

BLOOD BOWL[®]

SPIKE!

THE FANTASY FOOTBALL JOURNAL

ISSUE
15



WONDROUS WOMEN!
THE AMAZONS VENTURE OUT OF THE JUNGLE AND ONTO THE PITCH,
BRINGING THE FURY OF THE RAINFOREST CREATURES WITH THEM!

THE SCALED AND THE SORCEROUS!
SOME OF LUSTRIA'S MOST ELITE PLAYERS TAKE TO THE GRIDIRON
AND SHOWCASE THE MYSTERIES OF THE JUNGLE!

ISSUE FIFTEEN!

EVEN MORE OFFICIAL CONTENT FOR THE GAME OF FANTASY FOOTBALL!



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 Kyne.

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'ssstriktr



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'ssstriktr, 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 Blitzzer	8	3	3+	5+	8+	Dodge, Hit and Run, Jump Up, Sprint, Strip Ball
Dioyne Riverweaver	Piranha Warrior Blitzzer	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 Grimalon	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 VENEUX

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 VENEUX

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.

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STAR PLAYER RATING

CAREER HIGHLIGHTS

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 rivaling 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'ownes, 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 Prodiges 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 stretchered 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

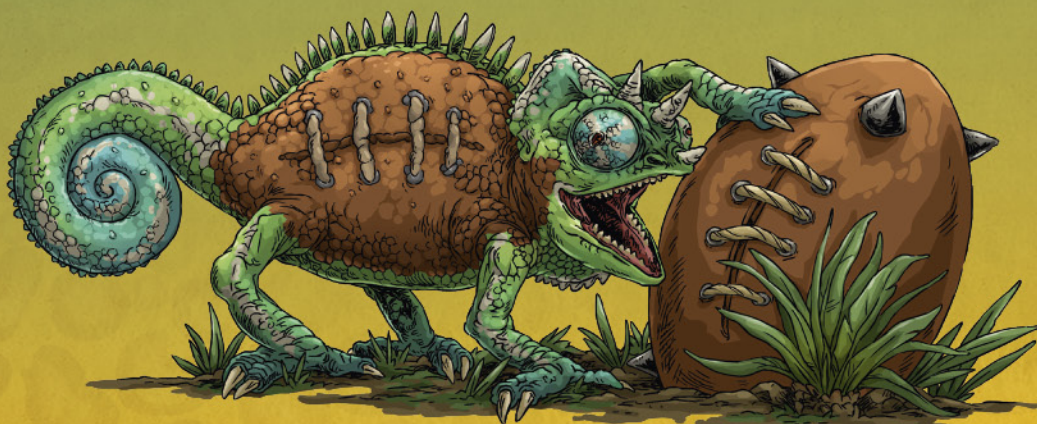
QTY	POSITION	COST (GP)
5 x	Eagle Warriors	250,000
2 x	Piranha Warriors	180,000
2 x	Python Warriors	160,000
2 x	Jaguar Warriors	220,000
3 x	Re-rolls	180,000
+1	Dedicated Fan	10,000
Total	1,000,000 gold pieces	

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.

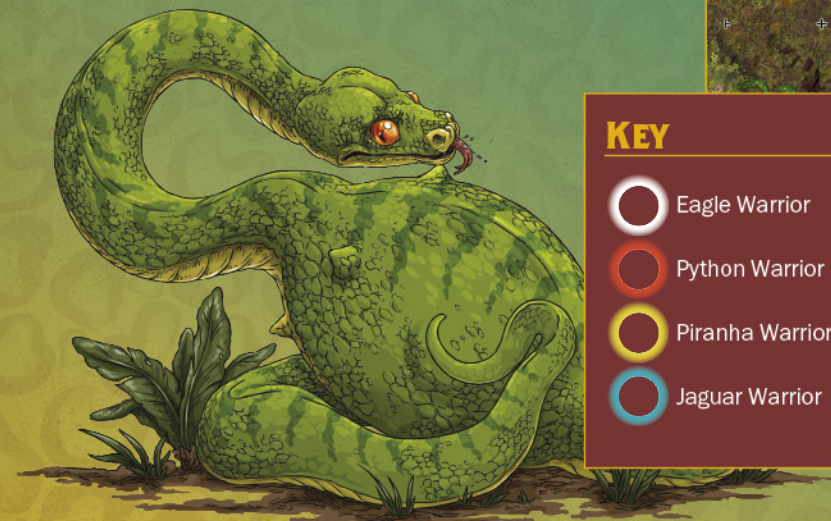
DEFENCE

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 Thrower 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	GP	AS
Thrower							Pass		

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 Blocker 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'

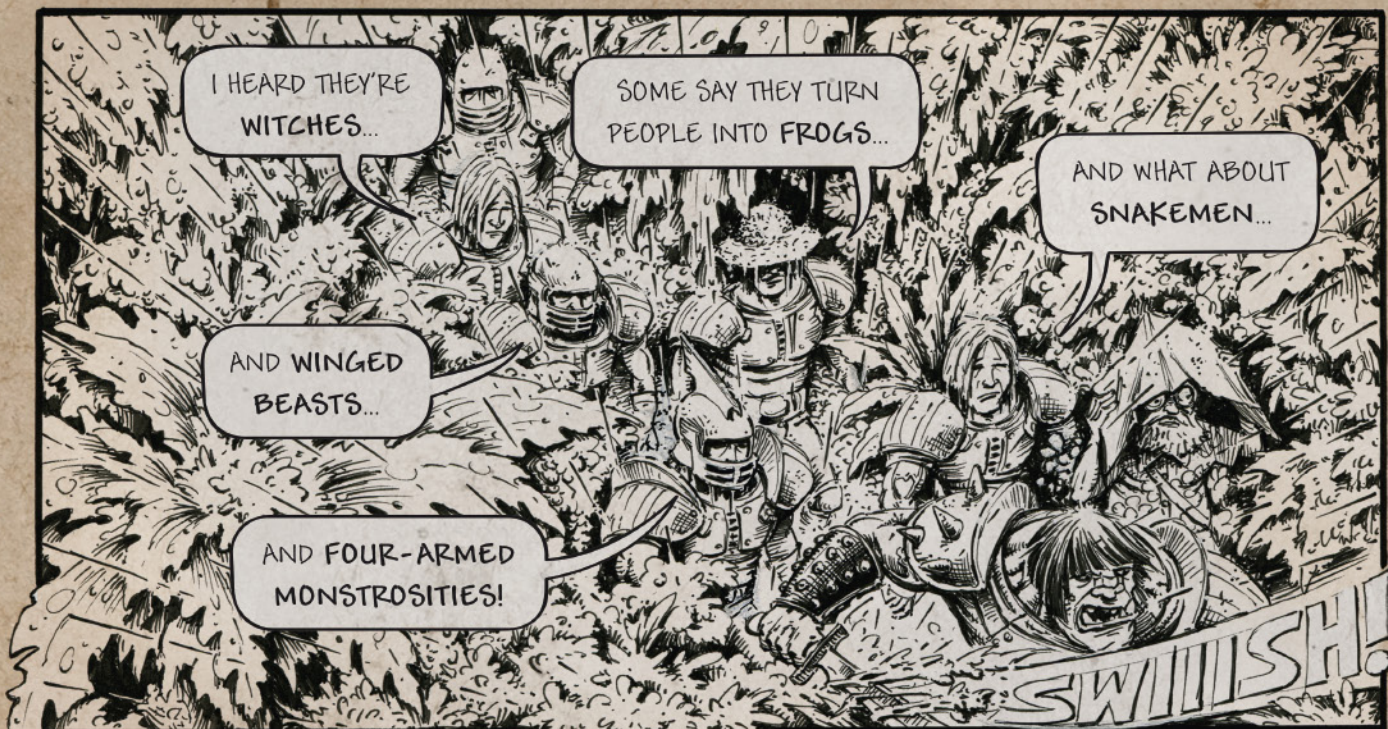
ARE YOU SURE THIS IS THE PLACE, COACH?

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!

SWISH!



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





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



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



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



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



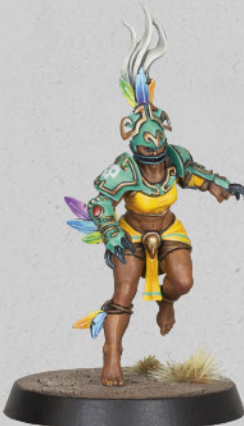
**KOTILPE SILVERTREE,
EAGLE WARRIOR LINEWOMAN,
KARA TEMPLE HARPIES**



**OLEYA BLACKSKY,
EAGLE WARRIOR LINEWOMAN,
KARA TEMPLE HARPIES**



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



**ELIPE GRIMTALON,
EAGLE WARRIOR LINEWOMAN,
KARA TEMPLE HARPIES**



**HAESIA FEATHERSHARD,
EAGLE WARRIOR LINEWOMAN,
KARA TEMPLE HARPIES**

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library.

ISBN: 978-1-83906-796-9
Games Workshop Web site: www.warhammer.com
Forge World Web site: www.forgeworld.co.uk



**RHESIPPE SUNFANG,
PYTHON WARRIOR THROWER,
KARA TEMPLE HARPIES**



**LORSELLA GREYHAWK,
EAGLE WARRIOR LINEWOMAN,
KARA TEMPLE HARPIES**



**DIOYNE RIVERWEAVER,
PIRANHA WARRIOR BLITZER,
KARA TEMPLE HARPIES**



**ESTELLE LA VENAUX,
STAR PLAYER**



**BOA KON'SSSTRIKTR,
STAR PLAYER**



**GLOTL STOP,
STAR PLAYER**