friendly games', thinking they would be in for a quick win to boost their pre-season confidence. This turned out to be a fatal mistake, however, as the Amazons had trained for decades in the art of combat and been fierce, longtime rivals of the savage Lizardmen teams. This meant that the Amazons were far more experienced and prepared than the cocky visiting coaches had bargained for.

The Amazons begin their training for Blood Bowl greatness at a young age, learning the important fundamentals of Nuffle's sacred game in grand temples hidden deep within the thick jungles. Nobody knows the details of the training these warrior women receive, but the results speak for themselves as they are regular features at the top of leagues and tournaments across the sport. The swift, hit and run style that they adopt is not only very effective, but it also dazzles all fans of Blood Bowl; those who enjoy the elegance of the passing or running game are quickly on the edge of their seats, while punters that indulge in the more violent side of the game are thrilled at the combat prowess of these fearsome fighters!

Each of the different warrior sects mould their play styles around the animals who inhabit the surrounding jungle – learning their craft by mirroring the movement and habits of the creatures they draw their names from. Most Amazons who complete their training will become Eagle Warrior Linewomen – the core part of any Amazon team. These lithe, nimble players are able to give all but the most determined opponents the slip, holding the line for as long as they can before quickly repositioning elsewhere on the field. Fast, fierce Piranha Warriors hunt down opposing ball carriers and charge up the pitch, before any chance of a counter-attack. Python Warriors work patiently, waiting for the perfect moment to strike out with precision passes, while stoic Jaguar Warriors leap to the defence of their team-mates, pouncing on any threats to the Amazons' other key players.

POSITIONS

EAGLE WARRIOR

LINEWOMAN

With skills honed by years of combat training, Eagle Warriors have transitioned well from their now redundant profession as warriors to become exceptional Blood Bowl players. As it turns out, possessing the ability to deftly manoeuvre away from deadly threats is pretty helpful on the gridiron! (*If you're not the size of a Black Orc at least!* – Ed)

Much like their namesake, Eagle Warriors are swift and agile: ducking and weaving across the Blood Bowl pitch with the elegance and poise of their goddess Rigg. Having trained from a young age they understand their position well on the field, mostly acting as support to the more specialised members of the team. However, thinking that Eagle Warriors are not skilled players in their own right would be a huge mistake (*one that many players are guilty of!* – Ed). Many are the blockers that have been left with broken ankles as they tried to intercept an Eagle Warrior gliding towards the End Zone.



PIRANHA WARRIOR BLITZER

Emulating the ferocious river predator, from where they draw their name, Piranha Warriors strike with a series of lightning fast blows before quickly evading any counter-attacks. Their ability to hit and run flows from many hours at the river's edge watching schools of piranhas hunt for food while evading the other, much larger and often more deadly, river predators!

Piranha Warriors act as Blitz/Runner hybrids, working with the rest of the team to hunt down the ball carrier on defence, while carrying the ball up the field, faster than a goblin in a barrel over a waterfall on offense. Smaller than their Jaguar sisters, the Piranha Warriors have become experts at striking hard and fast, often using the time it takes for their opponents to recover from a block to reposition themselves to avoid any potential counter-attacks.

PYTHON WARRIOR THROWER

Python Warriors spend years studying the snakes from which they draw their name, learning the art of patience and positioning. This perfectionist approach to the game has moulded the Python Warriors into expert throwers, reading the movements of the other players on the field to ensure they can pass the ball to the right receiver every time.

The incredible discipline and focus of Python Warriors has seen the Amazons' passing game become an incredibly effective strategy; with flawless timing and accuracy, it's unsurprising that they are so important to the Amazons' sporting successes. Many coaches have tried to take advantage of these players' patience by attempting to squash any potential receivers; this might be effective if the Python Warriors weren't more than capable of running the ball down to the End Zone themselves when the need arises (*if you want something doing right, sometimes you need to do it yourself!* – Ed).

JAGUAR WARRIOR BLOCKER

Strongest among the Amazons are the Jaguar Warriors; immensely powerful women that act as guardians of the Amazons' most sacred sites by protecting them from any unwanted explorers or treasure hunters. Jaguar Warriors are savage, delivering sudden, brutal blocks against their targets. They utilise their vicious tackles with an encyclopedic knowledge of their opponents' weak spots (*it's pretty difficult to help out a team-mate with a Jaguar Warrior's hand firmly wrapped around your windpipe!* – Ed).

Jaguar Warriors are able to rely upon their physical strength and power more than the other Amazons. They use their size advantage to dive right into the thick of the action, protecting their sisters from other teams' more aggressive players. Only a fool would let a Jaguar Warrior's size trick them into thinking these ladies aren't just as agile as their team-mates; too many players have found themselves tackling thin air as a Jaguar Warrior deftly side steps before delivering a bone-crunching tackle of her own!

The most dangerous thing about an Amazon team isn't how hard they hit you, it's that you never see it coming in the first place!

Jim Johnson discussing the ins and outs of Amazon teams.



QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Eagle Warrior Linewomen	50,000	6	3	3+	4+	8+	Dodge	G	AS
0-2	Python Warrior Throwers	80,000	6	3	3+	3+	8+	Dodge, On the Ball, Pass, Safe Pass	GP	AS
0-2	Piranha Warrior Blitzers	90,000	7	3	3+	5+	8+	Dodge, Hit and Run, Jump Up	AG	S
0-2	Jaguar Warrior Blockers	110,000	6	4	3+	5+	9+	Defensive, Dodge	GS	A
0-8 team re-rolls: 60,000 gold pieces each									Tier: 1	
Special Rules: Lustrian Superleague									Apothecary: YES	

NEW TRAIT

HIT AND RUN – After a player with this Trait performs a Block action, they may immediately move one free square ignoring Tackle Zones so long as they are still Standing. They must ensure that after this free move, they are not Marked by or Marking any opposition players.

ELIGIBLE STAR PLAYERS



**Akhorne the
Squirrel**



Boa Kon'ssstrikr



Estelle la Veneaux



Glotl Stop



Grak & Crumbleberry



**Grombrindal the
White Dwarf**



Helmut Wulf



Karla von Kill



Mighty Zug



Morg 'n' Thorg



Zolcath the Zoat

The rules for Boa Kon'ssstrikr, Estelle la Veneaux and Glotl Stop can be found later in this issue. The rules for the other Star Players listed can be found in other Blood Bowl publications.



FAMOUS AMAZON TEAMS

FEATHERED JAGUARS

The Feathered Jaguars are most well-known for the, now infamous, incident where Glot! Stop massacred their entire starting team (*more on that later! – Ed*), though they are more than simply a footnote in the annals of Blood Bowl history. It had been widely believed that the Jaguars had been forced to disband following the ‘incident’; in fact, they simply went into an ‘enforced temporary hiatus’ from the game while they regrouped, hired a new squad and cleaned the remains of the old one from their home pitch! In recent years, the Jaguars have seen a resurgence in the Amazonian Leagues – thanks in part to many teams not bothering to prepare to face them and the surprise that they actually still exist!

SKYWATCH SENTINELS

While many Amazon teams are found within the dense jungle, the Skywatch Sentinels live and train high within the mountain peaks of Lustria. Training at such high elevations, and having to adapt their bodies to cope with the thinner air, gives the Sentinels’ players extraordinary levels of stamina and endurance. They also boast the highest altitude of any major stadium in Blood Bowl, the Eagle’s Perch, which has played its part in providing the Skywatch Sentinels with one of the best home records in the game. Many teams (*particularly those from underground – Ed*) struggle to even climb the mountain and have to forfeit; while others often succumb to altitude sickness and simply cannot keep up with the incredible endurance of their Amazonian opposition!

PATRAXI PYTHONS

Although they have been part of the Amazonian Leagues for a number of years, the Patraxi Pythons have only recently slithered out of the jungles to participate in other cups and tournaments across the known world. Even by the standards of the tribal Amazons, the Pythons are a primitive team and often use some ‘tactics’ that can be described as questionable at best. You see, the Pythons have an affinity with the snakes of the jungle and will use their serpentine sidekicks to gain an advantage mid-game, either by extracting venom to coat their knuckle dusters with; having larger snakes slither into the opposition dugout in search of a bite-size snack; or hiding smaller ones within their kit, before having them strike out and sink their fangs into an unsuspecting victim!

GREAT RIVER WARDENS

One of the oldest Amazon teams to play Nuffle’s magnificent game, the Great River Wardens have been a staple of both the Amazonian and Lustrian leagues for a number of decades without ever particularly excelling. However, in recent years they have really begun to make waves in the competition, causing a huge splash by toppling numerous top Lizardmen teams. Many pundits have put this down to their new tactics; a swift and flowing playstyle that mimics the great river itself. The Great River Wardens, however, don’t trouble themselves too much with winning trophies; instead, they see themselves as the guardians of the river and any team that wishes to use their crossing must first defeat them on the pitch, or face the fierce currents (*and fiercer inhabitants! – Ed*) of the River Amaxon!



TEAM SPOTLIGHT

KARA TEMPLE HARPIES



As a general rule, Amazon teams prefer to keep to themselves within the jungles of Lustria. However, when they do decide to leave the rainforest to compete in tournaments, their exceptional skill and agility makes them a force to be reckoned with. In recent years, a new Amazonian sensation has taken the Blood Bowl world by storm: the Kara Temple Harpies. Join us as we brave the treacherous jungle and discover the secrets behind this team's meteoric rise.

Deep within the Lustrian jungle is the great Temple of Kara, a place sacred to all Amazonians. Throughout history, this revered site has been watched over by the Wardens of Kara – highly skilled Amazonians who have dedicated their lives to the protection of the temple from would-be invaders. Even after the re-discovery of Blood Bowl, the Temple Wardens kept to their sacred oath. However, they were rarely called upon to act, except for when a rampaging Carnosaur mistook them for an easy snack, or a team visiting Lustria took a wrong turn and needed to be 'dealt with'.

Fearing that they would become irrelevant and fade into obscurity, the leaders of the Wardens decided that they needed to be more than just warriors in a war-free (mostly – Ed) world. In response, the decision was made to form a Blood Bowl team to give them meaning once more and to allow these Amazons the chance to prove their dominance over the teams of the Old World.

Instead of trying to immediately conquer the Blood Bowl world, for their first few seasons the Kara Temple Harpies played solely in the Amazonian Leagues. After a few seasons, the Harpies made a highly successful move into the Lustrian Leagues, the time spent honing their skills and plays allowing them to run rings around almost all the Lizardmen teams they faced.

In 2499, the Kara Temple Harpies decided that it was time to emerge from the sweltering jungle and try their hand at entering in established competitions. At first, most opponents dismissed the Harpies as a fledgling team with no hope of triumph. That was until kick-off and the Harpies began showcasing their exceptional endurance and unique blend of primal fury, with a splash of exotic toxins thrown in for good measure!

The Harpies recorded a number of high profile wins against the likes of the Warhammerers and even the Gouged Eye, and fans from all over

began to take note; soon many were talking about the Harpies as a new up-and-coming team. Of course, many pundits claimed to have seen this meteoric rise coming a mile off – claims that were quickly debunked when they were unable to identify where the Harpies' home stadium was located on a map!

In 2500, the *Spike! Magazine* Trophy was held within Lustria and the Harpies were selected as one of the four host teams. As such, a rapid development of the Kara Temple Stadium was commissioned by the Wardens, transforming their small, overgrown pitch into a glorious arena, fit for a goddess! The teams that played at the Kara Temple Stadium were left in awe of the grandeur, pageantry and flawless hosting skills of the Amazonians. However, the zero-tolerance policy on littering and bad language within the temple did lead to some spectacular half-time sacrifice shows!

This tournament marks the Harpies' greatest achievement to date as they clawed their way to the title, beating the Ostermark Dukes in the final – becoming the first host team to win the trophy on home soil in over 25 years. This triumph has seen the spotlight placed firmly on the Harpies and one thing is for sure – they have only just begun to spread their wings in the world of Blood Bowl!

TEAM PROFILE

KARA TEMPLE HARPIES



TEAM COLOURS: Yellow & green

OWNER: The Wardens of the Temple of Kara

HEAD COACH: High Priestess Hypaettle Sharpbeak

PLAYERS: Eagle Warrior Linewomen, Python Warrior Throwers, Piranha Warrior Runners, Jaguar Warrior Blockers

TEAM HONOURS: Amazonian League runners-up 2492; Amazonian League winners 2495; Lustrian Superleague runners-up 2496, 2498; Ziggurat Cup winners 2497; *Spike! Magazine* Trophy winners 2500

HALL OF FAME: Estelle la Veneaux, Araya Bleakfur, Tilene Starscale

SPIKE! TEAM RATING: 128

CAREER HIGHLIGHTS

2490 The Kara Temple Harpies are formed after the high priestess realises they are in desperate need of gold to fund the intensive training regime of the temple's wardens and they join the Amazonian Leagues for the first time. The peak physical condition of the former wardens means that they are soon able to compete with the very best Amazon teams and are even given the honour of delivering the final game to any invading teams that overstep their bounds within Lustria!

2494 After recording a five-game winning streak over various Lizardmen teams, it is in a game against the Tlanxla Terradons that the Harpies discover that their usual tactic of running rings around a Kroxigor only works if they don't catch you! Several Harpies players are savagely mauled by the huge, scaled beast when it notices the flamboyant, brightly-coloured, feathered headdresses on the Amazons, and mistakes them for its favourite jungle snack! The Terradons' head coach said, after the game, that while their star Kroxigor had enjoyed a slight dietary variation, it didn't quite compare with fresh parrot!

2499 Seeking new challenges and wanting to demonstrate the dominance of their goddess over other deities, the Kara Temple Harpies begin to enter tournaments further afield than their native Lustria. The Harpies immediately prove that they are more than just another new team to make up the numbers by claiming the scalps of a number of high-profile opponents and impressing pundits and stars alike. Following a shocking victory over the Naggaroth Nightmares, Roxanna Darknail gives an interview stating that even though she was on the losing team, she couldn't help but be impressed by the outstanding resolve and drive of the Amazonian women!

2500 After being given the honour to be one of the hosts of the *Spike! Magazine* Trophy, the Kara Temple Harpies set their sights on claiming first place. After a number of gruelling matches against some of the best teams in the sport, the Harpies reach the final against the Ostermark Dukes. The Kara Temple stadium is packed with Harpies' fans, desperate to see their hosts succeed, and the thunderous cheers when the Harpies score the only touchdown of the game are enough to startle a pack of Stegadons five miles away!



HALL OF FAME

KARA TEMPLE HARPIES

2499–2500 SQUAD

NAME	POSITION	MA	ST	AG	PA	AV	SKILLS
Estelle la Veneaux	Star Player	6	3	3+	4+	8+	Baleful Hex*, Disturbing Presence, Dodge, Guard, Loner (4+), Sidestep
Inara Swiftslash	Piranha Warrior Blitzler	8	3	3+	5+	8+	Dodge, Hit and Run, Jump Up, Sprint, Strip Ball
Dioyne Riverweaver	Piranha Warrior Blitzler	7	3	2+	5+	8+	Dodge, Hit and Run, Jump Up, Leap
Tilene Starscale	Python Warrior Thrower	6	3	3+	2+	8+	Dodge, Leader, On the Ball, Pass, Safe Pass
Rhesippe Sunfang	Python Warrior Thrower	6	3	3+	3+	8+	Dodge, Nerves of Steel, On the Ball, Pass, Safe Pass
Araya Bleakfur	Jaguar Warrior Blocker	6	4	3+	5+	9+	Arm Bar, Defensive, Dodge, Guard
Senia Ironclaw	Jaguar Warrior Blocker	6	5	3+	5+	9+	Break Tackle, Defensive, Dodge
Oleya Blacksky	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge, Stand Firm
Lorsella Greyhawk	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge
Daestris Bloodbeak	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dauntless, Dodge, Frenzy
Elipe Grimtalon	Eagle Warrior Linewoman	6	3	3+	4+	8+	Brawler, Dodge
Haesia Feathershard	Eagle Warrior Linewoman	7	3	3+	4+	8+	Dodge
Kotilipe Silvertree	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge
Vopadia Spikefist	Eagle Warrior Linewoman	6	3	3+	4+	8+	Dodge, Wrestle

3 Re-rolls

4 Cheerleaders

4 Assistant Coaches

5 Dedicated Fans

Total Cost of Team: 1,850,000 gold pieces

BALEFUL HEX*: Once per game, at the beginning of Estelle's activation, choose an opposition player within five squares and roll a D6. On a 2+, the chosen player loses their Tackle Zone and cannot be activated until the end of the opposition's next team turn.

BLESSING OF KALIM: The Kara Temple Harpies are devoted to the goddess Kalim and it is said that she herself takes a vested interest in the outcome of her Amazonians' games!

Once per game, at the start of any of the Kara Temple Harpies' team turns, their coach may use this ability. Until the start of the Kara Temple Harpies' next team turn, all Kara Temple Harpies players gain the Block skill.



STAR PLAYER SPOTLIGHT

ESTELLE LA VENEUX

'BARONESS OF THE BAYOU'

There are many guardians of the misty jungles of Lustria: ranging from fearsome predators, to savage Lizardmen and heroic Amazons. There are also some protectors out there that are far more interested in the preservation and security of the entire ecosystem, rather than any particular territory. One such protector is Estelle la Veneux: the Baroness of the Bayou. Some say she is an ancient embodiment of the Amazonian goddess Rigg, maintaining natural order by destroying anything that threatens the delicate balance of nature. Others suggest that she is simply a half-crazed Amazon who prefers to keep the company of small jungle animals, rather than more civilised folk (*though she argues that frogs are more civilised than most!* – Ed). The only certain thing is that she possesses some strange powers, hurling crazed hexes and wild spells at any would-be trespassers.

“Crazy swamp lady or avatar of nature? Who cares? Just look at what she can do on a Blood Bowl pitch!”

Post-match review by Bob Bifford





Estelle's Blood Bowl career began in a rather strange fashion: after the Kara Temple Harpies hosted the Rotten Rabble for a pre-season friendly, Nurgle's influence was quickly felt by the local flora and fauna, spreading as far as Estelle's bayou home. By the time she caught up to the disease-infested visitors, they were deeply entrenched in a game of Blood Bowl. Oblivious to the rules and regulations of Nuffle's blessed game, Estelle immediately set about delivering her own brand of justice to the Nurgle squad; casting volleys of hexes, jinxes and curses at anything that so much as showed a hint of disease (*even the poor water girl who just had a sniffle!* – Ed). Unsurprisingly, the game was called off as Estelle's intervention removed any chance of a 'fair outcome'.

After the mayhem wrought by her magic, Estelle was approached about joining the Kara Temple Harpies as a player. Initially she declined, assuming that time spent playing Blood Bowl would prevent her from protecting the jungle from outsiders with foul intentions. This was until the Harpies' head coach cleverly pointed out that many of Estelle's past victims had been visiting Blood Bowl players and by being on the field, she would never miss the chance to unleash her wrath upon them should they step out of line. After a lengthy discussion with her council of tree frogs, Estelle agreed to play for the Harpies from time to time – so long as it didn't interfere with her 'greater purpose' of protecting Lustria.

Estelle would be seen playing for the Harpies sparingly at first, only appearing if any of the opposition had done anything she deemed to be an insult to the natural world. However, as her definition of insult was quite broad, her appearances on the field became more and more commonplace, chasing after opponents for all manner of strange reasons. One time, she chased down a player just for swatting her favourite fly and don't mention any players who have the audacity to enjoy a pre-game barbeque (*this could explain her particular dislike for Ogres and Halflings!* – Ed).

Plenty of fans have asked themselves how Estelle knows which teams to punish; some say she can sense those with ill intent, others that she's just crazier than a Fanatic on fungus stew and will use any excuse which the voices in her head give her. A number of fans hold the theory that she might actually enjoy playing Blood Bowl and no longer sees it purely as a means to squash any threats to Lustria. However, as much as she might be enjoying Nuffle's sacred game, she is always quick to return to her shack in the bayou – her humble beginnings never forgotten despite the fame and fortune won on the gridiron.



ESTELLE LA VENAUX

MA 6

ST 3

AG 3+

PA 4+

AV 8+

GP 190,000

SKILLS & TRAITS
Disturbing Presence, Dodge, Guard, Loner (4+), Sidestep

PLAYS FOR
'Lustrian Superleague'

SPECIAL RULES
Baleful Hex - Once per game, at the beginning of Estelle's activation, choose an opposition player within five squares and roll a D6. On 2+ the chosen player loses their Tackle Zone and cannot be activated until the end of the opposition's next team turn.

SPIKE! EXCLUSIVE
STAR PLAYER PROFILE

ESTELLE LA VENAUX

AGE Unknown
(people dare not ask! – Ed)

HEIGHT 5' 7"

WEIGHT 140 lbs

ORIGINATING TEAM
Kara Temple Harpies

POSITION
Linewoman

CAREER TOTALS
14 Touchdowns, 8 Fatalities, 161 Hexes hurled, 51 tree frogs adopted.

AWARDS
Ingrid the Pious Award for Inspirational Achievement 2498; Coven & Cauldron's Curse of the Year 2498-99; Spike! Magazine Trophy Open Winners Medal 2500.

SPIKE! MAGAZINE
STAR
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PLAYER RATING

CAREER HIGHLIGHTS

2493 Estelle debuts for the Kara Temple Harpies against the Rotten Rabble, as the followers of Nurgle corrupt the jungle. Estelle takes to the field with powerful hexes and painful blasts of energy, scattering the Rotten Rabble and causing the game to be abandoned. After intense negotiations with the local tree frog council, Estelle tries a new approach to her line of work by using Blood Bowl as a way of punishing those who wrong the jungle.

2495 Estelle is questioned about the disappearance of Theodore Hogcoller, a Halfling Hefty for the North-bay Picnickers. Apparently, Hogcoller approached Estelle directly, asking probing questions about her age and where he could get one of those delicious looking frogs from, to which she only babbled some foul words at him. Knowing that he wasn't going to get anything from the peculiar woman, he left to prepare for dinner. Over the coming days, many people searched for Hogcoller after he failed to turn up for supper. Nothing was seen of him again, though Estelle has been seen with an orange tree frog that she calls "Piggy" ever since.

DID YOU KNOW?

Estelle's council of tree frogs actually have a say in determining policy for the Lustrian Superleague! They get to cast a single vote by hopping to the 'aye' or 'nay' side of the voting chamber – usually whichever side has the most bugs!

2496 Following a series of disastrous interviews, a writer for *Coven & Cauldron Witch's Magazine* reaches out to Estelle for a comment about her impact on young female fans signing up to play Blood Bowl. In a world first, Estelle gives an eloquent interview about how she feels very blessed to have been an inspiration to a generation of younger players and cannot wait to see that youthful talent bloom in the coming years (*at least, that was the translation published in the Coven & Cauldron article! – Ed*).

PRESENT Estelle continues to roam Lustria, reluctant to leave her verdant jungle home. She offers her services (*more like demands to be allowed to play! – Ed*) to any team who finds themselves up against those who would dare to bring destruction to the jungle; even the ferocious Lizardmen have charged onto the gridiron with the Baroness of the Bayou at their side. Any fans keen to see Estelle in action need only to tune into Lustrian Superleague games and await her arrival – particularly if a Nurgle team is on tour in the jungle!



DIRT FROM THE DUGOUT

Mindy Piewhistle is our Halfling on the spot when it comes to digging up the dishy dirt and salacious scandals that our readers have come to know and love. This issue, Mindy explores the rumours that the Genaina Javelins have been using some underhanded means to create their stylish and scaled new fashion brand.



SPIKE!: Hello again, Mindy! And might we say, a trip to the jungles of Lustria has done wonders for your tan!

MINDY: Why, thank you! I have returned refreshed and ready to reveal some rumours.

SPIKE!: Glad to hear it, Mindy. So, what have you got for us this time?

MINDY: I'm sure you are all aware of the new Lustrian fashion sensation 'Reptilewear' by the Genaina Javelins? Well, it turns out there have been some allegations that the Javelins may not have used the most ethical of means to acquire the scaled material they use for their items.

SPIKE!: Really? We know Tatzina is a huge fan of the brand. What's been going on?

MINDY: Well, it all started following a game with the Quexicotl Carnosaurs when the Amazonians offered to let the severely injured Lizardmen use their apothecary. However, all the Lizardmen suffered such grievous wounds that they couldn't be saved.

SPIKE!: That seems very sporting; not at all malicious.

MINDY: That's what I thought at first. However, a couple of weeks later the Javelins launched their Reptilewear brand, which became a huge hit.

SPIKE!: Hmmm! Surely that was just a coincidence, right?

MINDY: That's certainly what the Javelins claimed. However, it must be said that each of their big fashion launches have come only a few weeks after playing another Lizardmen team.

SPIKE!: I can see where these rumours have come from, but is there any proof for such wild allegations?

MINDY: Well, recently a few items have been sold bearing what seem to be unique markings; scars, puncture wounds and the like. In fact, a few coaches from some of the Javelins' recent opponents have pointed out which former players these marks could've belonged to!

SPIKE!: Could these marks not have happened during production?

MINDY: Well, that's what is being claimed. However, the most damning evidence was produced after a game with the Ziggurat Slitherers, when Hak-rok the Kroxigor was tragically killed. The very next week, a scaled handbag was sold which bore his unmistakable 'I heart Mom!' tattoo on it! Needless to say, this revelation has certainly put the Krox amongst the Amazons, and last I heard, there was a crack team of Skink investigators assigned to the case – although, we are yet to hear back from them.

SPIKE!: Let's just hope nothing untoward has happened to them as well! Speaking of – Mindy, we must say how everyone in the office has been admiring those snazzy new trousers of yours...



STAR PLAYER SPOTLIGHT

GLOTL STOP 'THE PRIMORDIAL NIGHTMARE'

The Primordial Nightmare, the Killer Krox, the Scaled Slasher. Known by many names across the known world, Glotl Stop has been a long time favourite among fans who prefer the more simplistic (*violent - Ed*) approach to Blood Bowl. Supposedly, Glotl was spawned in a long-abandoned temple-city, but the creature that emerged from the ancient spawning pool was unlike regular Kroxigors. With an elongated maw filled with dagger-like teeth, a scaled hide stronger than plate armour and impossibly powerful limbs tipped with razor-sharp claws – it comes as no surprise that the beast quickly established itself as the apex predator in the jungle.

GLOTL STOP

MA 6

ST 6

AG 5+

PA -

AV 10+

GP
270,000

SKILLS & TRAITS

Animal Savagery, Frenzy, Loner (4+), Mighty Blow (+1), Prehensile Tail, Stand Firm, Thick Skull

PLAYS FOR

'Lustrian Superleague'

SPECIAL RULES

Primal Savagery: Once per game, when Glotl fails an Animal Savagery roll, it may lash out at an opposition player rather than a team-mate.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

GLOTL STOP

AGE
19 Solar
Revolutions

HEIGHT
9' 3"

WEIGHT
514 lbs

ORIGINATING TEAM
Feathered Jaguars

POSITION
Blocker

CAREER TOTALS

223 Fatalities (181 opposition fatalities, 42 friendly fatalities)

AWARDS

Leo Swerves Fine Dining Award 2485, 2494.
Spike! Magazine Anger Management Award 2485, 2492. Mesmerizing Mutilation Award 2490.
Vince 'The Juggernaut' Joynes Terrible Tackle Award 2498-99.



Glotl's ferocious roars attracted the attention of the Feathered Jaguars, a local Amazon team practicing for an upcoming Blood Bowl match. After an intense hunt, the Amazons were able to subdue Glotl and bring the hulking beast back to their practice grounds, where they set up a training program specifically tailored for the Kroxigor. Mostly, this involved teaching the beast not to attack anything in the same coloured kit as the Jaguars and that the player holding the 'brown egg' was particularly delicious. Two years later, Glotl Stop was unleashed upon the gridiron for the first time. Although it might have lacked more traditional Blood Bowl skills, Glotl more than compensated through sheer ferocity – easily dispatching the opposition (*and the occasional team-mate – Ed*). Glotl's addition to the team helped the Jaguars achieve their most successful season ever; so much so that the team were no longer satisfied with domestic victories, packing their bags and heading for the Old World.

The Feathered Jaguars' run of success was not destined to last. The team was forced into 'administration' after one particularly bloody incident...

CAREER HIGHLIGHTS

2482 Glotl Stop takes its first breaths after emerging from the spawning pools and the monstrous Kroxigor finds itself alone in an abandoned temple-city. The beast's instincts take over as it begins voraciously cleansing the temple of all life, trying to establish its place on the food chain. Having expanded its hunting grounds outside of the temple-city, the beast's savagery attracts the attention of the Feathered Jaguars, a local Amazon team looking to pack their roster with some extra muscle.

2484 After a two-year training program, in which the beast is responsible for the maiming of dozens of players and assistant coaches, it is decided that Glotl is ready for the gridiron. Having been trained not to attack anyone in the same coloured kit as the Jaguars, the Kroxigor puts on one violent spectacle after another, quickly cementing itself as a player to watch (*especially if you're the ball-carrier! – Ed*). Over the next few years, the Feathered Jaguars begin to see more success on the pitch, thanks in no small part to the monstrous Kroxigor. Sadly, this success is not destined to last, as after a number of successful years disaster befalls the Amazon squad – and unsurprisingly this is also thanks to the Primordial Nightmare.

During a game in Altdorf, a last minute kit confusion forced the Jaguars to wear different colours than normal – ones that Glotl did not identify as friendly. The match had to be abandoned as Glotl was the only player left standing, covered head-to-claw in the blood of the opposition and team-mates alike. Without a team to train, the coach of the Feathered Jaguars decided to take Glotl Stop on the road; offering the services of the Primordial Nightmare to anyone who was willing to take the risk!

Glotl was hired out to a number of teams, but most of these contracts were short lived as the Kroxigor struggled to differentiate friend from foe (*or fan! – Ed*) on the field. However, once the Killer Krox started to see action alongside other Lizardmen and Amazon teams, the beast seemed to have a much easier time channelling its anger towards the opposition. Having found its spot in the world, there seems to be very little capable of halting Glotl Stop once it hits the field – fans of the Primordial Nightmare will have plenty of opportunity to enjoy many more gruesome displays of violence as Glotl embraces the life of a star-for-hire.

2492 The Feathered Jaguars enter administration after their entire team meets an untimely end. Facing off against the Lightfoots (*Lightfeet! – Ed*), an abysmal team even by Halfling standards, the Jaguars are doomed by a fashion faux pas. With their regular kit matching the team colours of the Lightfoots, the Jaguars are forced to wear their secondary strip – a new scheme that Glotl hasn't been trained to recognise yet. Both teams are subsequently slaughtered by the Kroxadillian killer. After this game, the head coach of the Jaguars decides to hire Glotl out as a mercenary and, despite the risks of playing alongside the brute, receives a string of offers from teams across the Old World.

PRESENT Having gained a fearsome reputation, both on and off the field, Glotl Stop remains a player for hire, working primarily with other Lustrian teams. Seemingly, the scents of home keep the crazed Kroxigor in check as Glotl is frequently found aiding Lizardmen and Amazon squads to the very top of the sport. Some fans are saying that it won't be too long before Glotl Stop finds a permanent team and, when it does, the Primordial Nightmare is more than capable of going all the way to the finals of the Blood Bowl.



AMAZONIAN TEMPLE LEAGUES

The Amazonian Temple Leagues allow the various temple-cities from across Lustria to pit their strength and skill against one another. In ages past, Amazonian warriors would test their might and valour in ritual combat or open battle. Nowadays, things are far more civilised (well, kind of... – Ed) as these heroic contests now take place on the Blood Bowl pitch. The dedication and devotion that the Amazons put into their training moulds them into some of the most well-practiced players to grace Nuffle's sacred game, turning their matches into thrilling spectacles for all fans of the sport.

Covering top-tier Blood Bowl action is our speciality here at *Spike! Journal* and we thought it was high-time we sought out the warrior women of Lustria and their winning ways. Of course, only our top reporters would do for a trip like this, as the most experienced eyes would be needed to keep up with the Amazons' blisteringly fast play style! (no use in sending fledgling reporters to Lustria's top tropical resorts is there? – Ed).

It's not just high quality gameplay you need to be on the lookout for in the Amazonian Temple Leagues, however, as the natural world often has a mind and will of its own! Soaring temperatures can have even the strongest players keeling over in the heat; torrential rain storms can stifle the passing game and some matches have to be abandoned due to the interference of local wildlife!

**'BY THE
GODDESSES!'**



THE JUNGLE BOWL

This is a variation on a standard Blood Bowl league season, as described in the *Blood Bowl* rulebook. How the league itself is organised – number of teams, how many divisions there are, how many rounds are played, and so forth – should all be decided upon by the league commissioner based upon how many coaches wish to take part and what is best for everyone participating. The Jungle Bowl differs from a normal season, however, in a couple of key aspects.

OPEN TO ALL

The Jungle Bowl is open to all comers. Coaches participating may use any team they wish and will have the usual budget of 1,000,000 gold pieces to spend to recruit their team for the season ahead.

THE LUSTRIAN LOCALS

Games of Blood Bowl hosted in the lush jungles of Lustria often attract plenty of attention from the local wildlife. The cacophony of strange noises created by the fans combined with the smell of freshly cooked food, and even fresher blood, is guaranteed to attract any nearby wildlife – especially the predators!

The following table is used to represent the unique impact that the local inhabitants can have on Blood Bowl games in the Jungle Bowl. For the duration of the Jungle Bowl, roll a D6 at the beginning of each game and consult the table below.

D6 RESULT

- 1** *All is quiet... for now:* There is nothing quite as ominous as a quiet jungle, but all seems to be well – for the moment. There are no additional effects this game; it appears that the local wildlife is keeping its distance.
- 2** *Scorching Salamanders:* A family of Salamanders have scorched the field, turning the once lush turf into a maze of smouldering grassland! Until the end of the game, whenever a player attempts to Dodge, apply a -1 modifier to the roll as the player tries to desperately avoid tackles and open flames!
- 3** *Razordon Valley:* The pitch is covered in knife-like Razordon spines and it doesn't take a genius to put them to good use! Each coach may select one player on their team; the selected player gains the Stab trait for the duration of the game.
- 4** *Bastiladon Buffer:* Both teams have made some super lightweight, hyper durable armour from Bastiladon scales. Each coach may select one player on their team; the selected player improves their Armour Value by 1 (to a maximum of 11+) for the duration of the game.
- 5** *Stampeding Stegadons:* A herd of nearby Stegadons is causing the earth to rumble and shake, making any attempts to move quickly extremely dangerous. For the duration of the game, all players must apply a -1 modifier to the roll each time they attempt to Rush.
- 6** *Carnivorous Carnosaur:* Though the apothecaries are working overtime to staunch any bleeding, the smell of freshly spilt blood has brought a Carnosaur into the area! Whenever a Casualty roll is made against one of your players, the opposing coach must roll twice on the Casualty table. You may choose which of the two results to apply, as the apothecaries desperately try to clean up the claret!

INDUCEMENTS

All Inducements should be allowed in the Jungle Bowl. Additionally, if the league commissioner wishes, the following new Inducement may be added:

0-1 ANCIENT ARTEFACT (50,000 GOLD PIECES)

AVAILABLE TO ANY TEAM

Once per game, at the start of any friendly team turn, the head coach of a team with an Ancient Artefact can attempt to harness whatever power might be stored within the treasure. They then roll a D6 and consult the chart below:

D6 RESULT

- 1** The item carries a curse or similarly foul incantation. Randomly select a player on your team from among those on the pitch. The selected player is immediately placed in the Knocked-out box of their team's dugout; this will not cause a turnover, even if that player has the ball.
- 2-5** This item is little more than a trinket, but a seemingly lucky one at that! The team immediately gains a team re-roll until the end of the current half.
- 6** This artefact clearly possesses a powerful healing aura. Choose one player in either your Knocked-out box or Casualty box (with the exception of a player that is Dead or Sent-off). The chosen player immediately makes a full recovery and is placed in the Reserves box. If there are no players in either your Knocked-out box or Casualty box, treat the roll as a 2-5 instead. (*You'd think a near-death experience would make anyone pack it in, but Blood Bowl stars are rarely the brightest sparks!* – Ed).

MANY GLORIOUS PRIZES!

Teams that manage to win a league in Lustria are well rewarded with ancient gold from long forgotten temples, as well as a stunning trophy! The top placed teams of the Jungle Bowl are rewarded as follows:

GLITTERING PRIZES: As usual, the teams that finish 1st, 2nd and 3rd receive gold pieces as described in the *Blood Bowl* rulebook.

THE JUNGLE BOWL CUP: In addition to their cash prize, the winner will receive the mysterious Jungle Bowl Cup. Like many relics from the continent of Lustria, its origins are long forgotten, but it is said that some who drink from the cup in celebration are gifted with swiftness and agility rivalling that of the Amazonian goddess, Rigg. The team that holds the Jungle Bowl Cup gains the following ability:

At the start of each game, randomly select a player on your team that is eligible to play in the game. The selected player gains +1 AG, to a maximum of 2+, or the Dodge skill until the end of the game.



SWELTERING JUNGLE WEATHER TABLE

2D6 RESULT



2 Tropical Storm: A typhoon has made its way into the area, bending trees and disrupting the match with a powerful gale. While this weather condition is in effect, ignore Step 2 of the Start of Drive sequence – it is not possible for a kick-off to be resolved and a touchback is automatically caused instead. Additionally, while this weather condition is in effect, no Pass actions or Throw Team-mate actions can be performed.

3 Sudden Downpour: The heavens have opened! The players are soaked to the bone and the ball is very slippery! Apply a -1 modifier every time a player makes an Agility test to catch or pick-up the ball, or to attempt to interfere with a pass. Additionally, the poor visibility means that only Quick and Short passes can be attempted.

4-10 Cool Breeze: A gentle wind has stifled the humidity for the time being; it's perfect weather for Blood Bowl!

11 Sunny Spell: The sun is shining and it's playing havoc on the passing game! Apply a -1 modifier every time a player tests against their Passing Ability.

12 Hellish Humidity: The heat and humidity is really starting to get to some of the players; they are dropping like Halflings after a picnic! At the end of every team turn, roll a D6. On a roll of 1, a single randomly selected player on the active team succumbs to the oppressive heat and is Placed Prone.

Snakes! Why does it ALWAYS have to be snakes!

Indi J'awnes, Head Coach of the Alderstadt Archeologists, after lifting the Jungle Bowl Cup and getting a slithering surprise waiting within.

TEMPLE-CITY KICK-OFF TABLE

2D6 RESULT

- 2 **Earthquake!:** This natural phenomenon is quite common across the coastal regions of Lustria and can really cause problems for anyone unable to find shelter! The kicking team's coach rolls a D3. Both coaches then randomly select that many players on their team from among those on the pitch. All of the randomly selected players are Knocked Down.
- 3 **Contaminated Water Supply:** With the oppressive heat, the last thing you need when you've taken a particularly ferocious tackle is to not be able to have a refreshing drink! Until the next time a coach rolls on the Kick-off Event table, apply a -1 modifier to the roll whenever a player rolls to recover from being Knocked-out.
- 4 **Terror from the Skies:** Terradons swoop overhead, dropping large rocks onto the field! Both coaches roll a D6 and add their Fan Factor to the result. The coach who rolls the lowest randomly selects a player from among those on the pitch. In the case of a tie, both coaches randomly select a player. Roll a D6 for the selected player(s). On a 6, the player manages to avoid the incoming bombardment and all is well. On any other result, the player is Placed Prone and becomes Stunned as they are struck by a heavy falling rock.
- 5 **High Kick:** Apply the High Kick result as normal.
- 6 **Cheering Fans:** Apply the Cheering Fans result as normal.
- 7 **Brilliant Coaching:** Apply the Brilliant Coaching result as normal.
- 8 **Changing Weather:** Make a new roll on the Sweltering Jungle Weather table and apply that result. If the result is 'Cool Breeze' as a result of the roll, the ball will scatter before landing.
- 9 **Quick Snap:** Apply the Quick Snap result as normal.
- 10 **Scattered Debris:** The broken, uneven ground makes it particularly punishing for any players thrown to the ground! Until the end of the drive, whenever a player is Knocked Down, apply a +1 modifier to the Armour roll.
- 11 **Rapid Growth:** Vines swiftly sprout across the field with unnatural speed and purpose, tangling up the players! All players have their MA reduced by 1 for the duration of the drive.
- 12 **Divine Intervention:** The combination of a temple-side pitch and a cracking game has clearly attracted the attention of a deity – maybe the goddess Rigg, or perhaps even the mighty Nuffle! Each coach may roll twice on the Prayers to Nuffle table; apply all of the results as described on page 38 of the *Blood Bowl* rulebook.

DID YOU KNOW?

The Jungle Bowl Cup holds the record for the greatest number of weather-based injuries in a single game when the Truffletown Treehuggers took on the Pudding Lane Prodigies in the opening round of the 2499 tournament after both teams shared a traditional fourteen course pre-game picnic.

The blistering heat was just too much for the full-bellied Halflings with every single one of them having to be stretched off the pitch with heatstroke, and both teams' Treemen bursting into flames!



OVERGROWN JUNGLE BLOOD BOWL PITCH

The majority of stadia belonging to the Amazonians are located deep within the Lustrian jungle, concealed within clearings or hidden groves. However, the jungle climate is unpredictable at best and the sweltering heat can be replaced by a torrential downpour at a moment's notice. When the rains arrive they are likely to rouse various jungle creatures, which are prone to attacking any unsuspecting Blood Bowl players that stray too close to the edge of the treeline.

USING THE OVERGROWN JUNGLE PITCH IN YOUR BLOOD BOWL GAMES

The Overgrown Jungle pitch has two sides: one depicting the pitch in fair (if somewhat humid) weather, with the jungle being relatively quiet. The other side depicts the pitch during a sudden downpour, making the jungle floor treacherous underfoot and coaxing many of the jungle critters from their hiding places. If both coaches agree, the following rules can be used to represent the unusual conditions:

JUNGLE FLOOR: At the start of the game, the jungle floor is covered in vines and undergrowth, many of which contain small jungle creatures having an afternoon nap to escape the heat. Rousing these critters can prove to be dangerous, with a large number of them being particularly venomous! Whenever a player enters a square within two squares of a trapdoor during their activation, they must roll a D6. On a 2+, nothing happens. On a 1, the player's activation immediately ends as they try not to alarm the creatures they have just woken up.

Additionally, at the end of each drive, roll a D6. On a 5+, flip the pitch over to the Torrential Downpour side for the remainder of the game.

TORRENTIAL DOWNPOUR: The constant rain makes it hard for even the most skilled players to pick up the ball from the jungle floor. Players must apply an additional -1 modifier to their Agility test when attempting to pick up the ball. Additionally, the heavy rain has woken many of the jungle's more deadly creatures, who now lurk in the treelines around the pitch in the hope of a mid-game snack. Add 1 to any Injury roll made for a player who is pushed into the crowd.



COFFIN CORNER

In Coffin Corner we remember those players that are no longer with us – because they were trampled into the pitch, torn apart, or possibly even set on fire!

A VENOMOUS MISTAKE!

We remember Njordgar Alebeard: former lineman for the Bleak Tundra Terrors. In a bid to give his team the edge and 'remove' the Patraxi Pythons' star player before the game, Njordgar decided to sneak a highly venomous reptile into the Pythons' changing room. However, unbeknownst to Njordgar, the Pythons' star player possessed an affinity with the creatures of the jungle, and promptly commanded the snake to turn and bite Njordgar instead!

BIG CAT, BIG TROUBLE!

We remember Byrana Blackfang: former Jaguar Warrior for the Obsidian Ocelots. After being fed up with her old, tattered kit, Byrana decided to hunt down a large jaguar to make a new skull helmet and pelt. Though her new gear was rather fetching, Byrana hadn't counted on having to travel on foot through the jungle to the Ocelots' next game. Hunter soon became hunted when Byrana was set upon by a shadow of jaguars, intent on getting even with the Amazonian!

SEEING RED!

We remember Ordorro Lardbelly, a former Halfling referee. While officiating a game between the Rexalotl Razordons and the Great River Wardens, Ordorro showed a red card to the Razordons' Kroxigor after a number of questionable tackles. Unfortunately for Ordorro, the Razordons had trained their Kroxigor to attack without bias when seeing the colour red – and Ordorro was quickly devoured as the rest of the officiating staff attempted to calm the rampaging reptile!

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





CHAT WITH THE RAT

Hackspit 'the Scribbler' Quillchewer is our ace Skaven reporter, scrabbling around the forgotten places of the Old World to uncover all the hottest news right from the sidelines. This issue, Hackspit sits down for a 'riveting' chat with Klara Vytis, Groundswoman for the Obsidian Ocelots, after a rising star no-showed for his interview and left Hackspit chasing his tail!

QUILLCHEWER: Hello Miss Vytis, I was expecting to interview one of Lustria's newest superstars, but as they now seem to be unavailable, let us discuss the exciting challenges presented by maintaining a game-ready Blood Bowl pitch! So, what kind of problems do you face in your line of work?

KLARA: Well, Mr Quillchewer, there are all the usual chores that come with the upkeep of a championship Blood Bowl pitch: endless grass cutting, trap door repairs and, of course, mopping all the blood out of the dugouts after games! But here in the jungle, we have other things to take into account: the near-constant rain, the fast growing vegetation and don't get me started on the wildlife!

QUILLCHEWER: Oh yes-yes, the pesky wildlife – always biting and stinging. What kind of creatures are you forced to drive off, or deal with, during games?

KLARA: All of them cause issues, no matter the size or shape! If it breathes, it probably makes my life more difficult. This place doesn't go five minutes without a Salamander setting the grass on fire, or a poison tree frog contaminating the Lightningade, or even a Razordon firing volleys of spines at the sideline staff!

QUILLCHEWER: Goodness! Do people ever get injured? It sounds like there is plenty of threat-danger in this line of work!

KLARA: Ah, a couple of Razordon spines never hurt anyone, am I right? On a totally separate note: we have a vacancy for a local lass who fancies an exciting new career as a water girl!

QUILLCHEWER: I see... This region is well-known for great herds of Stegadons that roam not far from here. What precautions do you have in place to protect the fans, players and... us from these big-large beasts?

KLARA: HA! Oh Hackspit, you do make me laugh! Stegadons are stubborn beasts – if they want to come into the stadium, they are coming in! You have more chance of stopping the whole Thunder Valley Greenskins team than halting a single Stegadon, let alone a herd of the beasts!

QUILLCHEWER: Oh dear, what if they charge onto the field?

KLARA: Well, you could run and hide, but as a groundskeeper, I have to be ready to make rapid repairs on anything damaged by the big beasties after they have passed through; by myself – a reasonable

workload, I'm sure you'll agree... Anyway, we can't have the fans waiting too long for play to resume or they start getting ideas!

QUILLCHEWER: Yes-yes, we all know the kind of questionable things that unruly fans get up to when left unattended for too long. Anyway... It certainly sounds like you have your work cut out for you! The temperatures recently hit a record high of 62 degrees and 101% humidity. How do you cope with the extreme weather?

KLARA: As grim as working in the heat and humidity can be, the jungle does have some upsides when it comes to groundskeeping. For one thing, it rains so much that I don't have to worry about the cost of sprinklers to wash the blood off the pitch! There's also plenty of wood around to make repairs to stands and dugouts, should the Stegadons prove to be in a particularly destructive mood!

QUILLCHEWER: Well, thank you for the interview, Miss Vytis, but it's far too hot for me to be out here any longer – I'm sweating my whiskers off! Also, that ominous rumble approaching is either our Halfling Chef's stomach or the sound of stampeding Stegadons – and I'm not staying around to find out which. Goodbye!

AMAZON BALLS

CRYSTAL SKULL BALL

The ancient jungle dwellers had many strange beliefs and often hoarded huge amounts of gold, riches and jewels in secret vaults. Some of the more ostentatious pieces in such collections take the form of large skulls crafted out of pieces of crystal. Despite their origins and meanings being lost to time, they are the ideal shape for using as the game ball and are often put to good use when an Amazon team wants to show off their wealth to a visiting team from the Old World.

A player that is in possession of a Crystal Skull Ball gains the Hypnotic Gaze trait while they are in possession of it. Additionally, any team that scores at least one touchdown with a Crystal Skull Ball gains an additional 10,000 gold pieces during the post-game sequence.

SNAKE-SWALLOWED BALL

Snakes are an everyday danger for those living in Lustria, but what happens when one mistakes the game ball for a particularly tasty morsel?

This strange situation happens more often than you might think and usually results in the teams having to use the bloated serpent as a makeshift ball. Of course, most snakes don't enjoy being thrown around, especially with a full belly, and will lash out at those carrying them.

Whenever a player gains possession of the Snake-swallowed ball, roll a D6. On a 2+, nothing happens. On a 1, the snake lashes out and the player immediately drops them. The ball will bounce from the player that was in possession of the ball. A ball dropped in this manner will not cause a Turnover. If a player who drops the ball in this manner is in the middle of their activation, they may continue their activation as normal, even attempting to pick up the ball again if they wish.



SECRETS OF THE AMAZONS

Highly skilled and agile, Amazons are among the very best players of Nuffle's sacred game. However, making the most of all this innate skill, speed and stamina can be a trickier task than it might first appear and it often requires a steady hand to lead these warrior women to victory. So, we here at *Spike! Journal* got in touch with renowned coach Stefi Krowsse in order to share her knowledge on how to lead your own Amazonians to victory!

Amazonian women seem to be custom made for the world of Blood Bowl: natural athletes that possess an exceptional blend of agility, tactical prowess and violence that marks them out as potential legends of the sport.

On the pitch, Amazon teams are a force to behold; they are highly manoeuvrable and their agility is invaluable for these relatively lightly armoured players. With this in mind, Amazons will want to make the most of their Dodge skill to keep their opponents at arm's length. Opposing coaches may underestimate these warrior women when they first take the field, but they will soon change their minds once the hits start raining in and many of their players are on their backs!



PLAYERS

EAGLE WARRIOR LINEWOMEN

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Eagle Warrior Linewomen	50,000	6	3	3+	4+	8+	Dodge	G	AS

The backbone of the team, and a very well-rounded player from the off. 50,000 gold pieces is comparable to the standard Human Lineman, except that Eagle Warriors also get the Dodge skill, which makes them manoeuvrable and offers protection against the Defender Stumbles result – assuming your opponent doesn't have Tackle of course. Their AV of 8+ can be a problem should they get knocked down, but that can be easier said than done – especially if they gain the Block skill on their first Skill increase. Being cheap means you can have plenty of reserves, which then makes Fouling a great option; having one Eagle Warrior with Dirty Player (+1) will strike fear into any coach. Their inexpensiveness (and utility) makes them a great player on which to try a random Skill advancement – there are very few General skills that they won't have a use for!

PYTHON WARRIOR THROWERS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Python Warrior Throwers	80,000	6	3	3+	3+	8+	Dodge, On the Ball, Pass, Safe Pass	GP	AS

Python Warriors' exceptional reflexes make them brilliant throwers and also allow them to quickly judge where a ball will end up before it leaves an opponent's hand, and get into position to intercept. Blessed with Dodge, they are just as manoeuvrable as the rest of the team and with the Pass skill and a PA of 3+ they can move the ball around the pitch reliably. Safe Pass makes it impossible for them to fumble a pass, making them some of the best ball handlers in the game. They still have a low AV, so will need the protection of the team before an opponent can deliver a painful coup de grâce to take them off the pitch.

PIRANHA WARRIOR BLITZERS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Piranha Warrior Blitzers	90,000	7	3	3+	5+	8+	Dodge, Hit and Run, Jump Up	AG	S

On the Blood Bowl pitch, Piranha Warriors utilise their speed to strike at the heart of the opposition's formation before withdrawing to avoid retaliation. They are the fastest players on the team and, as such, represent a genuine scoring threat. They are often the recipient of an arrow-like pass from a Python Warrior before a sprint for the End Zone. Even if a Piranha Warrior is caught and knocked to the ground, the opposition player isn't safe as the Piranha's natural agility kicks in; they nimbly Jump Up to their feet, attack back, then dart away.

JAGUAR WARRIOR BLOCKERS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Jaguar Warrior Blockers	110,000	6	4	3+	5+	9+	Defensive, Dodge	GS	A

The powerhouses of Amazon teams are the Jaguar Warriors. ST 4, AV 9+ and Dodge makes Jaguar Warriors very difficult to bring down and the Dodge skill, coupled with their AG of 3+, gives them the ability to move somewhat freely to where they can best aid their team-mates. They support the rest of the team by using the Defensive skill to shut down the opposition's ability to use Guard in their team turn, and are able to punch holes in defensive lines for the rest of the team to run through. They're not cheap, but Jaguars add a dimension to your Amazons that means you'd never want to take the field without them!

STARTING ROSTERS

Amazons are a versatile team – the natural ability of the players and the development options available to them mean you can adapt the team to play in whatever playstyle you choose. They are surprisingly robust and can often survive a straight up fight; however, where they excel is in running the ball and keeping themselves mobile.

Opponents will often assume that, because of Amazons' low Armour Value, they can win games through removing players from the field. While this can be true, they soon find that, with the whole team having Dodge, actually getting a Block to have any impact on your players can be very tricky. This is especially true in the early stages of a league unless, of course, you're playing against Dwarfs who have plenty of Tackle. In this case, it's time to break out the speed and limit the hits you take – and there's nothing wrong with dropping the occasional elbow on a Dwarf when they're on the floor!

Here are two potential starting rosters you may want to consider:

HUNTING PACK

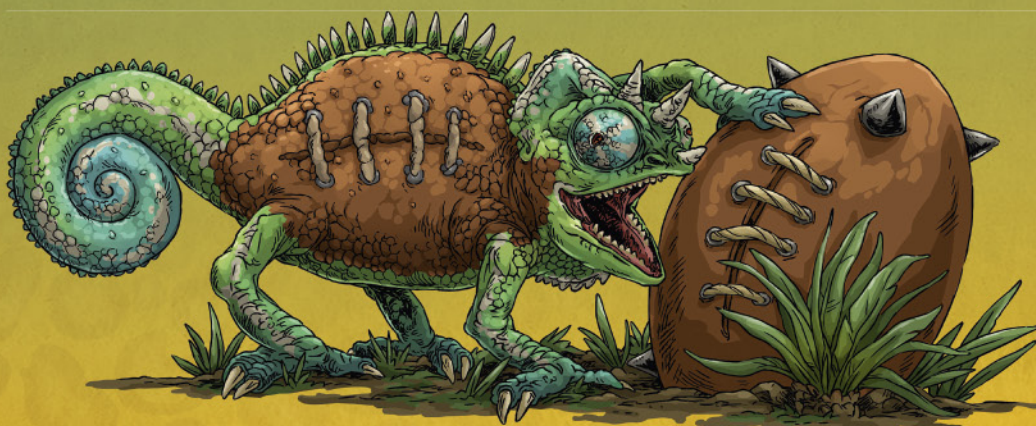
QTY	POSITION	COST (GP)
5 x	Eagle Warriors	250,000
2 x	Piranha Warriors	180,000
2 x	Python Warriors	160,000
2 x	Jaguar Warriors	220,000
3 x	Re-rolls	180,000
+1	Dedicated Fan	10,000
Total	1,000,000 gold pieces	

This roster gives you all the positionals, but at the cost of no reserves and no apothecary to keep players in the game, which can make it a challenge to escape the first few games unscathed. All the positional players are expensive in comparison to Eagle Warriors so should one of them get injured or killed, you will be playing catch up for a while to recover your team. It does, however, give you the perfect team to maximise your versatility and against unskilled (non-Dwarf) opponents the mass Dodge should limit the damage suffered. Everyone on the team is a good receiver, so don't be afraid to make passes to move the ball around quickly should the need arise.

SUSTAINED PRESSURE

QTY	POSITION	COST (GP)
7 x	Eagle Warriors	350,000
2 x	Piranha Warriors	180,000
1 x	Python Warrior	80,000
2 x	Jaguar Warriors	220,000
2 x	Re-rolls	120,000
1 x	Apothecary	50,000
Total	1,000,000 gold pieces	

This team build gives you an additional player on the bench to combat attrition, as well as an apothecary to (hopefully) patch up any positional player who picks up an injury. This should offset the low AV of the team and gives you a sustainable base from which to develop. You are only running with one Python Warrior here, so you will need to protect her, as without her, your ball handling ability is diminished. You also have one less re-roll, so you will need to play slightly more conservatively as you won't have as much of a safety net should things go wrong.



TEAM DEVELOPMENT

Once you've decided on your starting roster and played a few games, you'll need to decide on what route to take with the players' development. By and large, your first Skill on each player should either be Block or Wrestle – as this maximises your survivability (the synergy with Dodge is far too good to ignore). Random Skills on the Eagle Warriors help keep the players' Current Value down and can help you maintain a lean squad that can perform well against any opponent. For the rest of the positional players, tailoring their advancement in a more structured way is best as they are very expensive to replace should you end up with a Skill that's less optimal.

After gaining Block or Wrestle, it's really up to how you want to use the player in question. For Python Warriors, the likes of Leader and Sure Hands are ideal additions to their Skill sets, but you could also consider Skills such as Dump Off or Nerves of Steel. Piranha Warriors can become extra slippery with Side Step and Strip Ball is always a good choice. Jaguar Warriors are ideal candidates for dealing damage and so Mighty Blow (+1) and Frenzy can be a great addition. This table will provide some suggestions of which Skills you should consider.

POSITION	PRIMARY SKILLS	SECONDARY SKILLS	STAT INCREASE
Eagle Warrior	Block, Kick, Dirty Player (+1), Wrestle, Tackle, Fend	Guard, Side Step, Jump Up	MV – No AV – No AG – Yes ST – Yes PA – No
Python Warrior	Block, Sure Hands, Leader, Dump Off, Nerves of Steel	Catch, Sure Feet, Safe Pair of Hands	MV – No AV – No AG – Yes ST – No PA – Yes
Piranha Warrior	Block, Wrestle, Tackle, Side Step, Diving Tackle, Frenzy, Strip Ball	Guard, Mighty Blow (+1), Break Tackle	MV – Yes AV – No AG – Yes ST – Yes PA – No
Jaguar Warrior	Block, Guard, Mighty Blow (+1), Break Tackle, Frenzy, Tackle	Jump Up, Side Step	MV – No AV – No AG – Yes ST – Yes PA – No



SET-UPS

OFFENCE

In this set-up, we are taking a balanced approach that should maximise the Line of Scrimmage hits; utilising the ST 4 of the Jaguar Warriors to gain easy two dice Blocks and using the Eagle Warriors on the line, picking off any players that aren't Knocked Down. The Piranha Warriors are set up to attack targets of opportunity before retreating back behind a screen of Eagle Warriors. The two Python Warriors are set up to ensure good coverage and maintain effective field positions. The positions they've taken up should ensure that there is a good chance that their On the Ball skill should put them under the kick – giving them a free chance to have the ball in their hands before the start of the drive.

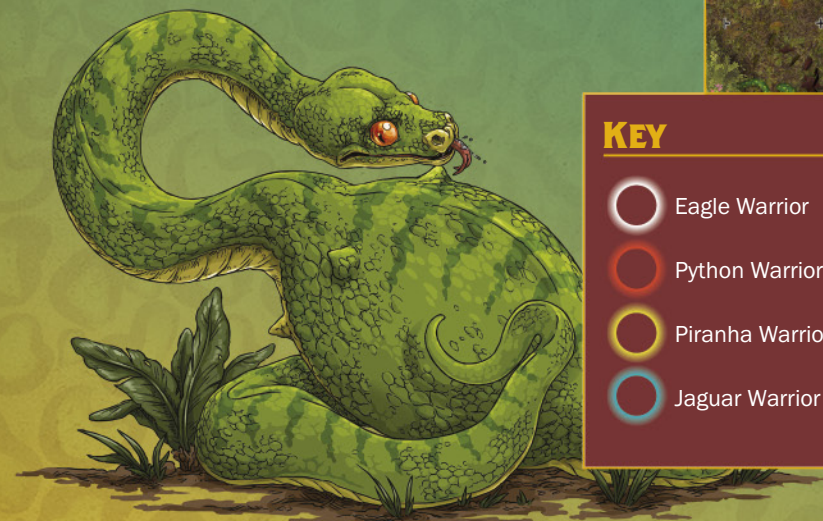
DEFENCE

This set-up is designed to be able to react to your opponent's plays. You will notice that there are no Python Warriors on defence; this is deliberate to keep those players safe. However, against Elven teams – or any others that are likely to Pass the ball – you can swap out a couple of Eagle Warriors from the backfield to get them in and aim to bring their On the Ball skill into use. From the kick-off, you can see the intention of your opponent and move to counter – using your Jaguar and Piranha Warriors to pick off the loose elements of the team or chip away at any cage that starts to form.



KEY

-  Eagle Warrior
-  Python Warrior
-  Piranha Warrior
-  Jaguar Warrior





SUMMARY

In summary: the ladies of Lustria are a fantastic team to play, but you'll need to walk that fine line of when to attack en masse and when to hit and run. You'll want to stop yourself from engaging in a full-on scrum, as once you have a bit of Block on the team it can trick you into thinking your players can stand up to anything – and it's only when they start getting carried off the field that you realise your mistake! Amazons really benefit from spreading their Star Player Points around, as facing a full team of Block/Dodge players can make any opposition coach's heart sink – unless they're a Dwarf, but we don't talk about them...

In short: be nimble, be brutal, be gone!



STAR PLAYER SPOTLIGHT

BOA KON'SSSTRIKTR 'SCHEMING SERPENT'



Snakemen. An enigma of the Lustrian jungle that had long been thought to be extinct, or not to have ever existed at all – at least not in Lustria anyway (*there have been tales of similar creatures in the lands around Khuresh – Ed*). That was until more recent years where a handful of these scaled serpents crept out of the jungle; though where they originally came from is still unknown. Some even possess a knack for Blood Bowl; having watched the Lustrian teams playing the great game from the trees – and none more so than Boa Kon'ssstriktr.

BOA KON'SSSTRIKTR

MA 6

ST 3

AG 3+

PA 4+

AV 9+

GP
200,000



SKILLS & TRAITS

Dodge, Hypnotic Gaze, Loner (4+), Prehensile Tail, Safe Pair of Hands, Sidestep

PLAYS FOR

'Lustrian Superleague'

SPECIAL RULES

Look Into My Eyes: Once per game, if Boa starts his activation Marking an opposition player with the ball, he may roll a D6. On a 1, nothing happens. On a 2+, the opposition player loses possession of the ball, Boa immediately gains possession of the ball, and Boa's activation immediately ends.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

BOA KON'SSSTRIKTR

AGE
21

HEIGHT
8' 2" when at full length

WEIGHT
93 lbs

ORIGINATING TEAM

Patraxi Pythons

POSITION

Runner

CAREER TOTALS

14 touchdowns, 9 fatalities, 17 Serious Injuries, 4 game balls swallowed

AWARDS

Wunder Gro Best Youth Player Newcomer Medal 2499; Most Mysterious Player 2499; Slipperiest Player 2499, 2500; Bloodweiser Best Newcomers Medal 2500.



It was certainly a shock for the head coach of the Patraxi Pythons when Boa approached her, following another routine defeat in the Amazonian Leagues; so much so that had it not been for his lightning reflexes, Boa would have been swiftly decapitated by the coach's tribal blade! Fortunately for the Pythons' head coach, Boa proved to be the forgiving type and, over some apology eggs (*eaten whole of course* – Ed), offered to aid the team in improving their fortunes on the pitch.

It's fair to say that Boa's new team-mates were rather uneasy with him; the addition of a Snakeman to the team was a surprise to say the least and trust was difficult to come by, given the Amazonians' rivalry with other rambunctious reptiles. However, Boa was soon accepted into the Pythons' ranks; having watched many of their games from a snake's eye-view from the trees, he was able to analyse their tactics and give insight into how best to tighten their defence.

Boa made his debut in a game against the Skywatch Sentinels and soon left his mark upon the game. The sight of a Snakeman on the pitch was enough to distract most of the opposition and Boa was able to use a number of serpentine schemes to gain an advantage; mainly utilising his long tail to trip opposition runners,

or mesmerising players into simply handing him the ball and letting him slither off with it. While some considered Boa's unorthodox tactics to be sneaky and underhanded, there was no denying that they were effective!

Boa's career has, however, not been without incident. There was the untimely disappearance of Milo Poundburr, which coincided with a large bulge in Boa's body and complaints of intense stomach-ache. After an interview with Boa, the lead investigator acquitted Boa of any wrongdoing saying simply that he 'trusted in him' and that Boa was a 'stand up snake'. After missing training for a couple of weeks to 'recover', Boa hit the pitch once more – though no other Halfling teams have accepted the Pythons' offer of an exhibition game...

Being one of the first Snakeman to rise to prominence, Boa has naturally been the subject of a number of interviews and Cabalvision specials that have followed his career thus far. He has been offered lucrative contracts from numerous Lustrian teams, and the opportunity to play in a number of high-profile tournaments. Although he has only been playing for a few seasons, Boa's impact on the sport has many pundits agreeing that he will have a long, storied career that will certainly go down in hisstory...

CAREER HIGHLIGHTS

2499 Boa debuts for the Patraxi Pythons, coming on in the second half against the Skywatch Sentinels. It's fair to say that the fan reaction towards Boa is a touch frosty; in fact some reporters label it as the coldest thing to ever come out of the jungle! The Pythons' fans soon change their tune when Boa is able to use what is best described as some form of mind trick to convince the Sentinels to pass the ball to him and let him slither into the End Zone.

2500 In a game against the Ashbane Vendettas, the last available game ball is unfortunately stabbed by an over-enthusiastic Dark Elf rookie. As a result, a Hydra egg has to be used to finish the game. During a scrum over the newly-introduced ball, Boa simply can't resist swallowing the tasty morsel. In the ensuing, confused search for the egg, Boa simply slithers into the End Zone, regurgitates the egg and seals a famous win for the Pythons – before promptly scoffing the egg down again!

2500 During a game against the Reikland Reavers, Boa is tasked with marking the Mighty Zug who has been running rampant over the Pythons' front lines. Knowing that he won't be able to take him on directly, Boa instead wraps his long body around Zug, constricting him and effectively stopping him in his tracks. Boa refuses to let go of the fuming Zug for the remainder of the game, essentially removing the Reavers' best asset from play and allowing the Pythons to sneak an unlikely win!

PRESENT His sudden rise to prominence has left Boa with no shortage of potential suitors looking to sign him up for a game or three. Naturally, Boa is more than happy to sit and listen to any contract offers that come his way; in fact, Boa seems to have a knack for getting remarkably good deals for his services – often better than more decorated and well-known stars. Quite how he manages this isn't entirely known, though many coaches who have hired him can't seem to recall the entirety of the contract meetings.

DUNGEON BOWL UPDATE: AMAZON TEAMS

On the whole, most Amazonians spend their entire lives living deep within the jungles of Lustria: protecting their sacred shrines; tracking and hunting predators that threaten their villages; and, of course, showcasing their skills in the sport of Blood Bowl. However, on occasion, some Amazonians decide that the best way for them to learn about their history is to travel to the Old World and enrol within the Colleges of Magic. Of course, this also has the added bonus of allowing especially talented Amazonians the chance to showcase their skills by playing Dungeon Bowl – and more than one Amazon has used this to fast-track their way into a famous Blood Bowl team!

**If I find one more snake in my desk,
I swear to Nuffle you'll be gone from
my classroom quicker than a cake at a
Halfling buffet!**

*Professor Periwinkle after having to apply antivenom
for the fifth time that semester*

The ancient legends surrounding the Amazons, and the enthralling mythology of their goddesses, usually means that those women that do travel to the Old World are naturally drawn to the College of Heavens above all others – after all, where better to show the power of Kalim given to these powerful warrior women? The Magisters of the College of Heavens are quite happy to approve the enrolment of Amazonians; seeing them as a valuable asset to the college itself, but also to their Dungeon Bowl teams. The skill and agility of the Amazons is well documented and with many Magisters having racked up quite the debt with those from other colleges, they often see these skilled women as a way to give their teams an edge and recoup some lost gold.

Dungeon Bowl itself is a very different beast to the variety of Blood Bowl played in Lustria. Gone are the trees, fresh air, and humid environments that are commonplace in the jungle; instead, the underground crypts and dungeons are usually dark, damp and stuffy; providing the Amazons with a divergent experience of Nuffle's great game – though they are sometimes able to get hold of exotic toxins from their homeland (*even if the Magisters claim to have no idea how – Ed*). Regardless, the Amazons seem to excel within the college dungeons and many College of Heavens teams feature a healthy mix of Amazonians alongside Norscans, Humans and Lizardmen.

Amazonians have a great drive to succeed: they work hard and they play hard, making them the ideal students for the Colleges of Magic, and ones who are greatly coveted. It does take some Amazons a while to get used to the colder climates of the Old World, although the Magisters are more than happy to provide their star assets with the warmest rooms in the college, provided they deliver enough victories to keep their coffers full, of course! Whether it is playing Dungeon Bowl or sitting complex exams, it's fair to say that Amazons are well equipped to excel at both!



COLLEGE OF HEAVENS

The following positions from the Amazon team are added to the College of Heavens team roster as found on pages 102-103 of the *Dungeon Bowl* rulebook. In each instance, the position will state which of the general positions they are part of (Blitzer, Runner, Big Guy, etc.) and how many players for that position a team may have. The rules presented here may differ slightly from those for Amazon Blood Bowl teams.

LINEMEN (0-16)

A College of Heavens team may have up to 16 players from the Lineman position in any combination.

POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Eagle Warrior	50,000	6	3	3+	4+	8+	Dodge	G	AS
Linewoman									

THROWERS (0-2)

A College of Heavens team may have up to two players from the Lineman position in any combination.

POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Python Warrior	75,000	6	3	3+	3+	8+	Dodge, On the Ball, Pass, Safe Pass	GP	AS
Thrower									

BLITZERS (0-4)

A College of Heavens team may have up to four players from the Blitzer position in any combination.

POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Piranha Warrior	85,000	7	3	3+	5+	8+	Dodge, Hit and Run, Jump Up	AG	S
Blitzer									

BLOCKERS (0-6)

A College of Heavens team may have up to six players from the Special position in any combination.

POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
Jaguar Warrior	100,000	6	4	3+	5+	9+	Defensive, Dodge	GS	A
Blocker									



RUMOURS... ACH, THE GAME IS FULL OF 'EM AND I'VE HEARD MY FILL OVER THE YEARS AS A PLAYER...

'JUNGLE FEVER'

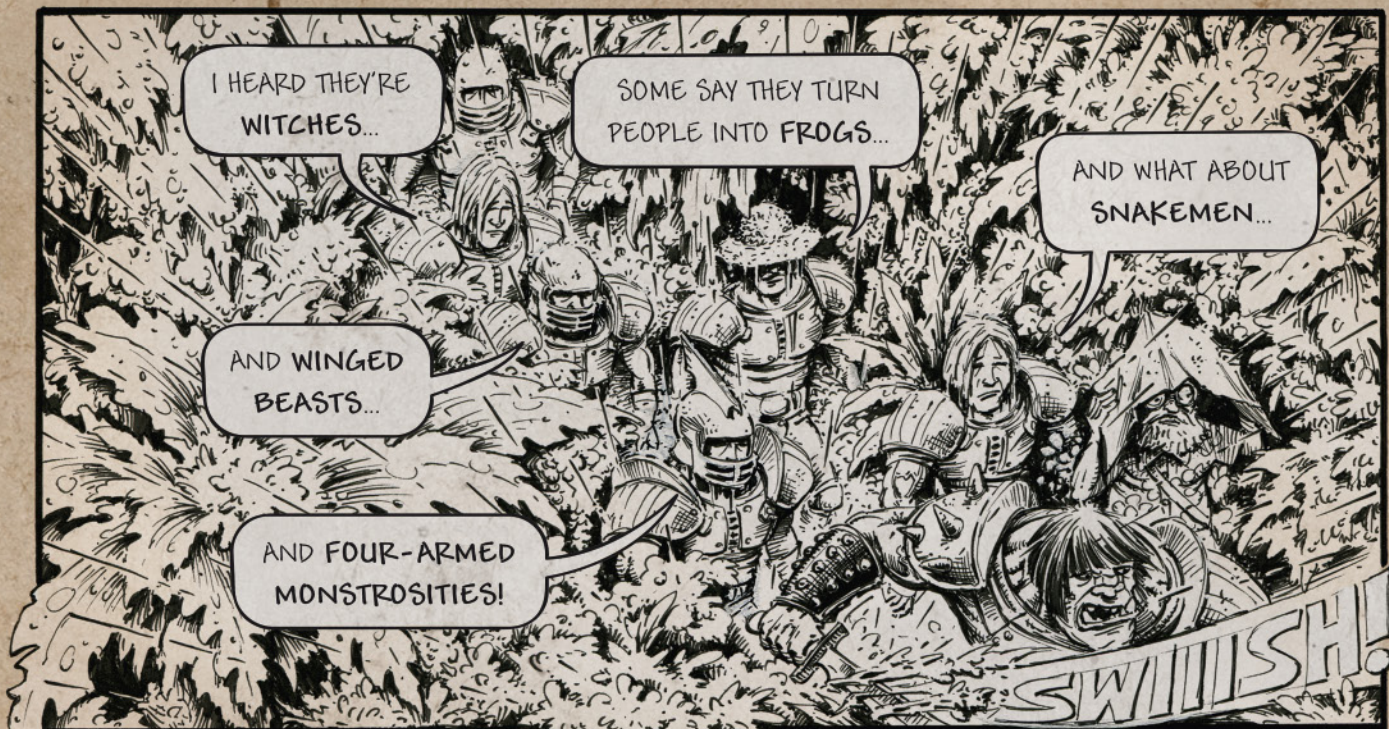
ARE YOU SURE THIS IS THE PLACE, COACH?

I'M SURE... I THINK...

ARE WE THERE YET?

...AND I'VE HEARD SOME STRANGE TALES, LET ME TELL YOU.

BUT NOTHING SO STRANGE AS WHAT WE FOUND IN THAT JUNGLE...



I HEARD THEY'RE
WITCHES...

SOME SAY THEY TURN
PEOPLE INTO FROGS...

AND WHAT ABOUT
SNAKEMEN...

AND WINGED
BEASTS...

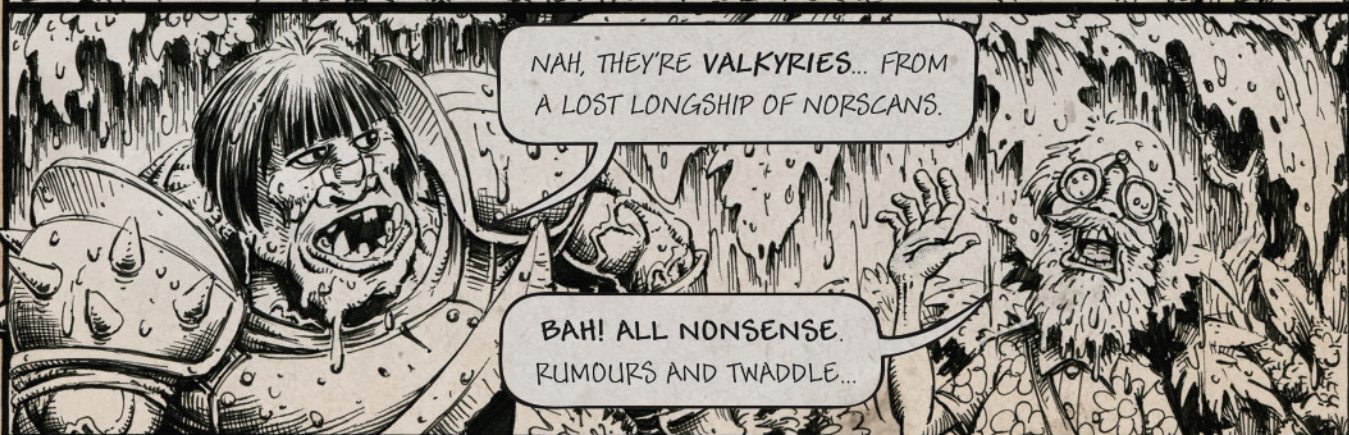
AND FOUR-ARMED
MONSTROSITIES!

SWIIISH!



NAH, THEY'RE VALKYRIES... FROM
A LOST LONGSHIP OF NORSCANS.

BAH! ALL NONSENSE.
RUMOURS AND TWADDLE...



YOU FEEL THAT...
LIKE SOMEONE'S
WATCHING US?



YOU'RE JUMPING AT
SHADOWS, BIFFORD.
NOTHING TO WORRY
ABOUT HERE. I MEAN
SERIOUSLY...





SWOOOSH



NEW SEASON COLOURS



**DAESTRIS BLOODBEAK,
EAGLE WARRIOR LINEWOMAN,
KARA TEMPLE HARPIES**



**SENIA IRONCLAW,
JAGUAR WARRIOR BLOCKER,
KARA TEMPLE HARPIES**



**INARA SWIFTSPLASH,
PIRANHA WARRIOR BLITZER,
KARA TEMPLE HARPIES**



**KOTILPE SILVERTREE,
EAGLE WARRIOR LINEWOMAN,
KARA TEMPLE HARPIES**



**TILENE STARSACLE,
PYTHON WARRIOR THROWER,
KARA TEMPLE HARPIES**



**ARAYA BLEAKFUR,
JAGUAR WARRIOR BLOCKER,
KARA TEMPLE HARPIES**

TATZINA SAYS...

"When it comes to fashion, the ladies of Lustria are second to none! Amazon teams have a sensational sense of style that always leaves you wanting more. Vibrant colours, visually stunning kits and adorable jungle-creature accessories that are just so darling!"

The Kara Temple Harpies are the perfect example; their gorgeous yellow kit is accented with a luscious green highlight that makes it pop. Feathers can look a bit garish if overused, but these Amazons have got the balance and colours just right. And who doesn't love the look of a scaled companion? I know I do!"

KARA TEMPLE HARPIES

STAR PLAYER SPOTLIGHT

PUGGY BACONBREATH

'THE PINT-SIZED PROFESSIONAL'

The violent sport of Blood Bowl is enjoyed by many Halflings, not just because the game itself is incredibly entertaining, but also because it's a good excuse to meet up with friends and enjoy some quality home cooking! Though many Halflings treat Nuffle's great game as an excuse to visit Pie whistle's Preeminent Patisserie, feast on a nice joint of roasted meat, or break out a barrel of mead, there are some Moot-folk that understand the incredible effort it takes to rise to the top of the sport. Though incredibly few in number, Halflings like this are willing to be late for lunch because of training, or swap an evening of drinking Blitzter's Best for an early start for a pre-midday training session – Halflings like Puggy Baconbreath.

PUGGY BACONBREATH

MA 5

ST 3

AG 3+

PA 4+

AV 7+

GP 120,000



SKILLS & TRAITS
Block, Dodge, Loner (3+), Nerves of Steel, Right Stuff, Stunty

PLAYS FOR
'Halfling Thimble Cup' or 'Old World Classic'

SPECIAL RULES
Halfling Luck: Once per game, Puggy may re-roll one dice that was rolled either as a single dice, as part of a multiple dice roll, or as part of a dice pool (this cannot be a dice that was rolled as part of an Armour, Injury or Casualty roll).

SPIKE! EXCLUSIVE

STAR PLAYER PROFILE

PUGGY BACONBREATH

AGE 120

HEIGHT 3' 9"

WEIGHT 96 lbs

ORIGINATING TEAM

Bluebay Crammers

POSITION

Blitzer

CAREER TOTALS

Rushing 554 Paces; Receiving 2 passes for 9 paces average; 716 Touchdowns; 3 Interceptions returned for 17 paces; 63 player fatalities; 4,452 lbs of snacks consumed.

AWARDS

McMurty's Spamburgers Player of the Year 2466, 2470, 2479, 2490, 2497; Ingrid the Pious Award for Inspirational Achievement 2471, 2483; Spike! Magazine Trophy Open Winners Medal 2488, Blood Bowl Winners Medal 2485.

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SPIKE! MAGAZINE

STAR PLAYER RATING

Puggy is unique among his kind in that his first love in life is not cakes, pies and/or pastries; instead, his greatest desire is to compete for glory on the gridiron. For most Halflings, the mouth-watering thought of a bacon sandwich is enough to get them out of bed in the morning – for Puggy, it's the thought of training for his next big match. Rumour has it that he even trains for an hour in the morning before breakfast; though nobody has ever witnessed these pre-dawn training sessions, as folk are seldom up and about before 11am in the Moot! To Puggy, Blood Bowl is serious business, which is probably why he has seen so much success compared to many of his kin.

This strict approach to the sport sent Puggy on a meteoric rise to the top, at least within the boundary of the Moot: his physical prowess allowed him to easily brush other Halflings aside. Puggy's dominant presence on the gridiron has seen him carry the Bluebay Crammers to more than one respectable finish in tournaments across the Moot, with victory at the 2443 Halfling Thimble Cup finals being his crowning achievement at the time. He was responsible for six touchdowns, all while consuming over 148 different courses during the end of drive meals, even out-eating many who stopped for mid-drive snacks!

Sadly for the Crammers, Puggy's desire for victory inspired him to make a calculated move to the Halfling powerhouse, the Greenfield Grasshuggers. Unfortunately (*or fortunately, seeing how their next game against the Asgard Ravens went! – Ed*), Puggy didn't settle in well with the Grasshuggers and soon made the decision to leave the Halfling squad behind to begin life as a player-for-hire. This turned out to be an excellent decision, as Puggy has charged onto the gridiron with the likes of the Blitzburg Stealers, Cresswell Cardinals and the world famous Reikland Reavers; the last of which he helped to win the Blood Bowl in 2485 and make the Blood Bowl finals in 2491, although Puggy was forced to miss the finals due to an awful bout of food poisoning (*more likely a tummy ache from over-eating! – Ed*).

Even at the grand age of 120 years old, and with a number of attempted retirements, coaching staff and owners are still offering Puggy extremely lucrative contracts to hit the pitch alongside their squads. Teams greatly value the reliable Halfling with his years of experience in the sport and, if the contracts keep coming, it's very likely that we will see Puggy Baconbreath lacing up his boots, strapping on his armour and marching onto the field for a long time to come.

CAREER HIGHLIGHTS

2421 After a standout performance in both the 'Shove' (*like the traditional Crush held at the high temple of Nuffle, but held at the Moot instead – it involves more food than Blood Bowl – Ed*) and the Moot's eating competitions, Puggy is scouted by the Pinkfoot Panthers and the Bluebay Crammers. Puggy signs for the Crammers – which turns out to be a fortunate decision as the Panthers are all but wiped out at the hands of the Darkside Cowboys the following season.

2455 Puggy participates in a day-long breakfast-eating contest, but was also scheduled to play in a Blood Bowl game shortly after lunch. Never one to back down from a challenge, Puggy set to work on his breakfast buffet before charging off for the start of the game. While many of the Halfling contestants chose to nap in an effort to make more room for more food, Puggy raced around the gridiron and worked up a ferocious appetite! Despite being 19 full plates of breakfast behind upon his return to the contest, Puggy's post-game feasting frenzy was a sight to behold as the hungry Halfling polished off a further 35 plates, winning the contest by a landslide!

2483 A year after the Asgard Ravens slaughtered many of the Greenfield Grasshuggers, Puggy would finally be able to get some payback for his fallen drinking buddies who were playing for the Grasshuggers on that fateful day. Unfortunately for the Nuln Oilers, who had hired Puggy for the game, they didn't take into account that the vengeful Halfling would try to beat the Norse at their own game. Despite a heroic effort, Puggy is swiftly stretchered off following a short, one-sided, run-in with one of the Ravens' Ulfwereners!

PRESENT Puggy continues to add to his life-long list of fancy achievements and leaderboard-topping statistics. Some fans are beginning to wonder what is left for Puggy; he has already achieved far more than any other Halfling in history, but there appears to be no signs of him slowing down. Perhaps we will see Puggy head back to the Blood Bowl, clothed in the traditional blues of the Reikland Reavers once again, or maybe we will see him achieve glory alongside Griff Oberwald dressed in the regal purple and gold of the Bôgenhafen Barons – only Nuffle knows what the future holds for Puggy Baconbreath!

STAR PLAYER SPOTLIGHT

CINDY PIEWHISTLE

'THE CULINARY QUEEN'



It's a well-known fact that Halflings love their food; they love discussing it, baking it, thinking about it, but most importantly: eating it – no proper Halfling gathering is complete without a good spread to start proceedings and at least two buffet breaks along the way. It should come as little surprise that those who possess a talent in the kitchen are held in high esteem in the Moot, especially if they sell their wares to hungry passers by.

CINDY PIEWHISTLE

MA 5

ST 2

AG 3+

PA 3+

AV 7+

GP 50,000

SKILLS & TRAITS

Accurate, Bombardier, Dodge, Loner (4+), Secret Weapon, Stunty

PLAYS FOR

'Halfling Thimble Cup' or 'Old World Classic'

SPECIAL RULES

All You Can Eat: Once per game, Cindy may perform two Throw Bomb Special actions rather than one; though she must commit to doing so before making the first action. If she does, immediately after performing the second Throw Bomb Special action roll a D6. On a 1-3 Cindy is immediately Sent Off.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

CINDY PIEWHISTLE

AGE 67 HEIGHT 3' 6" WEIGHT 86 lbs

ORIGINATING TEAM
The Bluebay Crammers

POSITION
Head Baker

CAREER TOTALS
162 mid-match savoury treat interventions; 253 passing yards; 43 citations for throwing hot pies at officials; 3 susterly punch-ups caught on camera.

AWARDS
Great Moot Bake Off Champion 2480, 2484, 2490 (later stripped), 2496, 2499; Spike! Magazine Cheekiest Innuendo Award 2482, 2488, 2494.



Of all the hundreds of cafés, cake shops, market stalls and bakeries in the Moot, none are held in quite the same regard as Piewhistle's Preeminent Patisserie. Located at the intersection of Fighting Cockerel Lane and Short Street in downtown Dreiflusen, Piewhistle's Preeminent Patisserie has long been a haven for Halflings that enjoy a well-stuffed pastry, the stickiest of sticky buns and the tastiest of pies. As the face behind her patisserie, Cindy Piewhistle (*sister of our very own Mindy Piewhistle, don't you know! – Ed*) is something of a celebrity in the Moot, with her signature badger and leek pie being highly sought after by Halfling councils from many villages over.

It's not all about baking for Cindy, though: she is also something of a Blood Bowl superfan herself. Piewhistle's is the proud sponsor of Cindy's favourite team, the Bluebay Crammers, for whom she is also a season ticket holder and head baker. She has also taken to the pitch on occasion to play for her beloved Crammers, donning their trademark blueberry-coloured kit as she attends to her teammates' mid-game culinary needs. Of course, in an all-Halfling affair, this act is a respected tradition, with other Halfling players often queuing up to sample Cindy's wares. However, many other races see such antics as a delaying tactic and will often try to play on, even as Cindy dishes out her latest delicacies.

When such disrespectful behaviour occurs, it doesn't take long for Cindy's famously hot temper (*which is as hot as her famous chillied stoat pie – Ed*) to boil over and inspire her to get involved, lobbing her piping-hot pies at the opposition. As you might expect, the sudden shower of a few pies can be enough to cause something of a Halfling rampage (*which isn't as dangerous as it sounds! – Ed*) and has led to more than one game being called off due to Cindy throwing the first pastry! Whilst this has caused the culinary queen to be ejected from the pitch on occasion, she still maintains that she only does it to protect her poor teammates from the brutish ruffians that are trying to interrupt their mid-snack snack!

Aside from her remarkably successful patisserie, and her sporadic Blood Bowl career, Cindy Piewhistle is also known as Spike! Journal reporter Mindy Piewhistle's sister (*told you! – Ed*), though the pair have barely been on speaking terms since what is known in the Piewhistle family as 'the Great Strudel Debacle of 83'. More than once has a reporter tried to ask Cindy about her sister, only to be on the receiving end of molten apple pie to a particularly delicate area! Whilst Cindy is very much a Bluebay girl at heart, she is more than happy to step onto the field to provide her brilliant baking to other well-paying teams – so long as they agree to sell her pastries in the stands and promise not to mention her sister!

CAREER HIGHLIGHTS

2481 During a game between the Bluebay Crammers and the Merry Mootmen, the Crammers find themselves 2-0 down due to their bellies rumbling from 'lack of food'. Cindy strode onto the pitch with a cry of "Come on you Crammers! Let's be 'avin you!" before dishing out some of her famous tripleberry scones. The uplifting sight of baked goods, and an extra pair of hands to aid in the food fight, spurred the Crammers onwards to an impressive 3-2 comeback win!

2490 After winning a third Great Moot Bake Off title, controversy surrounded Cindy and her caramelised partridge tart after an anonymous tip claims the recipe was not original and that old nana Piewhistle had invented the recipe 70 years ago. Though there is no proof of a scandal, the resulting media storm caused the judges to strip Cindy of the title. In an interview shortly afterwards, Mindy couldn't help but heavily imply her part in the anonymous tip, resulting in the two sisters getting into a scrap that nearly brought the competition tent down on both of them!

2496 Following an unlikely win for the Bluebay Crammers over the Hochland Highborns, largely due to the Highborns all getting food poisoning after some complementary half-time snacks, Cindy sits down for an interview with Mindy. This immediately shifts away from Blood Bowl and the sisters have to be separated as they work out some family issues. After three attempts, the interview is abandoned, leaving Cindy with a black eye and Mindy removing scolding crusts and berry compote from her nose!

PRESENT To celebrate her new award-winning owl, cheese and beetroot flan, Cindy goes on tour of the Moot and Empire to play for any teams that will allow her to give out half-time samples of her new masterpiece. As a result, sales of Piewhistle's Preeminent Patisserie produce has never been higher; more and more teams from further afield are asking for Cindy's services to deliver snacks on the pitch than ever before. That's Piewhistle's Preeminent Patisserie readers, for all your pastry needs!

STAR PLAYER SPOTLIGHT

DRIBL AND DRULL 'DOUBLE TROUBLE!'

For as long as Lizardmen have graced the sport of Blood Bowl, Skinks have taken to the field alongside their much larger reptilian brethren. Standing at a similar height to Halflings (*but with far less padding!* – Ed), fans feared for the diminutive creatures when Lizardmen teams first appeared in the wider world. These fears proved to be unwarranted, however, as a Skinks' speed, agility and short stature provided the ideal combination for keeping out of trouble and scoring touchdowns! Of these lithe lizards, there are two names that any avid Blood Bowl fan will be familiar with – the notorious Dribl and Drull.



D RIBL

MA
8

ST
2

AG
3+

PA
4+

AV
8+

SKILLS & TRAITS
Dirty Player (+1), Dodge, Loner (4+), Sidestep, Sneaky Git, Stunty

PLAYS FOR
'Lustrian Superleague'

SPECIAL RULES
A Sneaky Pair: Dribl & Drull must be hired as a pair and count as two Star Players. Additionally, whenever Dribl or Drull perform either a Stab or Foul action against an opposition player marked by both Dribl & Drull, they may apply a +1 modifier to the Injury roll.

D RULL

MA
8

ST
2

AG
3+

PA
4+

AV
8+

SKILLS & TRAITS
Dodge, Loner (4+), Sidestep, Stab, Stunty

PLAYS FOR
'Lustrian Superleague'

SPECIAL RULES
A Sneaky Pair: Dribl & Drull must be hired as a pair and count as two Star Players. Additionally, whenever Dribl or Drull perform either a Stab or Foul action against an opposition player marked by both Dribl & Drull, they may apply a +1 modifier to the Injury roll.



Lizardmen aren't born in the same manner as other races; instead, they emerge fully formed from ancient spawning pools. Usually, hundreds of Lizardmen wade from the blessed waters at once; this was not the case for Dribl and Drull who, oddly, were the only two to surface from their spawning pool. The Slann priests say that this incredibly rare occurrence often heralds one of two prophecies – the arrival of great heroes who will accomplish amazing feats, or the coming of a great doom that will bring destruction. In the case of Dribl and Drull, it was a little bit of both!

Given the unique circumstances of their spawning, the twins were immediately marked for greatness and assigned to the Sotek Vipers to begin their training. The pair took to the sport like a Snotling to mushrooms; but their approach was far different from the traditional Skink strategies of moving quickly, avoiding opponents and scoring touchdowns. Instead, they spent most of their time in the thick of the action; Drull dropped opponents to the ground using his wickedly-sharp knife, before Dribl delivered barrage of kicks against the downed opponents.

This unique approach saw the troublesome twosome quickly rise to stardom at home in Lustria and abroad. For nearly a decade, Dribl and Drull charged onto the gridiron alongside the Sotek Vipers, their antics helping the team to a string of notable tournament wins across Lustria. Their time with the Vipers would come to an abrupt end, however, as the twins discovered the Vipers intended to sell Dribl off to another team. Following a number of 'unrelated' stabbings, the pair were released from their contracts and hit the road to begin a new chapter of their careers.

Since their departure from the Vipers, the dynamic duo have seen action alongside some of the top Lizardman teams in the sport – all of whom have been grateful for the dirty tricks Dribl and Drull bring to the game. What motivates the twins to play for teams isn't really known, but as long as they can bound onto the gridiron together, Dribl and Drull are ready to play their part in the Old Ones' great plan.

CAREER HIGHLIGHTS

2481 During a game against the Mourn Mountain Meateors, Dribl and Drull prove that size isn't everything when they take down one of the Meateors' Ogres. Dribl distracts the Ogre as Drull sneaks up and slices the monster's hamstrings – no sooner had the Ogre hit the deck, than Dribl unleashed a neck-snapping kick, earning himself a red card! Drull pulls the official to one side and, after reviewing the replay at knife point, the referee allows Dribl to retake the field. The pair successfully repeat the manoeuvre three more times, giving birth to their signature move; the Skink Sidewinder.

2486 The pair go on a foul-play frenzy against the Quexicotl Carnosaurs, as Drull dashes past the opposing team slashing at their legs, making them easy prey for Dribl to deliver his patented series of kicks and stomps. As the pair pull this off for the fourth time, the referee has no choice but to eject them from the game, despite warnings that their foul play was part of the Old Ones' great plan. A few minutes later, the sending-off is overruled when the sun turns red and, out of sheer panic, the referee insists that the pair continue their antics to appease this cosmic omen of woe!

2496 Shortly before a game against the Spore Boyz, Dribl finds himself suffering from terrible stomach cramps and other symptoms associated with nasty toxins. With Dribl's life seemingly hanging in the balance, Drull assumes foul play is afoot and races onto the field to dispense justice against the Goblins. By the game's end, the enraged Skink had carved his way through almost all of the Spore Boyz' lineup; the rampage leading to an easy victory. However, it is bitter-sweet for Drull, whose thoughts are only for his poor brother – until Dribl subsequently emerges from the bathroom, bemoaning his upset stomach and exclaiming that spicy grasshoppers burn on both the way in and the way out!

2500 Dribl and Drull agree to play with the Southland Short Stacks, a rookie team made up entirely of Skinks. Signing two of the game's most famous Skinks caused quite a stir among the Short Stacks' fan base, with both the stands and the locker room abuzz with excitement at their arrival. The team's next game is delayed by almost 4 hours as the twins are forced to sign autographs (*with Dribl signing on behalf of Drull and vice versa of course!* – Ed) and shake hands with hordes of fans, including the whole Southland Short Stacks squad!

STAR PLAYER SPOTLIGHT

BILEROT VOMITFLESH

'ROTTEN TO THE CORE'

Blood Bowl is full of rookie sensations who burned brightly during the early years of their career, only to be extinguished by a terrible tackle, ferocious foul or savage secret weapon. Perhaps the saddest way to see a young player go is succumbing to temptations that the life of fame and fortune provides. Invitations to lavish parties with platters of expensive food and glasses of luxurious beverages can be hard to turn down; but a life of gluttony and carelessness can result in unexpected consequences. Such is the story of Bilerot Vomitflesh.

BILEROT VOMITFLESH

MA 4

ST 5

AG 4+

PA 6+

AV 10+

GP 180,000



SKILLS & TRAITS

Dirty Player (+1), Disturbing Presence, Foul Appearance, Loner (4+)

PLAYS FOR

'Favoured of Nurgle'

SPECIAL RULES

Putrid Regurgitation: Once per game, Bilerot may use the Projectile Vomit Special action. This may still be used even if Bilerot has already performed a Block action this turn.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

BILEROT VOMITFLESH

AGE 50

HEIGHT 6' 1"

WEIGHT 305lbs

ORIGINATING TEAM

Unrecorded as a rookie, Diseased Destroyers as a Nurgle player

POSITION

Blocker

CAREER TOTALS

33 fatalities, 57 serious injuries, 297 nasty skin infections transmitted.

AWARDS

Scariest Game Face 2479, 2481; Skalagrimm & Holst Fish Processing Most Fragrant Player 2480, 2482, 2483, 2488, 2494, 2495; Chaos Cups Winners Medal 2487, Vince 'The Juggernaut' Joynes Terrible Tackle Award 2496.



Before becoming the Nurgle worshipping brute that fans know and love, Bilerot went by the name Wilhelm von Mitfleisch; a young player hungry for fame and glory. This pursuit of stardom saw Wilhelm indulge in the more degenerate pastimes of the social elite – seriously jeopardising his career with months spent inhabiting decrepit dens of vice where he gambled, drank and partook in other, more gluttonous activities. The late nights, torrid hangovers and poor diet saw a marked decline in his skill, forcing Wilhelm to rely on dirty tricks, rather than solid play.

Eventually, the disregard for his own health resulted in Wilhelm contracting all manner of parasites and, despite his efforts to hide these new friends from his teammates, soon they became afflicted with niggling health issues of their own. Once his dirty secret was revealed, von Mitfleisch fled in shame, hoping to join a new team. However, the smell accompanying Wilhelm made it difficult for him to stay with a team for more than a game or two and he struggled to find any teams to play for. Thankfully, a passing Nurgle squad, the Diseased Destroyers, found a destitute von Mitfleisch and happily welcomed the putrid man into their midst.

Having been enveloped by Nurgle's disgusting embrace and inducted by his followers, Wilhelm took on a new name to celebrate his new patron's blessings; Bilerot Vomitflesh. Under this new moniker, and with teammates who supported his gluttonous lifestyle and poor healthcare, Bilerot's career (*and fungal infections* – Ed) blossomed on the gridiron. As his horrible hygiene continued to deteriorate, his fondness of fouls only grew; spitting acidic vomit onto his opponents before unleashing powerful kicks and elbows onto his defenceless victims.

After so many years of rejection, Bilerot was overjoyed to finally find someone willing to play by his side. It wasn't just the Destroyers who wanted to show Bilerot some love, however, as he was invited to play alongside the Chaos All-Stars at the Chaos Cup in 2487. Vomitflesh showed the world he still had what it took to play among the best, as he helped the All-Stars go on to win the competition! Since then, Bilerot has taken to the life of a star-for-hire, knocking out plenty of opponents with his sickly stench, powerful punches and fiendish fouls!

CAREER HIGHLIGHTS

2467 A fresh-faced rookie, Wilhelm von Mitfleisch stands out from the crowd with a series of impressive performances at the end of season Crush (*an event hosted at the temple of Nuffle, where players new and old can showcase their skills to prospective teams* – Ed). Coaches are blown-away by his large frame and solid defensive play, resulting in him receiving a number of lucrative offers! The lavish lifestyle that followed would result in Wilhelm nearly ending his career by partying, gambling and generally making poor life choices.

2475 Having spent years running between teams in a desperate attempt to revitalise his career, Wilhelm is offered a lifeline by the Diseased Destroyers. The Nurgle squad saw the teamless, disease-riddled man and knew that their divine patron would be happy to welcome such a rancid recruit into his embrace. In recognition of his new team's kindness, Wilhelm casts aside his old name and takes one more befitting to a disciple of Nurgle; Bilerot Vomitflesh.

2487 During a match against the Skavenblight Scramblers, Bilerot takes a heavy blow to the gut from the Skaven squad's Rat Ogre. The beast pauses upon seeing a look spread across Bilerot's face, but realises too late what was happening. A fountain of acidic vomit erupts from Bilerot's mouth, coating the Rat Ogre and melting its flesh from its bones. With the Scramblers' largest and strongest player being cleaned off the gridiron with a mop and bucket, there is little the Skaven team can do to prevent the All-Stars from muscling their way to victory.

2496 In a game against the Norgit Nosepickers, Bilerot concocts a brutal end to the career of Goblin lineman, Kurg Gitstabba. Having been vomited on by Bilerot during the first half, the Nosepickers' troll is out for revenge against the disciple of Nurgle. Rather than running away from the beast, Bilerot grabs hold of Kurg and stuffs him into the Troll's mouth, right as it was about to throw up. The resulting blockage creates a huge build-up of vomit that bursts through the Troll's gut as the monster falls to the ground in a messy explosion of bile and half-digested Goblin.

STAR PLAYER SPOTLIGHT

RIPPER BOLGROT

'THE THINKING MAN'S TROLL'

Amongst Trolls, Ripper Bolgrot is something of a marvel. While most Trolls are unable to count above three, and will usually forget the start of a sentence before they have finished it, Ripper is something of a genius among his kin. He is able to hold insightful discussions, devise complex team strategies and even represent himself in a court of law. To many, the notion of a Troll showing any degree of intelligence is a laughable concept, but those who've had the pleasure of meeting the talkative Troll have been left wowed by his unique blend of on-field tactics and post-match panache!



RIPPER BOLGROT



MA 4

ST 6

AG 5+

PA 4+

AV 10+

GP 250,000

SKILLS & TRAITS

Grab, Loner (4+), Mighty Blow (+1), Regeneration, Throw Team-mate

PLAYS FOR

'Badlands Brawl' or 'Underworld Challenge'

SPECIAL RULES

Thinking Man's Troll: Once per half, Ripper may re-roll one dice that was rolled either as a single dice, as part of a multiple dice roll, or as part of a dice pool (this cannot be a dice that was rolled as part of an Armour, Injury or Casualty roll).

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

RIPPER BOLGROT

AGE 66 HEIGHT 9' 3" WEIGHT 461 lbs

ORIGINATING TEAM Deaths Heads

POSITION Blocker

CAREER TOTALS

31 Passing Touchdowns; 443 Kills/Serious Injuries; 3 Bestsellers

AWARDS

Trollslayer Monthly's Most Hated Award 2470-2472, 2474, 2476; Spike! Magazine Strong Arm Award 2487; Spike! Magazine Best Acceptance Speech 2487, 2498; Spike! Magazine Cheekiest Innuendo Award 2498.





Ripper wasn't always the sophisticated specimen that fans know and love today; in fact, during his early days playing for the Deaths Heads, Ripper was regarded as particularly dense. Following a few weeks of 'sports therapy' – the exact nature of which is a closely guarded secret – Ripper found himself blessed with great intelligence and soon began devising a series of new strategies to improve his team. It wasn't long before Ripper began to get noticed in the world of Blood Bowl; the sight of a Troll barking orders on the field, giving eloquent post-match interviews, and giving in-depth game analysis was always going to get noticed!

Though his exquisite combo plays are a sight to behold (even if his teammates are a few Snotlings short of a Pump Wagon! – Ed), it's not just on the pitch where Ripper excels. After a few years, Ripper began to put together an investment portfolio and has had several successful enterprises in the business world; his seasonal partnership with McMurty's selling the 'Rippa Burger', and his appearances on Cabalvision's 'Smash of the Day' being particular highlights. Ripper is also a three-time best-selling author, topping the book charts with his self-help book 'How to Escape a Caustic Relationship'; his autobiography 'From Swamp to Stardom: The Ripper Bolgrot Story'; and his murder-mystery novel 'The Stirland Murders' (soon to be a Cabalvision special – Ed).

With all his lucrative business ventures, it wasn't long before Ripper had amassed enough wealth to buy out the remainder of his contract from the Deaths Heads; constantly being told what to do by a series of coaches who hardly had a brain between them had only increased Ripper's desire to go freelance. As a free agent, Ripper has never been too fussy about who he plays for and has taken to the field alongside the likes of Orc, Goblin, Snotling, and even the odd Skaven team, so long has he is able to negotiate a good deal on his contract; a fact that has baffled many coaches who didn't expect him to actually read any of the small print!

Of course, with increased funds comes an increasingly lavish lifestyle, and these days Ripper is known just as much for his off-the-field antics as his brutal right hook on it – his court case with Ugroth Bolgrot has gone down as a landmark legal battle. Regardless, Ripper is very much one of the greats when it comes to Blood Bowl; the teams he plays for will often see a sharp increase in the number of games won and the wisdom he imparts has seen more than one coach's career skyrocket. If there was any doubt about Ripper's ability to read a game, that is soon quashed after watching him dictate the flow of play and light a fire under all but the most stubborn (or stupid – Ed) of teammates!

CAREER HIGHLIGHTS

2461 After a couple of years of being about as much use as a Snotling in a sumo ring, head coach Grakk of the Deaths Heads sends Ripper for a spot of 'sports therapy'. A mere two weeks later, Ripper returns a completely different Troll. Grakk is left speechless: not only is an intelligent Troll talking to him, but also as he can't get a word in edgeways as Ripper goes into great detail about training and tactics to improve the teams' fortunes. Ripper's insight instantly becomes invaluable and the Deaths Heads begin to rack up wins as Ripper's stock continues to grow.

2478 After a 17-year career for the Deaths Heads, Ripper buys out the remainder of his deal, having become tired of repeatedly explaining every play to his teammates. Ripper sets himself up as a Troll-for-hire, which suits him down to the ground; not only can he get himself a favourable contract, but his expert knowledge of the Old World legal system means he can negotiate his way out of any contract using a series of legal loopholes!

2485 Being a high profile Blood Bowl star does come with the side effect of having other, less talented players try to copy your own unique style; something Ripper found out when a young chainsaw-wielding Orc by the name of Ugroth Bolgrot starts going by the name of 'Ripper'. In what would become a landmark legal battle, Ripper (representing himself of course – Ed) wins against Ugroth. Ripper gives a lengthy public statement where he expresses his pleasure at a victory for common sense and proper legal discourse over intellectual property theft.

PRESENT Ripper has become a household name and is often talked about as one of the best players of the great game. However, all of the fame, fortune and royalties cannot make up for the fact that Ripper is yet to achieve the one thing he has now come to crave – a Blood Bowl Winners Medal. Ripper is set upon finally lifting the coveted trophy – if he can find a Greenskin team clever enough to understand his complex strategies of course!

STAR PLAYER SPOTLIGHT

NOBBLA BLACKWART

'ARMED WITH TEEF'

Experience tells us that when Goblins are given even a taste of power, it tends to go straight to their head and they start 'acting out'. These power trips can be as simple as telling their Orc master where it can stick its laundry (*Orcs do laundry? – Ed*), or as grand as planning to take over the world; it varies from Goblin to Goblin. The now infamous Nobbla Blackwart is a fabulous example of what a Goblin with maniacal machinations can achieve when they have the right tools for the job.



NOBBLA BLACKWART

MA 6

ST 2

AG 3+

PA -

AV 8+



SKILLS & TRAITS

Block, Chainsaw, Dodge, Loner (4+), Secret Weapon, Stunty

PLAYS FOR

'Badlands Brawl' or 'Underworld Challenge'

SPECIAL RULES

Kick 'em while they're down!: Once per game, Nobbla may use the Chainsaw Attack Special action against a Prone or Stunned opposition player. This does not count as a Foul action and so Nobbla cannot be Sent-off when using this ability.

GP
120,000

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

NOBBLA BLACKWART

AGE 37 HEIGHT 3' 7" WEIGHT 87 lbs

ORIGINATING TEAM
The Greenboyz

POSITION
Chainsaw Wielding Loony

CAREER TOTALS
66 serious injuries; 38 Player Fatalities; 456 Red Cards (*The all time record! – Ed*)

AWARDS
Artful Assailment Award 2489, 2491, 2496;
Mesmerising Mutilation Award 2484, 2490, 2494;
Dirty Dan's Foul Play Award 2491, 2497.





There was nothing particularly remarkable about the early years of Nobbla Blackwart's career at the Greenboyz, except for the fact that it lasted a number of years! It was only really amongst his own teammates that the Goblin had earned himself any form of reputation. Nobbla would spend much of his time lurking at the edge of the pitch until he saw an opportunity to dash forwards and stick the boot into a vulnerable opposing player, often stealing the credit for any casualties despite doing the least work. His frustrated and jealous teammates tried a number of times to take Nobbla out of the picture, but each time, the wily Goblin would somehow evade whatever particular plots his teammates concocted to get rid of him, often without even realising their attempts had been foiled!

At their wits end, Nobbla's teammates decided that if they couldn't get rid of their annoying associate, then perhaps they could find a way for him to put an end to himself and test out a new piece of hardware at the same time. With their cunning plan in place, Nobbla was offered first refusal of the new weapon that was taking the world of Blood Bowl by storm – the chainsaw. Nobbla took great delight in this brand new instrument of destruction and soon embarked on the life of a chainsaw-wielding loony. Sadly for the rest of the Greenboyz lineup, Nobbla didn't follow the example set by many of the early Goblin loonies and immediately eviscerate himself upon the whirring

teeth of this shiny new contraption. Instead, he quickly realised that the best time to apply his new 'toy' was the same as when to stick the boot in – when a hapless victim is lying on the ground defenceless!

As time passed, the crafty Goblin continued his devious approach to wielding his chainsaw, ensuring whoever he turned his whirring weapon on was in no position to stop him from hacking away at them. It wasn't just the fans, players and coaching staff that noticed this unique strategy, however; even officials who had been paid to look the other way could only ignore Nobbla's roaring chainsaw and insane cackling for so long. As Blackwart's list of fouls and sending offs continued to grow, the loony became less interested in Blood Bowl and far more concerned with acquiring the record for the 'Greatest Number of Fouls'.

For nearly two decades, Nobbla Blackwart has eagerly performed some of the sport's most spiteful plays. In one instance, Nobbla used his chainsaw to shred a teammate, in the hopes that the spray of blood and body parts would blind the herd of opposition Beastmen. This act earned Nobbla a lifetime ban from the Griswell Memorial Stadium and an honorary doctorate from the Skavenblight University of Sublime Treachery. Nobbla is more than willing to lend his services to anyone who will help him further his bloated career fouls total, delighting at the terror he induces in his opponents and teammates both.

CAREER HIGHLIGHTS

2479 Nobbla Blackwart begins his career with the Greenboyz, a team notorious for their use of various secret weapons and odd contraptions. Nobbla soon becomes unpopular among his teammates, as he takes great delight in inflicting pain upon anyone who 'get in his way'. Attempts are made to end the frustrating Goblin's career, all of which Nobbla foils before repaying with a spiked boot where it hurts most!

2481 As chainsaw fever sweeps across the world, the Greenboyz decide to give the new weapon to Nobbla, hoping that they can both trial the device and finally be rid of the pint-sized pest. However, Nobbla takes to the life of a Looney with great delight, running riot in his first game. During the second half, Nobbla hears rumours that his team gifted him the weapon in the hopes that an 'accident' would befall him. Despite being ejected from the game, Nobbla makes an unscripted return to the pitch, hacking up those who had conspired against him before fleeing, giggling with glee.

2493 Nobbla returns after serving another two-year ban; this time for his involvement in the 'pretend apothecary incident' against the Pudding Lane Prodigies. Like many who are forced away from the things they love, Nobbla's ban gave him plenty of time to understand what was really important to him. The manic Goblin realised the thing he craved was to hold the record for the most fouls. What followed was a plethora of flesh-tearing fouls, outbursts and many applications of a chainsaw to places unmentioned!

2499 Nobbla finally achieves his goal of setting the record for 'Greatest Number of Fouls'. Many pundits believe that the loony will hang up his chainsaw and finally retire, but they would be mistaken as Nobbla is determined to keep increasing his record to ensure no 'upstart copycats' can reach his lofty total. Even after so many years in the game, Nobbla's love for hacking away at a defenceless player doesn't fade and this old loony has plenty of fouling left in him!

STAR PLAYER SPOTLIGHT

SCRAPPA SOREHEAD 'THE HOPPING HOODLUM'

Goblins are renowned for their innovation and 'mastery' of the various weapons and contraptions they take onto the field, from noisy chainsaws to bouncy pogo sticks and primitive wing-suits. There are many stories of Goblins who are so devoted to their crazy equipment that they refuse to part ways with them for even a moment; Goblins like the infamously unruly Scrappa Sorehead, who has spent years perfecting the peculiar art of pogo-ing around the pitch at a perilous pace!



MA

7

ST

2

AG

3+

PA

5+

AV

8+

GP

130,000

SCRAPPA SOREHEAD

SKILLS & TRAITS
 Dirty Player (+1), Dodge, Loner (4+), Pogo Stick, Right Stuff, Sprint, Stunty, Sure Feet

PLAYS FOR
 'Badlands Brawl' or 'Underworld Challenge'

SPECIAL RULES
Yoink!: Once per game, when Scrappa attempts to interfere with a Pass action, he may roll a D6. On a 2+, Scrappa does not need to roll to interfere with the Pass action, instead he automatically makes an Interception and gains control of the ball.

SPIKE! EXCLUSIVE

STAR PLAYER PROFILE

SCRAPPA SOREHEAD

AGE
 Unknown

HEIGHT
 3' 8" (6' 2" on his pogo stick!)

WEIGHT
 84 lbs

ORIGINATING TEAM
 The Lowdown Rats

POSITION
 Pogoer

CAREER TOTALS
 Rushing touchdowns 38, Thrown touchdowns 17, Kills/Serious injuries 225, 13 Life-time Stadium Bans.

AWARDS
 Spike! Magazine's Most Infuriating Player Award 2480.

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STAR PLAYER RATING

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Scrappa spent a number of years helping renowned inventor Pogo Doomspider continue his groundbreaking work on the pogo stick. The pair conducted a vast number of tests to improve the contraption, experimenting with all manner of things from specially grown bouncing fungus to flexible woods from Lustria. In his desperation for progress, Doomspider turned to his wily apprentice to see if the crazed young Gobbo had any ideas of his own. Scrappa was quick to suggest a visit to Farblast & Sons Ordnance Solutions to acquire some pyrotechnics and give them an explosive edge. However, Doomspider realised a fraction too late that Scrappa's calculations about the amount of munitions needed were... somewhat less than accurate. After Doomspider's messy departure from this life, Scrappa continued his master's work, trying a variety of new ways to improve and refine his beloved pogo stick.

While Scrappa continued to work on his new designs, he also took to the field with the Lowdown Rats, mounted atop his pogo stick. The Lowdown Rats had been struggling to find wins, as teams were taking advantage of the Goblins' shorter statures by passing the ball high over their heads. Scrappa's pogo stick was exactly what the apothecary ordered, providing the extra reach the Rats needed. During his debut against the Warp-lightning Bolts, Scrappa was able to stifle the Skaven's passing game

with his aerial antics. Thanks to Scrappa's interceptions, the Lowdown Rats emerged with an unexpected 1-0 win, resulting in Goblin teams across the sport beginning extensive 'research' into pogo sticks.

There have been numerous attempts to replicate Doomspider's original designs, but Scrappa has never shared them. Some say that he will take the secrets of the designs to the grave, others suggest that one day he will take on an apprentice of his own to entrust the sacred origins of pogo-ing to. The more likely story, however, is that Scrappa can no longer remember; his decision to never dismount from his pogo stick has resulted in many blows to the head from low ceilings!

Scrappa, like many Goblins, is well known for his love of practical jokes and pranks. However, even by the standards of Goblins, Scrappa will regularly take a joke far beyond being funny. Scrappa once attached a set of bagpipes to his pogo stick, each bounce pushing air through the instrument and producing a dreadful and grating sound to the frustration of fans, players, and sideline staff! Thankfully for Scrappa, many Goblin and Snotling teams find his escapades charming, entertaining and good for publicity, meaning that the Hopping Hoodlum will always be able to find a way to bounce into action on the gridiron.

CAREER HIGHLIGHTS

2479 Pioneer Pogo Doomspider takes on the young Scrappa as an apprentice to help him to continue his mad tinkering on the Pogo Stick. The excitable apprentice is bursting with ideas, the most ambitious of which eventually results in Pogo's swift demise. Scrappa happily assumes his master's role, continuing to work on less explosive upgrades for the ever reliable pogo stick – after all, he proclaims that the pogo stick is a noble invention and only a complete idiot would try to add rockets to it!

2481 During a pre-match warm-up, Scrappa lands on a teammate as the squads are preparing for kick-off, who proceeds to spend the nearly an hour trying to get his hands on the pogger. The fans quickly grow tired of waiting for the game to begin and join in the chase, but Scrappa is able to nimbly avoid all of his pursuers and escape from the stadium unscathed. Increased pressure from sponsors who did not want to be associated with the pogging menace, left management with no choice but to fire the mischievous Gobbo.

2493 The coach of the Jagged-Tooth Smashers hires Scrappa after witnessing him escape from yet another angry mob the previous week. Knowing that the elusive pogger would be able to navigate the brawling Black Orcs with ease turned out to be a rare stroke of Orcish genius, as Scrappa bounced in three touchdowns. This earned the Smashers an important win and, perhaps more importantly, let the lads enjoy a good scrap rather than focus on the "borin' part of da sport".

2499 Scrappa joined the 'Lethal' Litzelheim Legends on their culinary quest to try Lustria's finest fungus, financed by their percentage of admission to the matches they had scheduled. It was in one of those games, against the Quexicotl Carnosaurs, that his pogo stick was bitten in two by a Saurus blocker. Enraged at the destruction of his prized possession, Scrappa showed an uncharacteristic bout of fury and beat the Saurus to death with the broken pogo stick, before stomping off the field in a huff to mend it!

STAR PLAYER SPOTLIGHT

WITHERGRASP DOUBLEDROOL

'DOUBLE THE HEADS, DOUBLE THE DROOL'

Occasionally Beastmen can be born of human parents. These mutated infants are quickly abandoned to dark forests or cold riverbanks, while their parents blame one another, or more likely, accuse disliked in-laws of being in league with demonic powers. Withergrasp Doubledrool was one such infant, but thankfully for Withergrasp, his twin mewling heads swiftly attracted the attention of his own kind, who were more than willing to take an infant so clearly blessed by the Dark Gods into their care.

WITHERGRASP DOUBLEDROOL

MA 6

ST 3

AG 4+

PA 4+

AV 9+

GP 170,000



SKILLS & TRAITS

Loner (4+), Prehensile Tail, Tackle, Tentacles, Two Heads, Wrestle

PLAYS FOR

'Favoured of...'

SPECIAL RULES

Watch Out! The first time each half that Withergrasp is the target of an opposition player's Block action, he counts as having the Dodge skill.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

WITHERGRASP DOUBLEDROOL

AGE

30

HEIGHT

6' 3"

WEIGHT

227 lbs

ORIGINATING TEAM

Drakwald Beasts

POSITION

Blitzer

CAREER TOTALS

462 rushing paces, 28 interceptions, 24 Sacks, 14 unique mutations.

AWARDS

Most Unique Mutation 2485; Scariest Game Face(s) – Ed) 2487; Finest Form (contested) 2488; Anti-violence Watchdog Committee Worst Tackle of the Year 2495; Forewarned is Four-armed 2496, 2497.



As soon as he was big enough to play, the young Beastman was hurried off to attend an open practice for the Drakwald Beasts. The Beasts' coach took one look at the heavily mutated Withergrasp and hired him on the spot, claiming that years of scouting and having "a good eye for this sort of thing" (*he actually had three!* – Ed) meant that he knows a talented youngster when he sees one! However, just because a player has all the right mutations, doesn't mean that they have any idea how to use them...

Withergrasp's debut game against the Hochland Highborns did not go as planned, with the clueless Beastman proving to be more of a hindrance than a help. Mere seconds after the starting whistle, Doubledrool wrapped his tentacles around the Highborns' Ogre, thinking he could hold the brute in place. However, the Ogre had other ideas, and grasped hold of Withergrasp's tentacles before swinging poor Doubledrool around in the same way as a Fanatic would a ball and chain, bludgeoning him and his teammates into a bloody pulp.

After somehow surviving his disastrous debut, Withergrasp was exiled to the bench and told that neither of his heads would ever see the gridiron again unless there was a dramatic improvement in his play (*although, technically he was responsible for six casualties that*

game! – Ed). What followed was months of rigorous physical training, late nights studying playbooks and hours spent praying to the Chaos Gods, and Nuffle, for their help. Thankfully, those long months of toil paid off better than anyone could have hoped, as the Beastman not only possessed his versatile mutations, but also a set of well-rounded Blood Bowl skills and a strong understanding of defensive play.

Upon his return to the gridiron, Withergrasp proved that hard work and training are more important than being naturally (*or unnaturally!* – Ed) gifted. His training made him a defensive powerhouse, skilled in harassing opposing team's catchers and runners, as these fast-moving players dash towards the end zone. More than one over-confident catcher has found themselves facedown in the dirt with Doubledrool's tentacles wrapped around their ankles as the ball goes sailing out of reach!

After a number of years successfully guarding the Drakwald Beasts' end zone, Withergrasp felt that if he were to reach his ultimate goal of Blood Bowl stardom, he would need to travel around and showcase his skills to the world. So, he packed his bags and announced to all of the followers of Chaos that if they needed a defensive boost, he is the Beastman for the job!

CAREER HIGHLIGHTS

2485 Withergrasp's first game was almost his last, when the Highborns' Ogre got a hold of Withergrasp after he tried to grapple the brute. Rather than try to break loose, the Ogre grasped hold of the tentacles and began to swing Withergrasp around in a deadly arc, decimating the Drakwald Beasts' defensive line and allowing the Highborns to amass an unassailable lead. It took Withergrasp most of the game to regain consciousness, after which he was banished to the bench for the rest of the season.

2489 The Drakwald Beasts were scheduled to play the Oakglade Defenders, a Wood Elf team with a reputation for their pristine uniforms and perfect haircuts. As soon as the team set eyes on the disgusting Withergrasp, however, not a single player on the Wood Elf squad was willing to risk getting slime on their uniform or having their new hairstyle ruffled by the tentacled Beastman, giving the Drakwald Beasts an automatic win and earning Withergrasp (Beast)Man of the Match!

2495 Having established himself as a premium defensive player, Withergrasp takes his talents on the road. While playing alongside the Bloodsoaked Bruisers, Withergrasp earns himself the Anti-violence Watchdog Committee Worst Tackle of the Year award. Inspired by the fury flowing from his teammates, Withergrasp wrapped his tentacles around an opposing Goblin, before squeezing the poor creature with so much force that it popped, just like one of the many boils across Withergrasp's body!

PRESENT To date, Withergrasp's crowning achievement is a nod from Lord Borak, after sacking a Skink with a bone-crunching tackle right in front of the Chaos legend. Since then, Withergrasp has continued to feature in highlight reels, with pundits expecting the mutated Beastman to make a run at the Blood Bowl. The best way to etch your name into history is to hoist the Blood Bowl trophy, with a winners medal swinging from your neck! (*deciding which neck could be an awkward conversation!* – Ed)

NEW SEASON COLOURS

TATZINA SAYS...

"The jungle look is just so hot right now and there have been a number of dazzling styles to come out of Lustria this year. Estelle la Veneaux has made the bold choice to accessorise with tree frogs in a daring ensemble that shouldn't work, but really does! Scales are in when it comes to fashion and the fabulous Boa Kon'ssstriktr has decided to show off his natural assets in a trendsetting visage that is taking the known world by tropical storm!

Goblins, bless them, have never been one for the fashion world, but they certainly know how to accessorise! Nobbla Blackwart has brought the humble chainsaw revving back to the forefront of fashion, while Scrappa Sorehead's pogo stick has become a must-have among all the young greenskins out there!

Whoever says that Norscans have no sense of style has clearly never seen Ivar Eriksson! Fur boots, a finely-combed beard and flagons of foaming ale is a combination that just screams fashion, darling!

However, when it comes to ice-cool fashion one needs look no further than Skrorg Snowpelt. The suave star knows exactly how to make an impression; his dungarees are as cool as the northern lands he hails from and his mane is just so soft and luxurious. And don't get me started on his beard and magnificent moustache, for which he exclusively uses his own range of grooming products to get that beautiful twirl! That's 'Snowpelt's: Hair Care with Flair!'"



ESTELLE LA VENEUX



BOA KON'SSSTRIKTR



NOBBLA BLACKWART



SCRAPPA SOREHEAD



SKRORG SNOWPELT



IVAR ERIKSSON