

BLOOD BOWL[®]

SPIKE!

THE FANTASY FOOTBALL JOURNAL



ISSUE
02



IT'S A NIGHTMARE!

THE ARROGANT AND MURDEROUS
DARK ELF TEAM REVEALED!

LEGENDS OF NAGGAROTH!

THE CRUEL AND STYLISH STARS
OF THE DARK ELVEN NATION!

ISSUE TWO!

EVEN MORE OFFICIAL CONTENT FOR THE GAME OF FANTASY FOOTBALL



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GREETINGS SPORTS FANS!

Welcome to a Dark Elf-packed issue of *Spike! Journal*, bursting with more porcelain skin, spiked heels and arrogant sneers than you can shake a barbed whip at! Don't let their willowy Elfish ways or their extensive shoe collections fool you, these players are some of the best in the game – ripping, running and rampaging their way down the pitch with more style than a fancy hat made of diamonds!

In this issue, we pull back the curtain on the Land of Chill and reveal the cut-throat* world of the Dark Elves in Blood Bowl. We leave no dungeon unopened to bring you the real story on these talented killers. You'll learn all about the rise of the Dark Elf teams, and how they have helped re-shape the game as we know it – dragging it kicking and screaming (mostly just screaming) into the modern age. From the Darkside Cowboys to Khaine's Killers, no one can deny that they have carved their name into the tender flesh of the game and continue to do so every time they stalk onto the Blood Bowl pitch. And what would the Dark Elf teams be without all of those memorable Star Players! This issue, we have a host of profiles, interviews and even retrospectives revealing the charming, cruel and outright terrifying Dark Elf champions of the pitch.

Read about Jeremiah Kool, father of the running game. A legend in his own lifetime, he has broken almost as many records as he has opposing players' bones. Following in Kool's footsteps is Hubris Rakarth, Kool's successor as captain of the Cowboys and arguably the most hostile player currently in the game. This bloodthirsty young Elf is larger than life, both on and off the

pitch**! And what exposé of the Dark Elf teams would be complete without Roxanna Darknail? A vision of beauty with raven-black hair, in some stadiums Roxanna even has her own theme song to accompany her murderous rampages. Then there is Asperon Thorn – the old-school Thrower bringing a bit of the classic passing game to the Dark Elves – but being no less savage and cruel because of it. If anything, being shown up time and again by Jeremiah Kool and his followers has only made Thorn even more vicious to play against!

Joining these big names are other greats of the game, such as Mordrix Hex, Kiroth Krakeneye, Elijah Doom and Horkon Heartripper – each having made their own brutal contributions to how the rest of the world views the Dark Elves of Blood Bowl.

So there you have it! Now, make yourself comfortable and discover the collective cunning of the Dark Elves, their special plays, how they build their teams and who from their menagerie of murderers coaches can call upon should they really want to kick the stuffing out of their opponents!



Mali Keith,
Guest Editor *Spike! Journal*

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*To put it mildly!

**Some fans believe he's nearly 8 feet tall!

THE DARKEST OF THE DARK!

Spike! Journal continues its in-depth exploration of the many and varied teams that take part in this most bloody of blood sports. This time, we'll be scratching just below the surface of our world and exploring hidden realms, as we boldly venture into the underground waterways of frozen Naggaroth.

Join us, as we open the Great Book of Nuffle to find out about one of the most enigmatic and stylish of races to play the great game – the Dark Elves!

DID YOU KNOW...

Dark Elves are renowned for being evil and depraved – and that's just the fans! However, the nastiest Dark Elf of all must be Hubris Rakarth of the Darkside Cowboys, who is so incredibly cruel and vicious that we simply don't dare tell you what he is capable of, in case he finds out and comes to get us!

Far from the shores of the Old World, across the vast Great Ocean, lies the dark and frozen realm of the mysterious Druchii, commonly called Dark Elves by savages such as you and I. These fell kin of the High Elves once lived a secret existence, hidden away from the primitive races of the world, venturing forth only to prosecute their aeons-long civil war against their kin to the south, to raid and pillage the lands of other races for the slaves that keep them in the comfort to which they are accustomed, or for the sacrifices that fuel their dark and disturbing religions and cults.

In the distant past, all Elves were one race, but long ago their civilisation and even their very realm was sundered in a terrible civil war. Driven from their homeland, the defeated Dark Elves chanced upon a frozen and desolate land, a realm as cold as their embittered hearts, which they christened Naggaroth. Soon, explorers discovered the entrances to vast underground rivers and cave complexes, which in time the artifice of the Dark Elves converted into the network of subterranean waterways from which they would strike at the farthest corners of the world, spreading fear and taking slaves.

For thousands of years, the Elven civil war raged on in secret. In time, the Elves' appetite for war was eclipsed by their discovery of a new and, some say, even more violent way of settling their rivalries – Blood Bowl. The various Elven races came to a grudging peace in order to establish the Elven Leagues. Teams of Dark, High, Wood, and even Sea Elves would become famous within their own realms and beyond. Yet even as many Elven teams became household names across the Old World and throughout NAF competition, the Dark Elves kept themselves largely

hidden from the world. Hidden, that is, until 2422, when the denizens of Naggaroth shook off their veil of secrecy, bursting into the public eye when the now legendary Darkside Cowboys became the first Dark Elf team seen in a packed-to-capacity Old World stadium, decimating the Halfling Pinkfoot Panthers in short order and proceeding to round up droves of spectators to take away as slaves.

In the years that followed, Dark Elf teams went on to become an increasingly common sight on the circuit, their performances on the pitch making them solid fan favourites even as their disturbing predilections off-pitch delighted the thrill-starved masses.

DARK ELVES (THE LINEMEN)

The Dark Elves are descendants of warrior folk from ancient days, and the traditions of the distant past still influence many of their training methods. Once, Dark Elves approached the game very similarly to their kin of Ulthuan or Loren, but in recent years the Dark Elf play style has dramatically evolved to suit the modern game, becoming far more rough and tumble, the better to take on the most violent opposition. Linemen and linewomen of Druchii Blood Bowl teams are often drawn from the same city, giving a team a distinct regional character and loyal following among the denizens of its hometown. Training camps teach rookie players the basic skills of the game in rigorous and torturous regimes, moulding them into disciplined players the equal of the most skilled stars playing for other races.

As these young Dark Elves mature,

they are drafted into a pro team together, ensuring a strong degree of camaraderie among the players – and shared hatred of everyone else! As a result, it is fair to say that Dark Elf Blood Bowl is a reflection of their wider society in that it is a true meritocracy, and talented players can rise to greatness from humble origins.

BLITZERS

A custom amongst the highborn nobles of the Druchii is to keep stables of Cold Ones – mighty lizards native to the cavernous depths beneath Naggaroth. To ride these beasts, Druchii nobles must smear their skin repeatedly in the foul slime the creatures secrete, masking their natural scent and fooling the Cold Ones into accepting them. The downside of this is that over time it numbs and chills the flesh even as the fumes destroy all sense of smell and taste. This has become a habit common amongst Dark Elf Blood Bowl players, particularly those who fulfil the role of Blitzter, who plunge deep into opposition lines, savagely bring down opponents or punch channels through which Runners may pass. They utilise the slime to increase their endurance and deaden their senses to the pain associated with, for example, being tackled by a Minotaur. In turn, the deadening of sensation makes Druchii Blitzters ever more brave and ferocious in their play style, as they constantly seek more powerful stimuli.

RUNNERS

Teams of other Elven races delight in what they consider to be 'classically correct' Blood Bowl. Relying on a strong passing game, they attempt to rush receivers forwards before the Thrower makes an impeccable pass, moving the ball a huge distance in one simple action. Dark Elves, however, have seen another way to excel at the game and prove their superiority to their hated kin. Inspired by the infamous Jeremiah Kool, a whole generation of sports fans has grown up watching a strong running game exemplified by the Druchii. After the kick-off, the ball is quickly secured by a strong, agile, and above all, fast player who will run it the length of the pitch into the opposition's End Zone, protected by team-mates all the way. Should the player running the ball be tackled,

they will attempt to quickly pass it off to a team-mate, a manoeuvre that Kool excelled at. Teams all across Naggaroth have adopted this style of offensive play, and running players, pupils of the Kool style, are ever in high demand.

WITCH ELVES

Besides sacred Nuffle, Dark Elves have long worshipped other deities, particularly the Elven God Khaine, the bloody-handed god of murder, and his cult is the largest in Dark Elf society. The truest and most dedicated of female supplicants will become Witch Elves – the Brides of Khaine. These frenzied killers revel in violent bloodshed, so it is no surprise that they are readily drawn to Blood Bowl as a way of showing their devotion to their deity. These servants of Khaine might appear young and clean of limb, but in fact many are ancient and embittered. To remain strong and vibrant, they must ritually bathe in the blood of their foes, and there are few more choice opportunities to do so than on the Blood Bowl pitch. Many

a foe has been tricked into an entirely false sense of superiority when facing a fresh-faced and willowy Witch Elf, only seeing too late that these are the most violent and murderous of their kind, having bathed in vast quantities of blood! Teams and coaches in their turn are always ready to welcome Witch Elves onto the roster, for their speed and agility is legendary, and their ferocity second to none.

ASSASSINS

While the young female devotees of Khaine are destined to become wild and ferocious Witch Elves, young male supplicants to the Cult of Khaine are destined to become Assassins. Trained in the arts of silent murder their whole lives, Assassins are a prized commodity within Druchii society, ever ready to aid in the removal of tiresome individuals or annoying relatives. A great many Assassins are attracted to Blood Bowl, and their skills are in high demand as the sudden removal from this mortal coil of a troublesome opposition player is always welcome with the players, whilst the fans are ever delighted to see a firm crowd favourite expire unexpectedly in a shower of arterial blood.



DID YOU KNOW...

The last reporter to ask Roxanna Darknail her age is still missing – though pieces of him periodically turn up being used as pom-poms by Roxanna's cheer squad.

FAMOUS DARK ELF TEAMS

THE DARKSIDE COWBOYS:

Undeniably the most famous Dark Elf team of all time, the Cowboys were the first Druchii team to burst onto the world stage when in 2422 they stepped out of the secrecy of the Elven Leagues to face an unwitting Halfling side, massacring the opposition and rounding up the spectators before spiriting themselves and their bounty away. This caused tremendous uproar. Blood Bowl fans were awestruck by the spectacle, whilst many other teams threatened the NAF with boycotts should the Cowboys be granted access to a major Conference. In a moment, the world had learned of the existence of Dark Elves as something distinct from their High Elf kin, and the Cowboys' place in history was secured. Over the coming years, the Cowboys would rise to heights undreamed of within the NAF and in time would introduce the world to a player that would change the game, an approach to offensive spells that would bewilder the Colleges of Magic, and a cheerleading squad that would prove pivotal in the sport's greatest scandal and help to bankrupt the NAF. Quite the pedigree, even without mentioning their services to heeled boots!

KELETHRAI EXECUTIONERS:

Hailing from Har Ganeth, the spiritual centre of the Cult of Khaine, the Executioners are a team with a tradition of fielding many members of the Cult of Khaine, often at the expense of other positionals. This tactic has seen them achieve some success in recent years, though often at the expense of the opposition's future, and consequently many an opposition side has refused to take

to the field against them. Named in honour of the captain of Har Ganeth's elite swordsmen, Kelethrai himself earned great fame when his regiment took part in the mass execution of a thousand High Elf captives. Such was the delight of the crowds present to the spectacle of wave upon wave of severed High Elf heads tumbling down the steps of Khaine's temple in perfectly choreographed unison that the swordsmen regularly appear during half-time to display their skill, dispatching a couple of hundred lucky fans with incredible precision.

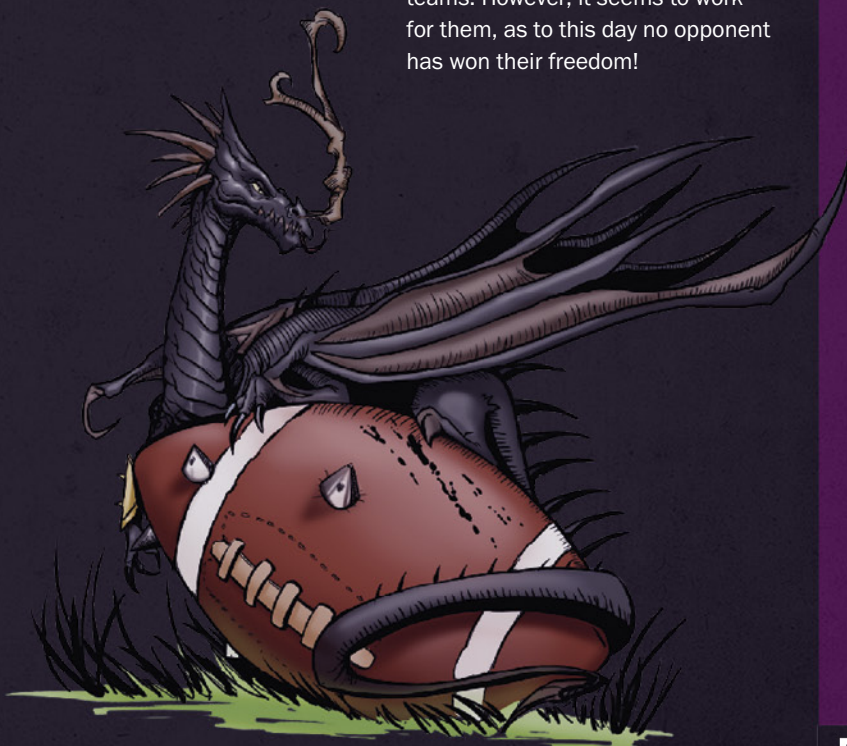
THE HARPIES OF KAROND KAR:

The city of Karond Kar is famed for the flocks of harpies that nest in its high spires. Some claim these strange creatures are the spirits of long dead Witch Elves given physical form, others that they are a type of Chaos Daemon. Whatever the case, they are cruel creatures that delight in torturing their prey, and in that the team that bears their name emulates them to perfection, for the Harpies excel in torturing the opposition. They offer chances to score that are then snatched away, they toy with opponents, slowly breaking their spirit by presenting a weak defence that

suddenly and unexpectedly closes in a fatal fashion to cut down and weaken the opposition. Alternatively, they present a seemingly ineffective offensive drive that before the final whistle blows comes alive with a savage brutality. It all combines to make facing them a truly painful experience.

THE BLACK ARK CORSAIRS: For as long as anyone can remember, the Black Ark Corsairs have plied the oceans of the world, splitting their time equally between Blood Bowl and wanton acts of piracy. When a ship's lookout catches sight of their black sails upon the horizon, the crew knows that fleeing is futile as they will soon be overrun by sorcerously fast hunters. When this happens, they are given the chance to form a team and play a game of Blood Bowl against their captors, with their freedom as the prize.

The Corsairs are a bizarre team, seeming to delight in an archaic form of the game which focuses on long plays combined with dramatic blitzes and defensive plays, and they play with a mixture of discipline and swashbuckling bravado not seen amongst more conventional Druchii teams. However, it seems to work for them, as to this day no opponent has won their freedom!



TEAM ROSTER

QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS	NORMAL	DOUBLE
0-16	Linemen	70,000	6	3	4	8	None	GA	SP
0-2	Runners	80,000	7	3	4	7	Dump-off	GAP	S
0-2	Assassins	90,000	6	3	4	7	Shadowing, Stab	GA	SP
0-4	Blitzers	100,000	7	3	4	8	Block	GA	SP
0-2	Witch Elves	110,000	7	3	4	7	Dodge, Frenzy, Jump Up	GA	SP
0-8	Re-roll counters: 50,000 gold pieces each								

STAR PLAYER REFERENCE



NAME	PLAYS FOR	SKILLS	COST (GP)	MA	ST	AG	AV
Asperon Thorn	Dark Elf, Elven Union, High Elf	Hail Mary Pass, Kick-off Return, Loner, Pass, Safe Throw, Sure Hands	160,000	6	3	4	8
Eldril Sidewinder	Dark Elf, Elven Union, High Elf, Wood Elf	Catch, Dodge, Hypnotic Gaze, Loner, Nerves of Steel, Pass Block	200,000	8	3	4	7
Elijah Doom	Dark Elf, Elven Union	Fend, Guard, Loner, Stand Firm, Wrestle	190,000	6	3	4	9
Horkon Heartripper	Dark Elf	Dodge, Leap, Loner, Multiple Block, Shadowing, Stab	210,000	7	3	4	7
Hubris Rakarth	Dark Elf, Elven Union	Block, Dirty Player, Jump Up, Loner, Mighty Blow, Strip Ball	260,000	7	4	4	8
Kiroth Krakeneye	Dark Elf, Elven Union	Disturbing Presence, Foul Appearance, Loner, Pass Block, Tackle, Tentacles	170,000	7	3	4	8
Mordrix Hex	Dark Elf	Block, Dauntless, Dodge, Fend, Frenzy, Loner, Mighty Blow	230,000	7	3	4	7
Morg 'n' Thorg	Any except Khemri, Necromantic and Undead	Block, Loner, Mighty Blow, Thick Skull, Throw Team-mate	430,000	6	6	3	10
Roxanna Darknail	Amazon, Dark Elf	Dodge, Frenzy, Jump Up, Juggernaut, Leap, Loner	250,000	8	3	5	7
Golden Era Star Player							
Jeremiah Kool	Dark Elf	Block, Dodge, Diving Catch, Dump-off, Kick-off Return, Loner, Nerves of Steel, Pass, Side Step	390,000	8	3	5	8



CHAT WITH THE RAT

Hackspit 'the Scribbler' Quillchewer is our ace Skaven reporter on the pitch, scrabbling down among the blood and gore to get to the juicy meat of the game and bringing you the real story on today's Blood Bowl super stars. In this instalment of his infamous Behind the Crystal Ball series, he talks with the Miraculous Monty of Cabalvision and chats with the notorious and hostile Hubris Rakarth!

ODD GODS OF NAGGAROTH

QUILLCHEWER: So Monty, Dark Elves and Khaine – what's that all about?

MONTY: Well, I'm sure our fans have all seen Witch Elves dancing in the End Zone, covered in blood and offering up their victories to Khaine, or Assassins stalking the line of scrimmage... Well, you could be mistaken in thinking that Khaine was the only god they worshipped, or that Khaine and Khorne were somehow the same god.

QUILLCHEWER: They aren't?

MONTY: Goodness, no! Under all the gore, screams and blood they are very different – for instance, did you know that other Elves also believe in Khaine? In fact, there's a whole pantheon of Elven gods, such as Lileath the Maiden, Vaul the Maker and Hoeth, Lord of Wisdom, to name but a few.

QUILLCHEWER: Hmmmm, in Skavenblight we only have one god... isn't that right my dark master...

MONTY: Yes... In any case – while most Elves take a broad view on their pantheon, the Dark Elves have gone, for want of a better term, a bit murder-mad. This is probably why they like Blood Bowl so much!

QUILLCHEWER: What about Nuffle? I've heard Roxanna thank-thank him in her Most Sadistic Player award speeches a number of times now.

MONTY: Well, the Dark Elves are nothing if not pragmatic, and with their love of Blood Bowl it is hardly surprising that their traditional gods should see some competition from sacred Nuffle! I mean, how could an almost immortal pro player not be tempted to his worship? It's the logical way to lengthen one's career!

QUILLCHEWER: Amazing – so to get this straight, there are lots-lots of Elven gods, but Dark Elves like Khaine best, some also worship Nuffle and his cousin Slaanesh, but generally not openly?

MONTY: That's right – I think that the Witch King has a problem with Dark Elves believing in anything bigger or scarier than him, if the truth be told!

A FIT OF HUBRIS

QUILLCHEWER: So Hubris, can I call you Hubris? Yes, Hubris Rakarth – tell us about what it means to be one of the most fearsome players on the pitch today? Fearsome, yes-yes!

RAKARTH: Sure thing Hackspit, and don't take it personally if I sit up wind, my hair looks better from this angle anyway. One of the most fearsome? I'd like to meet these others that consider themselves my peers – because unless Jeremiah Kool decides to come out of retirement, I

consider myself to be peerless when it comes to the sport.

QUILLCHEWER: True-true, would you say the way Dark Elf teams play today is the result of Jeremiah Kool's teachings?

RAKARTH: Hackspit, I'd say the way every team plays today is down to Jeramiah – of course everyone knows we Elves lead the way in all things, and Blood Bowl is no different!

QUILLCHEWER: Elves, you do of course only speak for Dark Elves?

RAKARTH: Is there any other kind? Seriously though, High Elves are yesterday's news, so caught up in the past – and as for the ones from Loren, pah, I refuse to even call them my kin! The truth is that the Dark Elves are the only true Elves in the game today.

QUILLCHEWER: Yes-yes, but what about the Elven Union?

RAKARTH: Don't tar me with the brush of those turncoats and quitters – just because the NAF no longer exists doesn't mean you can spit on the grave of the forefathers of the game and team up with whoever you like!

QUILLCHEWER: But, haven't you played Exhibition Matches for Union teams?

RAKARTH: Now Hackspit, this is Blood Bowl, and I'm sure you'd never let a little thing like integrity or hypocrisy get in the way of big bag of gold!

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 in some cases set on fire!

CROWD FUMBLER VIOLENCE

We remember Blazing Helms Blitzter Helmut Knacker and his fickle fan base. For two consecutive games, the well-liked Blitzter was hurled into the crowd by his opponents and each time survived, despite the less than gentle handling of the spectators. Hearing of Helmut's near-misses, the Wasteland Warriors decided it wouldn't be third time lucky for the Blitzter. When Helmut's team squared off against the Warriors, some of the Chaos Chosen's benchwarmers were waiting in the stands – needless to say, Helmut's lucky streak wasn't the only thing broken that day!

A GRAVE FOR SEVEN GOBLINS

We remember the Scribbage Scrappers starting line-up. In a memorable game against the Darkland Bulls, the plucky Goblin team somehow managed to get their hands on the ball and form a cage around it (perhaps they mistakenly thought they were Orcs! – Ed). Sadly for the Scribbage Scrappers, their cage was more of a wet paper bag and the Bulls made short work of their weedy adversaries – leaving a trail of little mangled green bodies all the way to the End Zone!

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

DID YOU KNOW...

The league balls for the Cities of Malice Championship are made from the skins of specially selected slaves. During the off-season, a group of 'lucky' slaves are purposefully fattened up to give the stitch-masters plenty of material to work with!

THE NAGGAROTH NIGHTWINGS

As part of our ongoing series covering the illustrious histories of famous franchises, we here at *Spike! Journal* are this month focussing on a most infamous team of yesteryear, the Naggaroth Nightwings.

The Nightwings formed way back in the early 2380s, based in the cold city of Naggarond, capital city of Naggaroth. For many years, they campaigned within the closed Elven Leagues, coming to dominate the elite Elven Kingdoms league in the 2420s under the captaincy of fresh signing Asperon Thorn. They are fondly remembered for being amongst the first Druchii teams to heavily recruit prospects from the Cult of Khaine rather than traditional training academies, making great use of these dedicated killers in key offensive roles, a tactic other Dark Elf teams were quick to adopt and that for a time threatened the Elven realms with a fresh outbreak of civil war. The devotees of Khaine were particularly hated in Ulthuan, and an international incident was narrowly avoided in 2438 when the NAF itself intervened, convincing diplomats on both sides of the Elven cultural divide that the fans loved the followers of Khaine taking to the pitch so much that they wouldn't be going away anytime soon – the rulers

of Ulthuan would just have to find a way to deal with it!

In the early 2430s, the Nightwings broke into the NAF proper, following in the footsteps of the Cowboys and being welcomed into the AFC. They were tipped by many for success but never quite managed to break through the wall of talent and experience presented by several other famous teams that for decades had dominated that conference. But was anyone really surprised! As every sports fan knows, with teams like the Reavers, the Gouged Eye, the Champions and the Eagles all dominating the AFC year upon year, many other squads were included as little more than cannon fodder for the NAF's biggest guns. That the Nightwings made the play-offs and beyond several times is actually an achievement worthy of note!

However, things got complicated for the Nightwings during the 2480s, when a new franchise sprang up in Naggarond. The Naggarond Nightmares were a young team, inspired by the Cowboys and the showmanship of Jeremiah Kool, and they wasted no time in spreading rumours that several Nightwings players were secretly from Ulthuan – why else would they play like boring old High Elves? This sparked a blood feud that was to become

the highlight of the decade for many fans and which dominated the headlines until a still bigger scandal implicating the Cowboys broke.

Just as the feud was getting really interesting for everyone, the 2488 abscondment of the NAF commissioner with all of the organisation's cash changed the focus of public attention entirely. Whilst the youthful Nightmares were able to quickly adapt to the changing face of the sport in the following season, the Nightwings were forced into closure. However, in an unexpected display of solidarity, the Naggarond Nightmares opened their ranks to the veteran Naggaroth Nightwings players and announced to the fans of both teams that their new kit would combine the heritage of both, the black and purple colours of the Nightmares paired with the heraldry of the Nightwings. For the players and fans from the city of Naggarond, Blood Bowl was more important than petty politics!

So it is that today the long history of this oldest of teams continues anew under the banner of the Naggaroth Nightmares, bringing their own form of Dark Elf magic to a new generation of fans, combining as they do the very best of the old and the new.

TEAM PROFILE: THE NAGGAROTH NIGHTWINGS

TEAM COLOURS: Green and red/black and purple

OWNER: Marishel the Fair, Sister of the Dark Convent

HEAD COACH: Duriath Helblade

PLAYERS: Dark Elves

TEAM HONOURS: Elven Kingdoms League Champions 2391, 2399, 2421, 2456, 2480;
Chaos Cup Champions 2432, 2480; NAF AFC Central Divisional Champions 2443, 2467, 2445, 2480

HALL OF FAME: Asperon Thorn, Arkhul Blackhand, Meriann Lightning

SPIKE! TEAM RATING: 276

CAREER HIGHLIGHTS

2391 The Nightwings storm to a famous victory in the Elven Kingdoms league, their first of many, when they use their home turf advantage against the Ulthuan team, the Lions of Chrace, to great advantage. They ensure that the light levels are so low in their subterranean stadium that not only are the hated High Elves at a disadvantage, but several players are lost to the gaping chasm that lies open beside the visitors' dugouts!

2432 The Nightwings make incredible use of good fortune when the Black Ark aboard which they are voyaging is sucked into a magical vortex and deposited off the coast of Norsca where that year's Chaos Cup Open tournament is to be held, three days ahead of the opening rounds! Sensing the touch of Slaanesh in this, the Nightwings play with remarkable grit and determination, securing a hard-fought victory which in turn leads to their inclusion in the NAF AFC the following year.

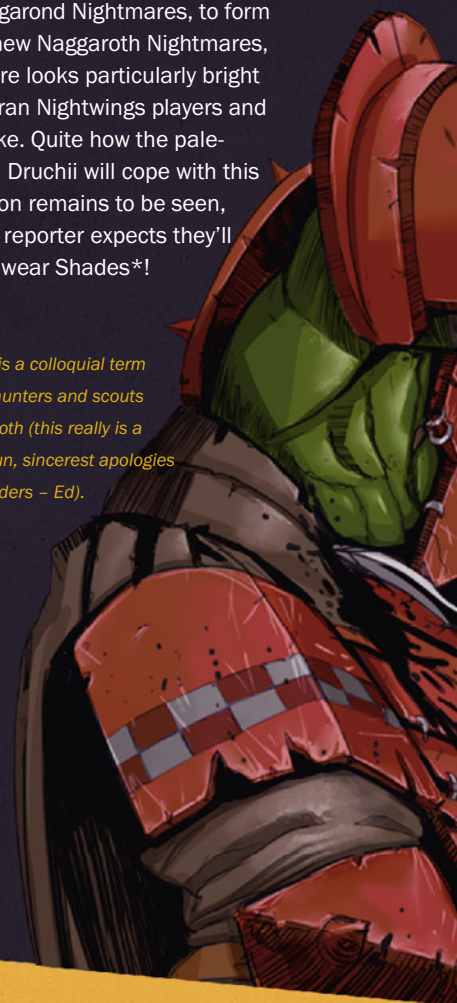
2456 In a return to form following a couple of difficult seasons in the AFC, the Nightwings romp to an easy win in the Elven Kingdoms league, claiming their fourth title. The highlight of the season for fans is undeniably a now infamous match against the Kelethrai Executioners, in which the half-time show becomes a contest to see who can spill more blood in honour of Khaine. The second half of the match is played before eerily silent stands!

2489 Still reeling from their public feud with the Nightmares, the Nightwings are thrown into disarray when the NAF collapses, taking with it the organisation and structure they have become so comfortable with over the years. The team falls into receivership and is forced to sell its home stadium, which they sensibly do for cash up-front from three different buyers, none of whom knows about the other two!

PRESENT

Having merged with their former rivals, the Naggarond Nightmares, to form the all new Naggaroth Nightmares, the future looks particularly bright for veteran Nightwings players and fans alike. Quite how the pale-skinned Druchii will cope with this prediction remains to be seen, but this reporter expects they'll have to wear Shades*!

**Shades is a colloquial term used for hunters and scouts in Naggaroth (this really is a terrible pun, sincerest apologies to the readers – Ed).*



HALL OF FAME: NAGGAROTH NIGHTWINGS 2479-2480 SQUAD

NAME	POSITION	MA	ST	AG	AV	SKILLS
Rokudan Fey	Blitzer	8	3	4	8	Block, Mighty Blow, Tackle
Gonnen Fellbane	Lineman	6	3	4	8	Dirty Player, Wrestle
Rozanne Nail-Venom	Lineman	6	3	4	8	Dodge, Side Step
Meriann Harakon	Witch Elf	8	3	4	7	Block, Dodge, Frenzy, Juggernaut, Jump Up
Eoran Lightning	Runner	7	3	4	7	Dump-off, Nerves of Steel
Petro D'Arvill	Lineman	6	3	4	8	Kick
Arkhu Blackhand	Blitzer	7	3	4	8	Block, Catch, Dodge, Side Step, Sprint
Lavesil Darkshade	Witch Elf	7	3	5	7	Dodge, Frenzy, Jump Up, Leap, Wrestle
Asperon Thorn	Thrower	6	3	4	8	Hail Mary Pass, Kick-off Return, Pass, Safe Throw, Sure Hands
Laxon Hrull	Lineman	6	3	4	8	Stand Firm
Blakkagh Blood-Quencher	Runner	7	3	5	7	Catch, Dodge, Dump-off
Vossi Stormcaller	Lineman	6	4	4	8	Block, Guard
The Naggaroth Nightwings	3 Assistant Coaches					3 re-rolls
Dark Elf Team	5 Cheerleaders					8 Fan Factor
Head Coach Duriath Helblade	1 Apothecary					Total Cost of Team: 2,060,000 gp

FAVoured OF KHAINE: The Naggaroth Nightwings were one of the first Dark Elf teams to recruit players from the ranks of the Cult of Khaine. As a result, they have a large following amongst the worshippers of the god of murder. This was always a great boon for the Nightwings, and often problematic for their opponents!

Whenever an opposition player is pushed off the pitch and into the crowd, there is an increased chance that they will be injured by the blood-crazed devotees of Khaine in attendance. When making an Injury roll for a player pushed into the crowd, add +1 to the result of the dice roll.

Additionally, if a Pitch Invasion result is rolled on the Kick-off table, the Naggaroth Nightwings coach gains a +1 modifier to their D6 rolls. This is in addition to the FAME modifier.

STAR PLAYER SPOTLIGHT

JEREMIAH KOOL, THE FLASHING BLADE

Of all the notable players to be awarded a permanent place of honour in the NAF Hall of Fame, few can compare to the legendary Jeremiah Kool, a player many claim changed the face of the game forever, whilst simultaneously changing the faces of many an opposition defence player, and who will long be remembered for his unique skills and dominant presence on the pitch.

Join us then, noble reader, as we plunge boldly into the underworld of Naggaroth to bring you an unprecedented report on the life and career of arguably the sport's greatest player!



JEREMIAH KOOL
DARK ELF
 390,000 GOLD PIECES

MA	ST	AG	AV
8	3	5	8

SKILLS:
 BLOCK, DODGE, DIVING CATCH, DUMP-OFF,
 KICK-OFF RETURN, LONER, NERVES OF STEEL,
 PASS, SIDE STEP

TEAMS:
 DARK ELF

SPIKE!
THE FANTASY FOOTBALL JOURNAL

JEREMIAH KOOL

AGE: 225.
HEIGHT: 6 FT 6 INCHES.
WEIGHT: 161 LBS.
ORIGINATING TEAM: THE DARKSIDE COWBOYS.
POSITION: RUNNER.

CAREER TOTALS: 80 CATCHES FOR OVER 1,000 YARDS IN SINGLE SEASON PLAYING AS CATCHER, CAREER TOTAL OF 32,407 PASSING YARDS, CAREER TOTAL OF 242 PASSING TOUCHDOWNS AND 387 RUSHING TOUCHDOWNS, 91 PLAYER FATALITIES

AWARDS: BLOODWEISER BEST NEWCOMER MEDAL 2474; SINGLE MATCH FATALITIES RECORD 2478 (STILL THE RECORD); SPIKE! MAGAZINE STRONG ARM AWARD 2475, 2476, 2477; INNOVATION AWARD 2477, 2478, 2481, 2484; SUDDEN DEATH AWARD 2479, 2481; FINEST FORM 2478, 2480; SPIKE! MAGAZINE DEFENSIVE CATCHER AWARD 2474; BLOOD BOWL WINNERS MEDAL 2481, 2488

Jeremiah Kool was brought into the Darkside Cowboys side at the start of the 2474 season, following an absolute fiasco of a match in 2473 against the Kishago Werebears, which lasted many days and led to the death or disablement of all players involved. An incredible physical specimen with a malicious streak wider than the Sea of Chill, Kool excelled in all roles and over several years developed many new tricks and plays that would bewilder the opposition and captivate fans. Tiring of the classical roles which Elves force players into and believing them to hamper play, frustrated at seeing many of their star Throwers perfect passes intercepted by opposition players whom they held in utter contempt, and absolutely over being clotheslined by common thugs when attempting to catch a pass, the Cowboys players were quick to adopt Kool's ideas.

Kool's most infamous trick became known as the dump-off, and led to no end of wild accusations from other teams who believed at first that the enigmatic Dark Elf was using magical means to teleport a ball from his grasp to the hands of a team-mate rather than face an honest block in the time-honoured tradition. Many in the sport at that time felt that a ball carrier should hug the ball close and take their lumps when blocked or tackled. Not Kool, who became suddenly, and perhaps even magically, free of the ball and then displayed a tendency to respond in kind to a block with flashes of murderous violence. As Kool's casualty count skyrocketed and accusations of illegal use of magic flooded into the NAF, the matter was eventually settled when the famous pundit Monny Jötunn cottoned on to what was happening; Kool was waiting until the last split second, and even as he reacted viciously to being blocked,

he would pass the ball to a nearby team-mate with a speed and accuracy that boggled the mind and fooled the eye! With the ball safe, Kool ensured that however the block was resolved, his team retained possession and play would continue on.

Today, Kool has retired from play and despite his young age (in Elven terms) has sworn not to return. Instead, he busies himself as Offensive Magic coordinator for the Darkside Cowboys, running the prestigious Underearth Academy of Offensive Sports Magic he founded many years ago, building upon and developing the use of the micro-spells that he himself introduced in response to the aforementioned wrongful accusations of using magic illegally. He also focuses much of his energy into coaching the next generation of players through his personal training academy, and is never short of young hopefuls wanting to learn the Kool-style from the master himself.

His legacy is one that will last because as all the 'Kool Kids' say, *"Passing is for losers, real Blood Bowl players run with the ball!"*

"A person should be accused only of what they have done, to be accused otherwise is most unjust! But if the accusations levelled against a person are false, the best course of action is to get out there and make sure they are true!"

Jeremiah Kool, speaking before the NAF Disciplinary Committee in 2479

GOLDEN ERA STAR PLAYERS

As a general rule, Star Players are still active and still play the game, meaning they can be hired as Inducements with tremendous ease and no particular restrictions on their use beyond any an individual league or event wishes to impose.

However, some Star Players are clearly historical characters who have retired from the game or, in many cases, shuffled off this mortal coil, and hiring them may prove problematic! It also opens the door to the possibility of a certain element of rose-tinted reminiscence, and there is a risk that their skills and abilities may be a bit over the top, exaggerated through the retelling of their fantastic prowess as players.

Golden Era Star Players sit apart from others – they are an optional addition to leagues and Tournaments, designed ideally for Exhibition Play using Hall of Fame teams published by Games Workshop or of your own creation. League Commissioners and event organisers should specify which, if any, Golden Era Star Players may be included in their league or event separately to any guidelines on the use of normal Star Players. Coaches preparing for an Exhibition Match should decide between themselves which, if any, Golden Era Star Players will be included, though it must be said that such legendary characters will present coaches with the opportunity to try out some incredible "what if..." scenarios.

CAREER HIGHLIGHTS

2474 Jeremiah Kool debuts for the Darkside Cowboys in a season of rebuilding, following the infamous match against the Kishago Werebears at the end of the 2473 season. He initially plays as a Catcher, his unusually large frame and preternatural agility making him a natural in the role, and he goes on to make 80 catches in over 1,000 yards in his first season alone, earning him his lasting nickname – the Flashing Blade – due to his incredible reactions and phenomenal turn of speed.

2475 Kool switches ends to play as first thrower for the Cowboys, his imposing figure and strong arm combining with impeccable timing, natural ability and unflinching nerve, not to mention a deep understanding of the receiver's role. He has all the makings of a great. In the whole season, Kool suffers zero defensive sacks, always able to unhurriedly clear the ball before rounding on a Blitzter with great ferocity. By the end of the season, it is rumoured that Kool can stop a blitz in its tracks with a mere curl of his lip!

2477 In the first match of the Elven League season, Kool unveils the culmination of months of secret training and drilling. Catching the kick with accustomed ease, he stuns the opposition when, rather than prepare an impeccable pass to a well-positioned receiver as is the accepted Elven style, he sets off running. His team-mates respond instantly, dealing with opposition players – sometimes permanently – and clearing the way for him, who in turn scores in record time. Dual-threat Throwers are not uncommon in other conferences, but

the Elven Leagues are dismayed by this break from tradition. The fans, however, are delighted.

2478 As teams facing the Cowboys in the NFC Central conference quickly adapt to the dual-threat Thrower, they find themselves confounded by fresh advances in his unorthodox style, resulting in accusations of illegal use of magic to teleport the ball around the field. That of course is not the case, and the Cowboys players are saddened by the accusations. To bolster team spirits, Kool approaches the mages of several famous institutions to negotiate forming an outreach education programme for Blood Bowl players wishing to better themselves through reading (Seriously? That's what we're saying here? Whatever! – Ed).

2479 Having been wrongly accused of utilising magic, the Cowboys are ready to prove that they can indeed utilise magic wrongly. Working in conjunction with Underearth University in Naggarond, the Cowboys train vigorously in the use of micro-spells; miniature offensive spells

that can be deployed mid-game for various results, from sending an opposition player into a deep slumber, to turning their head inside out. Kool himself heads up the experimentation arm of the project.

2488 During the Blood Bowl Championship game of the 87/88 season, NAF commissioner Nikk Three-Horn absconds with the Cowboys' cheerleading squad and the contents of the NAF treasury. In spite of the loss of arguably the most famed cheerleaders in the known world, Kool's side emerges victorious. The Cowboys quickly rebuild. The NAF, however, does not. Kool later announces his permanent retirement from play, handing the team captaincy to Hubris Rakarth, whom has been groomed for the position over several seasons. *Spike! Magazine* editor at the time, Royston Vermouth, questions the string of coincidences, but no one takes him seriously and he dies shortly afterwards when he nails his head to his desk in a tragic DIY incident.

JEREMIAH'S KOOL KIDS PROGRAMME

Little Uli is all alone...

Every day he stares at the door to his hovel wondering if his parents will ever come home – but they won't, because they are dead. It's not Uli's fault his parents were stupid and chose to sit so close to the pitch during a Kelethrai Executioners game – but they did, and now they are dead.

Jeremiah's Kool Kids Programme is an organisation set up to help deal with those unfortunates left behind by match day mass sacrifices to appease the terrible will of our Lord Khaine. So if you know about any orphans please let us know, because Naggaroth can never have too many slaves!

DIRT FROM THE DUGOUT

Mindy Pie whistle is our Halfling on the spot when it comes to the dishy dirt and salacious scandals that our readers have come to know and love. This issue, Mindy takes a trip to the magical isle of Ulthuan to uncover the shocking secrets of the Elven fans!

NOT SO HIGH 'ELF' AND MIGHTY

SPIKE!: So what have you got for our fans today Mindy – because I know we all want to see those tree-hugging sea-pixies brought down a peg or two!

MINDY: Whoa there – seems like someone has some issues to work through... but I do have some lovely dirt to dish for you on the 'not so divided by an eternal civil war' Elven fans.

SPIKE!: Do tell!

MINDY: We all know what a big fan of the game the Phoenix King is, and how he never misses a home match when the Caledor Dragons and Galadrieth Gladiators play – well, as these blurry clairvoyant captures show, you can clearly see the king lounging in his garden wearing a Darkside Cowboys t-shirt!

SPIKE!: Shocking!

MINDY: And he's not the only one – I've spoken to the ordinary citizens of Ulthuan, and some of them share the king's secret obsession. One Elf I spoke to even had this to say: 'Sure we are supposed to hate those pointy-ea... I mean Dark Elves, but

they play a mean game of Blood Bowl, and sometimes I want to see someone from my own species really pound a human into the ground – is there anything wrong with that?'

Another even offered to sell me bootleg copies of Cabalvision Dark Elf replay charms, which are still banned in many of the island's provinces!

SPIKE!: Amazing – and what do the Dark Elf teams make of this secret fan base among their hated kin?

MINDY: Well... I did manage to ask Roxanna Darknail for her thoughts as she was leaving the pitch last week.

SPIKE!: And what was her answer?

MINDY: Well I'm not sure, she wouldn't stop laughing...

UNUSUAL ORIGINS

MINDY: Some say that Horkon Heartripper never intended to become a Blood Bowl player, and that he came to the vocation by a highly unusual route. At one time, Heartripper was a paid assassin of fearsome repute and able to command a huge fee for his services. For years the name of Horkon Heartripper was known and feared across the land, but so accomplished was he that his face was never seen, for he never left any witnesses behind to describe it!

And then came the most testing contract of Heartripper's career. He was employed by the owner of the Ashbane Vendettas team to assassinate 'Silky' Skunkan, captain of the Dark Mountain Spiders and

settle a rivalry that had simmered for eight seasons. Silky had somehow evaded Heartripper throughout the run-up to the crucial match, forcing the assassin to attempt something no other of his kin had ever achieved – to infiltrate a Blood Bowl pitch in front of tens of thousands of fans and kill his mark.

Heartripper might have succeeded, had not one of the Ashbane Vendettas' Throwers caught sight of him and passed him a spectacular long bomb. Acting on instinct, Heartripper caught the ball. He had no idea how to play Blood Bowl, but over the course of the next few minutes had a crash course. By the end of the match, Silky and several other key members of the Spiders squad were slain, but Heartripper's face, having been projected across the continent, was now known to millions. Horkon Heartripper's career as a professional assassin was over, but his career as a Blood Bowl player had only just begun!

Obviously, all of this is just between you and I, isn't it? Erm... Why are you writing this down?



STAR PLAYER SPOTLIGHT

ROXANNA DARKNAIL, THE QUEEN OF HEARTS (AND LIVERS...)

For this special Dark Elf edition of your favourite sports review magazine, we here at Spike! Journal sent our finest, and most polite, investigative reporters, along with an entourage of sacrificial assistants, to secure an in-depth interview with none other than Roxanna Darknail! She sent us back their skins in a bucket.

So please, read this carefully-worded essay focusing on stuff we know the fine lady doesn't get angry about instead!

ROXANNA DARKNAIL

DARK ELF
250,000 GOLD PIECES

MA	ST	AG	AV
8	3	5	7

SKILLS:
DODGE, FRENZY, JUMP UP,
JUGGERNAUT, LEAP, LONER

TEAMS:
AMAZON, DARK ELF

ROXANNA DARKNAIL

SPIKE!
THE FANTASY FOOTBALL JOURNAL

AGE: A LADY DOESN'T TELL.
HEIGHT: 5 FT 11 INCHES (OUT OF HEELS).
WEIGHT: A GENTLEMAN DOESN'T ASK.
ORIGINATING TEAM: DARKSIDE COWBOYS.
POSITION: RECEIVER.

CAREER TOTALS: RUSHING 45 PACES
PER GAME AVERAGE, 22 CATCHING
TOUCHDOWNS, 301 FATALITIES

AWARDS: MOST BLOOD SPILLED 2492;
SUDDEN DEATH AWARD 2490;
FLAWLESS SKIN
COMMENDATION 2480-94

363
SPIKE! JOURNAL
PLAYER RATING

That the Druchii worship different gods to their kin in Ulthuan is no secret, indeed it was a religious schism that led to the civil war that sundered Nagarythe millennia ago. The favoured god of the Druchii is undoubtedly Khaine, the bloody-handed god of murder, and a patron these twisted folk are attracted to for he delights in their readiness to resort to violence to settle even the most minor of disputes.

Witch Elves, as common folk call the Brides of Khaine, are the most wicked and cruel of all their race, dedicated as they are from childhood to serving their god's malevolent need for sacrifice. Their existence is a blood-soaked one as they perform daily rites and rituals to appease their cruel lord, and thousands of slaves and other unfortunates are sacrificed upon Khaine's altars each year by his blood-drenched brides. In return

for their devotions, Khaine gifts his brides with eternal youth and beauty. Through an ancient form of blood magic, the Brides of Khaine derive vitality and energy from the blood of their victims, and Khaine's most successful followers can live an eternity thanks to this dark pact!

Roxanna had been a high priestess of the Cult of Khaine for longer than any dare to say. Second only to High Priestess Hellebron herself, she is counted amongst the most favoured of Khaine's brides. Yet several decades ago, Roxanna was drawn to leave the temples of Har Ganeth and to seek out more from her life, venturing onto the Blood Bowl pitch and following in the footsteps of many of her sisters and brothers. Khaine is always keen to see his followers step out onto Nuffle's sacred turf, for the opportunity for extreme violence and to

bring sudden death to an unwary foe is ever present, and Khaine delights in such unexpected bloodshed.

However, there are those amongst the Cult of Khaine who believe that Roxanna has slipped in her devotion to the bloody-handed god, those who suggest that as her fame as a player increases, so her adulation of Nuffle replaces her dedication to Khaine. Of course, any who whisper such things do so with great caution, for Roxanna has a great fondness for decorating the banners of the Cowboys' dugouts with the flayed remains of her critics!

"It's a shame that investigative reporters are so short-lived, I'd be delighted to answer their questions, but for whatever reason so many keep turning up dead!"

Roxanna Darknail, interviewed for NBC's Weekly Sports Hour show

CAREER HIGHLIGHTS

2476 Bored by her life of endless bloodshed and cruelty within the Sisterhood of Khaine, Roxanna sets her black heart on a career as a Blood Bowl player. For many decades now, since their first appearance on the Naggaroth Nightwings squad in 2421, devotees of Khaine have been popular recruits. Roxanna sets her sights high and tries out for the Darkside Cowboys. After slaughtering several other hopefuls, she is signed in short order.

2480 Roxanna is awarded the inaugural Flawless Skin Commendation by Gorenier, an award that brings with it several new sponsorship opportunities.

However, Roxanna must face allegations from her detractors that her youthful appearance is a result of her dark pact with Khaine, and that without the blood of her victims, her complexion would be far from perfect. She quickly agrees with these allegations, leaving her accusers dumbfounded!

2490 En route to a famous victory in the Elven Kingdoms League for the Cowboys, under the captaincy of Hubris Rakarth, Roxanna dispatches the famed High Elf kicker, Dolfar Longstride in the twenty-third second of the game in a spectacular shower of viscera that wows the fans and is soon to become one of the clips used in the opening sequence of

ABC's World Wide Sports Wide World highlights show, making it one of the most viewed on-pitch murders in recent years.

2493 Hoping to repeat her glorious 2492 season, Roxanna is dismayed by the sudden appearance for the Kelethrai Executioners of a long term rival within the Cult of Khaine, Mordrix Hex, who is determined to claim her share of the fresh, hot blood. Roxanna sparks off a feud that will leave dozens of players eviscerated and exsanguinated before the end of the season and the fans are delighted by this new on-pitch rivalry.

STAR PLAYER SPOTLIGHT

ASPERON THORN, THE LONG ARM OF NAGGAROTH

We've a rare treat for our readers in this issue, as we take a look back over the long and illustrious career of one of the sport's longest-standing luminaires! Some call him a relic of a bygone age, others call him a manifest representation of all that is best in the Elven game. Most simply call him 'Sir', as in 'Please sir, stop stabbing me!'. Join us as we celebrate the one and only, Asperon Thorn!



ASPERON THORN

DARK ELF

160,000 GOLD PIECES



MA	ST	AG	AV
6	3	4	8

SKILLS:

HAIL MARY PASS, KICK-OFF RETURN, LONER, PASS, SAFE THROW, SURE HANDS

TEAMS:

DARK ELF, ELVEN UNION, HIGH ELF

ASPERON THORN

SPIKE!

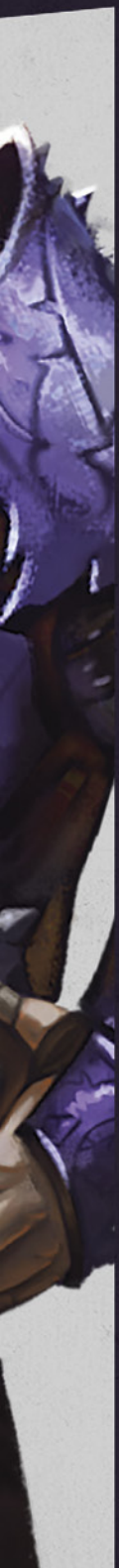
THE FANTASY FOOTBALL JOURNAL

AGE: 579.
HEIGHT: 6 FT 3 INCHES.
WEIGHT: 148 LBS.
ORIGINATING TEAM:
THE NAGGAROTH NIGHTWINGS.
POSITION: THROWER.

CAREER TOTALS: 135,801 PASSING YARDS, 406 PASSING TOUCHDOWNS, 4,321 COMPLETIONS

AWARDS: BEST NEWCOMER MEDAL 2385 (PRE-BLOODWEISER SPONSORSHIP); SPIKE! MAGAZINE STRONG ARM AWARD 2387, 2389, 2391, 2403, 2417, 2428, 2452; ELVEN KINGDOMS LEAGUE WINNERS MEDAL 2391, 2399, 2421, 2456, 2480; CHAOS CUP WINNERS MEDAL 2432, 2480





Elves are an incredibly long-lived race, and barring the sort of unexpected mishaps which in Dark Elf society aren't really very unexpected at all, are able to pursue athletic careers for many decades, sometimes even for centuries. Asperon Thorn is one such lucky individual, having made his professional debut for the Naggaroth Nightwings way back in 2384, long before the Darkside Cowboys' first public appearance, at a time when Dark Elf teams competed exclusively in the secretive Elven Leagues of Ulthuan and Naggaroth. Thorn was no innocent youngster even then, and rumour has it that the cantankerous older Elf quickly stamped his authority onto the younger players in his squad.

In those halcyon days of yesteryear, and for as long as anyone can remember, Druchii teams, like their hated kin from Ulthuan and Loren, pursued what they deemed to be the 'classically correct' game,

one in which teams would religiously follow the teachings of the sacred commissioner Roze-El. Following holy playbooks which taught them to rely on the superiority of the passing game, teams would aim to protect their Thrower even as receivers pushed through any strong defence, hoping to make it into the open to receive a perfectly executed pass, thus advancing the ball towards the opposition's End Zone in a series of glorious plays. Meanwhile, defence players would attempt to halt this advance and even to 'sack' the Thrower, halting play before the ball had moved forward. Quite the spectacle I'm sure you'd agree, readers!

Of course, much has changed in recent years, but for players such as Asperon Thorn, the classical game is still the ideal to strive for, and cheap tricks or low tactics do not equate to worthy wins. A Thrower of

remarkable grace and skill, the equal many say of his hated counterpart Valen Swift, Thorn has earned a lasting place in the hearts of true fans and the NAF Hall of Fame, and today hires his impeccable services out to the highest bidder or those seeking to put on a display of classical brilliance. Many Druchii teams will take him on for a game or two, the sudden appearance of this unexpected expert in the long game granting them a huge advantage over unprepared opponents. It must be said however that, for the most part, Thorn spends his days training with Elven Union teams and has even been rumoured to play for the occasional High Elf team, hiding his identity behind heavy make-up and a blonde wig!

"Garn! Get off my property! Damn young whippersnappers coming round here looking for interviews..."

*Asperon Thorn,
speaking from his porch*

CAREER HIGHLIGHTS

2368 A youthful Asperon Thorn signs up for Djimm Thorp's Boot Camp, an early training programme run by the legendary assistant to sacred commissioner Roze-El himself, a programme which in later decades would provide the inspiration for so many other such schemes.

2384 Asperon Thorn makes his professional debut for the Naggaroth Nightwings, playing in the secretive Elven Kingdoms League. He quickly makes a name for himself in an early match against the Caledor Dragons, played in the Nightwings underground stadium, when a precise but very high pass dislodges a stalactite from

the chamber roof and the resulting rockfall takes out most of the Dragons' defensive line.

2421 Stepping out as the freshly-signed first Thrower for the Naggaroth Nightwings, Thorn leads his team to a season of glory in the Elven Kingdoms League, winning the title with an unassailable season record of 24 wins, 1 draw and 2 losses. Thorn dismisses complaints from officials in Ulthuan that this record was only possible thanks to the sudden appearance of players recruited from the Cult of Khaine to key offensive positions.

2432 Building upon the success of past years and revelling in the attention Druchii teams have been enjoying since the Cowboys burst onto the world stage a decade earlier, Thorn leads his team to a stunning victory in the Chaos Cup. Playing a classically perfect game, the Nightwings secure victory over the Claws of Chaos with a series of perfectly executed and received passes. The game ends 7-0, but the Claws seem unconcerned about their loss when the final body count reveals 12 dead Druchii and 2 more seriously injured.

INTRODUCTION

CRUEL AND THE GANG

As befits their twisted nature, the Dark Elves of Naggaroth are the most aggressive of the Elven teams. They don't suffer from the delicate sensibilities of their fairer kin and they relish going toe-to-toe with the brutes of the game. Dark Elves delight in torturing their opponents in as many ways as possible, being equally capable of standing off and taunting slow-moving opponents as they are swarming in for the kill and pressuring the opposition in tight quarters.

The Dark Elves are a team that can intimidate almost any opposition, as much through skill as sheer malevolence. The speed and ferocity of the Witch Elves might seem at odds with their apparent fragility but the hardiness of their Blitzers is enough to take on the toughest players of most races and, to top this, the skill and agility of even their lowliest Lineman are a match for many a seasoned pro. It is a foolish coach who underestimates the Dark Elves, and a more foolish one still who fails to understand fully where their weaknesses lie. This playbook, scribed by veteran Blood Bowl coach and celebrated Necromancer Joemanji the Terrible, contains all of the dark and dastardly tricks a rookie Dark Elf coach could wish to learn to start them well on the road to victory.

Dark Elves are one of the most flexible teams in the game, with their combination of reasonable survivability, decent pace and their supreme ability to quickly reposition players. Were they a weapon they'd be a rapier rather a club, and they often only give back as much as a coach is able to put in. A true challenge for both rookie and master alike, they have one of the highest skill ceilings of all the teams in the game but are unforgiving of even the slightest mistake. What else would you expect of the Druchii?

FLEXIBILITY

With flexibility comes choice, and it will come as no surprise then that there are a number of different styles of play the Dark Elf coach can adopt within their team. Most immediately, Dark Elves excel at rearranging themselves into a defensive line across the pitch, preventing their opponents from moving downfield without being forced to attempt numerous, often improbable, dodges.

The aim is to leave no players in contact and no large gaps in the defence, so that the opposition is limited to one Blitz action per turn, and even if that succeeds, they shouldn't find a gap in the line behind through which to move. This is however where the unforgiving nature of the Druchii can be felt most keenly, as to begin with the team isn't particularly blessed with skills or re-rolls. As such, a coach must order their actions very carefully, moving players who don't need to roll dice into the outline of a defence before dodging or blocking to lock it down. A good plan is to aim to reach the point where every successful 2+ Dodge is the icing on the cake rather than something that you can't afford to fail.

Eventually, the opposition will be forced to move their players into contact, a situation the malicious Druchii thrive upon! Here they can use their speed and agility to reposition to maximise Blocks and Assists, again paying keen attention to the order of player activations to minimise risk. If they can push back the opposing team with Blocks whilst maintaining a strong defensive line, their defence should start to look impregnable. Finally, the opposition will have to resort to ever more risky plays, at which point Dark Elves have all the attributes needed to sweep in and take full advantage. Nuffle can seem a cruel god indeed, and never more so than when the Dark Elves are on hand to take advantage of his less fortunate adherents!

AGGRESSION

Sometimes however, the cruel nature of the Dark Elves must be expressed with more immediacy, and the team does offer coaches a more aggressive route to overwhelming an opposition. Dark Elves are an agility team more capable than most at piling into contact with an opposing offence, pressuring it into losing momentum and grinding to a halt. Without any high Strength players on their roster, Dark Elves must apply pressure across the full width of the Blood Bowl pitch more surgically, and this is certainly a more complicated approach than the passive defence described previously. The basic idea is to one-on-one mark as many opposition players as possible, relying on the fact that with only one Blitz action per turn, a cage formation will find itself unable to move forward even if they knock down all of the Dark Elves.

An opposing player taking a Block

action can only move to follow up, and even this is not guaranteed to be in the most useful direction. The aim is to not have all the Dark Elves knocked over of course, but rather to mark up in such a way that the opposition is faced with a number of risky one-dice blocks. This is where the Dark Elves' decent armour plays a key role, as hopefully much of the team remains standing or only Prone. Where other types of Elven players might be Knocked Out or worse, the Druchii have the Movement and Agility to reposition and apply the pressure all over again. The aim of this tactic is not to overwhelm the opposing cage in one glorious surge, but to build pressure on it over several turns. Hopefully, the opposition will be forced to scatter their players, protecting the ball carrier with an ever-weakening cage or screen. This is the moment when a cunning coach can use the team's repositioning speed to swarm the new formation and hopefully return the ball to its rightful place – in the hands of a Dark Elf player!

On offence, the Druchii will play much like any other Elven team, looking to cage loosely and shift the play from side-to-side in search of a gap to exploit in an opponent's defensive lines. Dark Elves like to avoid caging too tightly against stronger teams, who might easily surround and overwhelm them. Whilst a bashing team looks to develop a tight formation in which to rumble slowly downfield, Dark Elves should be looking to flit from position to position, placing their players in numerous spots, each of which can form a focus around which the next loose cage can be formed.

A DARK ELF TEAM ON OFFENCE

Note how there are at least two players exerting tackle zones onto every route the defence might attempt to take to reach the ball carrier, and how the Dark Elf coach can quickly and safely move the ball carrier away from any threats that start to form.

Against other Elves and similar teams that are not stronger than the Dark Elves, it is prudent to protect the ball carrier more traditionally. The cunning Dark Elf coach won't want to leave easy dodges through the screen of defenders around their ball carrier, something less likely to be a concern against the plodding approach of Dwarfs or Undead, for example. The Druchii love nothing more than to bully and intimidate, and if the opportunity arises to out-muscle the opposition then it would be out of character to ignore it! Never forget the true strength of the team however; the ability to take advantage of any mistake made or misfortune suffered by the opposition to quickly reposition and take advantage.

Remember also that unlike other Elf teams, Dark Elves have Witch Elves. These Khainite fanatics are a dangerous threat, as the opposition must defend the sidelines carefully if they wish to avoid seeing their players meet the fans prematurely! Frenzy can help you narrow the pitch or force the opposition to overcommit to defending one sideline without the Witch Elves even needing to do any

work. The threat of their presence alone should force the opposition to react very differently against a Dark Elf team than to any of their kin.

STARTING A LEAGUE

There are a number of potential rosters the Dark Elf coach might recruit when founding a league team with the princely sum of one million gold pieces. Without a doubt, the two most commonly seen are the two most reliable during the early days of a new franchise.

Firstly a line-up featuring three Blitzers, a Witch Elf, seven Linemen and two team re-rolls fits the bill nicely. Alternatively, a coach may opt for four Blitzers, a Runner, six Linemen and two team re-rolls. Both options are possible when creating a new team for a league and both options have their benefits.

Many experienced Dark Elf coaches will recommend that rookie teams start with a Witch Elf. All Elves like to dodge and Dark Elves are no different to their kin in this respect, therefore having at least one player that starts with the Dodge skill is invaluable when the team is still made up of rookie players and at its most unreliable. A good plan is to use her as the ball carrier in the

first game, and if she can score a couple of touchdowns, she will gain a Skill roll immediately. A Witch Elf with the Block or Wrestle skill is a terrifying prospect for the opposition to deal with early on in a league when they too are mostly rookie players, so this sort of planning will see a Dark Elf team gain a strong weapon with which to dominate the early stages of your league, should it go to plan, of course!

The purpose of the Runner-focused roster is partly to gain skills on that player as quickly as possible, often with the intention of taking Leader as a first skill in an effort to overcome the team's shortage of re-rolls. Many coaches wish to emulate the great Jeremiah Kool with their Runners, giving them Nerves of Steel early on, and whilst this is a desirable combination, such greatness doesn't happen overnight. Planning for the future with Runners is key, and when a roster has two that have taken more, dare we say, essential skills, such as Leader, Block or Dodge, then is the time to start thinking about emulating greatness!

Any Dark Elf coach would love to start out with more re-rolls, but it would be a false economy to sacrifice some of the strong positional players

available to try to fit in a third re-roll. Equally, one re-roll is very light indeed for a team that starts with only a few basic skills, so trying to pack your roster with all the best players is equally likely to lead to disaster. Remember, for all AG4 is a fantastic boon, Dark Elves do fall over when dodging and like any other team, they do have accidents when blocking, so re-rolls are still essential!

As the league continues, a coach will be able to develop their players through gaining skills and characteristic increases! A good first skill for all Blitzers is Dodge. Players with both the Block and Dodge skills (the dreaded 'Blodgers'!) are very difficult to knock down, and with Agility 4 and Movement 7, the Dark Elf Blitzers are perfectly built to make use of the added reliability on Dodge rolls. After that, the Blitzers can be tailored to more specific roles. Side Step is a great pick, making the player even trickier to deal with. At least one Blitzers with Tackle is also very useful for helping to deal with those players in the opposition who have Dodge.

As with the Blitzers, Witch Elves really benefit from the ability to combine Block and Dodge after only one Improvement roll, in this case with the addition of Block as they already start with Dodge. Witch Elves can also take Wrestle over Block, making them even

more effective at taking down opposition ball carriers and halting an opposition attempt to score.

Runners are an interesting player to develop. As has been mentioned, Leader is useful for the team, but does not help protect an otherwise vulnerable player. A coach can build on the player's Dump-off skill with the addition of Pass, Nerves of Steel or Dodge. Or they can build a dedicated Thrower with the likes of Sure Hands, Pass and Accurate. The options here are quite varied, and some thought should be given on the direction a Runner wants to take early on.

Linemen and Assassins have the most flexibility in their development. A good base for any Elf is always likely to be Block or Wrestle and Dodge. An additional Tackle never goes amiss and building a safety-playing Lineman with Wrestle and Tackle is more efficient than a Blitzers. One player with the Kick skill can also be useful to the team, and better that it be on a Lineman than your more dynamic positional players.

TOURNAMENT AND EXHIBITION PLAY ROSTERS

A typical Tournament will allow a slightly larger budget of 1.1 million gold pieces with which to purchase a starting team, and this is a very good size for playing a stand-alone game when coaches desire a break from the stresses of league play. A good Dark Elf roster for games like this, and one that many an experienced coach might build, could include three Blitzers, two Witch Elves, a lone Runner, five Linemen and two team re-rolls, with sufficient gold left to include a much needed Apothecary!

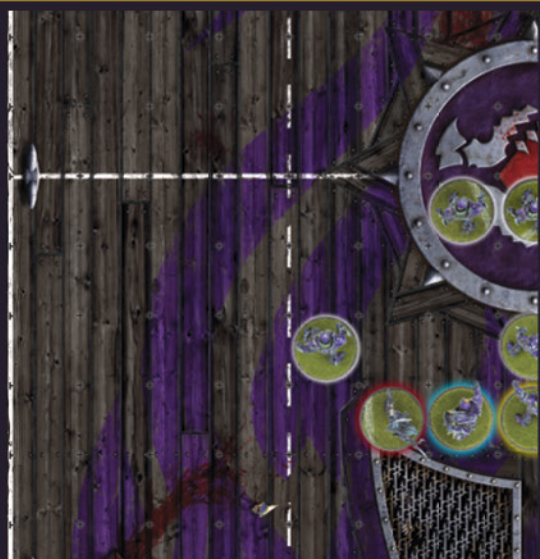
Dark Elves are best used at events which offer you a few skills at the start to distribute amongst your players, and the same is true of Exhibition Matches, a few extra skills really enhances the game. The best options are usually Dodge on the Blitzers, Leader on the Runner and a mixture of Block and Wrestle on the Witch Elves. If you are lucky enough to have a Doubles skill available, then Guard on a Blitzers can really toughen up those otherwise delicate Elves!

Even though Tournaments inevitably use the 'Resurrection' format, meaning that casualties do not carry over between games, the Apothecary is still extremely useful for returning valuable players who have been Badly Hurt to the action, or even to keep a Knocked Out player on the pitch. They might be Stunned, but this is often better than languishing in the Dugouts for the remainder of the half!



SETTING UP

Here are several useful defensive set-ups shown with the team described previously, although these ploys are equally at home in league play. The first example is one that a coach might use at the start of a drive. The aim is to protect as many key players as possible, whilst remaining fairly central to offer the most options for repositioning. Whilst this does leave the sidelines undefended, this isn't too much of a concern. If the opposition decides to dive down one of the wings, the Dark Elf coach can often block them off and prevent a return to the centre of the pitch, slowly squeezing the offensive cage against the sideline until it bursts under the pressure – hopefully! The worst case scenario, particularly against another Elf team, would be that the opposition scores quickly. This is not, however, the end of the game, as it passes control of the clock back to the Dark Elves, allowing them the opportunity to grind the game out at their leisure for a 2-1 win.



The next set-up is a classic that many coaches will be familiar with. A cunning Dark Elf coach might use it when they are trying to defend against an attempt by their opponent to score quickly in two or three turns. The previous example defence's weakness here is not just that it exposes one wide zone but that it exposes both at once. This second example, however, means that the opposition will likely have to commit their advance to the centre of the pitch or just one side, which is much easier to defend against than a situation in which potential receivers are spread over the full width of the pitch.

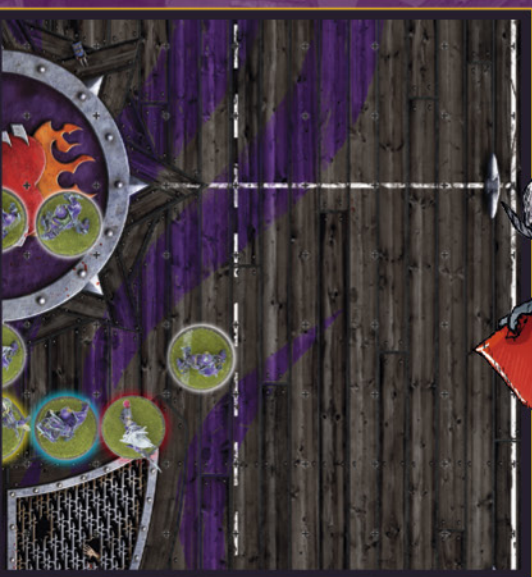


The last defensive example featured here is one that a coach might use if they are feeling aggressive, or are behind in the game and need to turn the opposition over, reclaim the ball and score. The idea with this offset defence is that if the opposing team wishes to maximise their Blocks on the line of scrimmage, then they must commit several players off to one side. This makes it all the more easy for the Dark Elves to stream forwards during their turn, pressuring the offence deep in their backfield in an effort to force them into a mistake that will cause a vital turnover for the Dark Elves to pounce upon. If the opposition has a strong central presence then not only is it more difficult to get into their backfield, but doing so leaves the centre of the defence exposed.



KEY

-  Runner (Ball Carrier)
-  Witch Elf
-  Blitzer
-  Lineman



SUMMARY

The Dark Elves present a coach with a very diverse and flexible team. They excel at the game, their agility and speed is second to none, enabling them to control and dominate the ball. They offer a coach the freedom to play a reliable running game, able as they are to quickly escape from their opponent's grasp, reposition at will and progress their drive up-field with ease. They can put pressure on with accurate passing when needed, enabling them to move the ball great distances in the blink of an eye and make a mockery of a solid defence. But more than this, unlike others of their kind, they have a cruel streak a mile wide, granting them great prowess in the more full contact aspects of the sport. Where other Elves might shy away from a fight, the Dark Elves' higher than average armour, four blocking Blitzers, frenzied Witch Elves, and even Assassins enable them to go toe-to-toe with an opponent and deliver their fair share of injuries.

Dark Elves, however, still need handling with a degree of care. Their armour isn't unbreakable and they don't possess great strength. They are a rewarding team for rookie and experienced coaches alike, one that is able to deliver greatness but also expects a competence from its coach that will be rewarded. Carelessness is often punished by ill fortune. All told, Dark Elves are a great team to use, but one which still presents a steep learning curve.



STAR PLAYER SPOTLIGHT

HUBRIS RAKARTH

With a long and storied history of treating reporters with the contempt we deserve, it's a brave writer who sits down to pen a piece about the infamous Hubris Rakarth. We here at *Spike! Journal* though are made of pretty stern stuff and shying away from the juicy topics just isn't our thing!

HUBRIS RAKARTH

DARK ELF
 260,000 GOLD PIECES



MA	ST	AG	AV
7	4	4	8

SKILLS:
 BLOCK, DIRTY PLAYER, JUMP UP, LONER,
 MIGHTY BLOW, STRIP BALL

TEAMS:
 DARK ELF, ELVEN UNION

SPIKE! 
THE FANTASY FOOTBALL JOURNAL

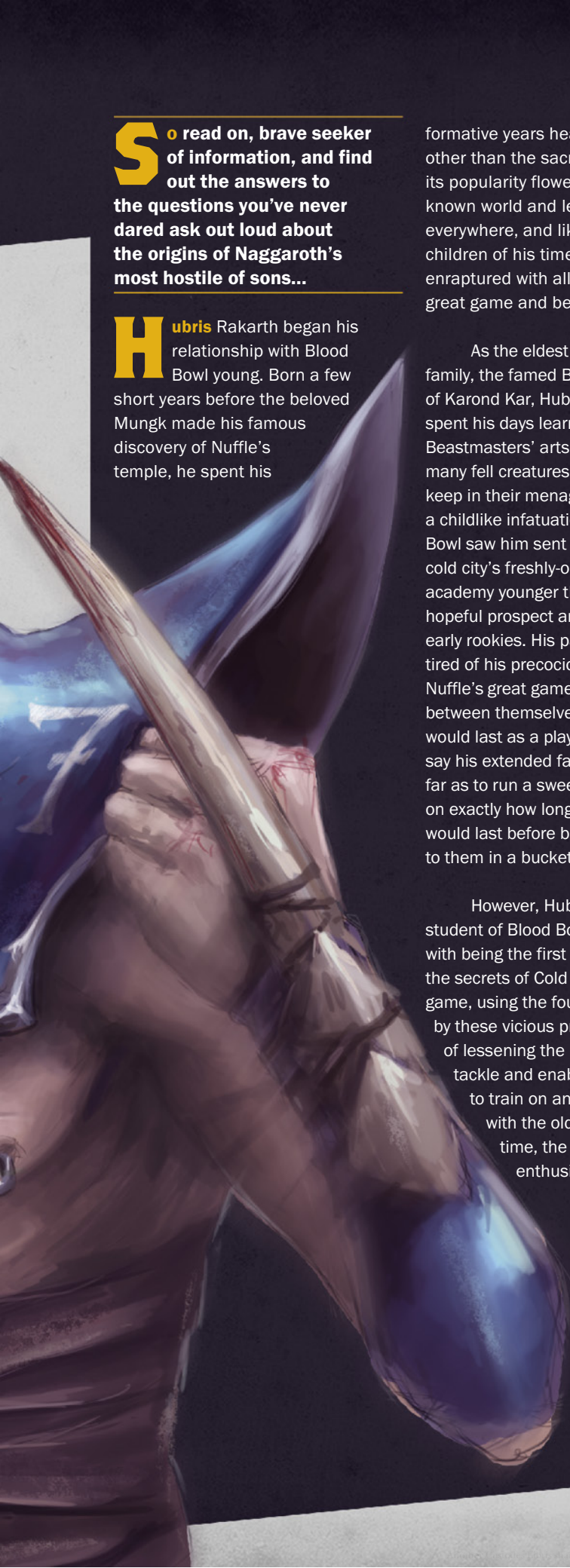
HUBRIS RAKARTH

AGE: 150.
HEIGHT: 6 FT 7 INCHES.
WEIGHT: 163 LBS.
ORIGINATING TEAM: DARKSIDE COWBOYS.
POSITION: BLITZER.

CAREER TOTALS: 432 DEFENSIVE TACKLES OF WHICH 182 ASSISTED, 67 SACKS, 71 INTERCEPTIONS, 153 PLAYER FATALITIES, 201 SERIOUS INJURIES

AWARDS: BLOODWEISER MOST PROMISING NEWCOMER 2431; MOST VICIOUS PLAYER 2482, 2485, 2495; SPIKE! MAGAZINE ANGER MANAGEMENT AWARD 2488, 2490, 2493; MOST BRUTAL OUTBURST 2487; BLOOD BOWL WINNERS MEDAL 2481, 2488





So read on, brave seeker of information, and find out the answers to the questions you've never dared ask out loud about the origins of Naggaroth's most hostile of sons...

Hubris Rakarth began his relationship with Blood Bowl young. Born a few short years before the beloved Mungk made his famous discovery of Nuffle's temple, he spent his

formative years hearing of little other than the sacred game as its popularity flowed around the known world and leagues sprung up everywhere, and like so many other children of his time, he became enraptured with all he heard of the great game and beneficent Nuffle.

As the eldest son of the Rakarth family, the famed Beastmasters of Karond Kar, Hubris should have spent his days learning the Beastmasters' arts, mastering the many fell creatures the Druchii keep in their menageries. Instead, a childlike infatuation with Blood Bowl saw him sent away to that cold city's freshly-opened training academy younger than any other hopeful prospect amongst those early rookies. His parents had quickly tired of his precocious chatter about Nuffle's great game and placed bets between themselves on how long he would last as a player. Some even say his extended family went so far as to run a sweepstake, betting on exactly how long young Hubris would last before being returned to them in a bucket.

However, Hubris excelled as a student of Blood Bowl and is credited with being the first player to bring the secrets of Cold One slime to the game, using the foul stuff secreted by these vicious predators as a way of lessening the pain of a hard tackle and enabling the youngster to train on an equal footing with the older hopefuls. In time, the combination of enthusiasm for the game

and a deeply ingrained, cruel hostility towards everything else in the known world, that to this day knows no bounds, paid off for young Hubris. Alongside the physical endurance and strength he possessed, be it a natural gift or gained by other means, the youth stood out from his fellow rookies and was quickly spotted and signed by the Harpies as a defensive lineman.

Taking time to mature as a player, Hubris played for several other famous Dark Elf teams before his eventual signing by the Darkside Cowboys, as part of their long term plan for development. Tutored by some of the finest coaches in the sport, Hubris was groomed to take over the team captaincy from the legendary Jeremiah Kool upon his retirement from the pitch. Normally, when a squad undergoes such a change of line-up, it can be expected to take some time to readjust, and certainly this was expected by the pundits when Hubris replaced Kool as captain. Kool had been the ultimate offensive all-rounder whilst Hubris played in the position of defensive Blitzzer, preferring to wait deep in his own half, hunting any opposition player that dared to encroach on the Cowboys' End Zone. The differences were great and the Cowboys were expected to suffer as the squad adjusted. This, however, was not the case, and the Cowboys carried on their winning ways smoothly, the transition being almost unnoticed within their well-drilled squad.

"I'm not avoiding the question, I'm simply saying that if you don't stop asking me that question, I will not hesitate to nail your head to your desk!"

Hubris Rakarth, speaking to Royston Vermouth shortly before the reporter's untimely demise

CAREER HIGHLIGHTS

2430 Signed into the Elven Under 100s league as a fresh-faced young rookie from the Kar Karond Academy by the infamous Harpies, a young Hubris Rakarth quickly establishes himself as a player of distinctive hostility, being labelled as one to watch (preferably from a safe distance) by the heavily High Elf-biased *Ulthuan Sporting Herald*. Hubris takes exception to this blatantly biased reporting and ambushes the editor of that illustrious publication in the shadows behind the Harpies' stadium. An agreement to print a retraction is reached.

2446 Hubris signs briefly for the Kelethrai Executioners Under 160s squad as a defensive Blitzzer. He has several successful seasons with his new side before a rumoured falling out in the locker room leads to a mutual agreement that the time has come for Hubris to move on. Rumours abound around Har Ganeth that Hubris' now infamous temper resulted in several team-mates being hung, drawn

and quartered in the showers after a youthful prank involving Hubris' locker and a captured Troglydye is taken the wrong way.

2482 Nearing the end of his time in the Elven Under 160s Leagues, Hubris is signed by the Darkside Cowboys, reportedly on the direct instructions of none other than Jeremiah Kool himself. Over several seasons, Hubris is moulded into a far more potent player, his hostility towards others finely-sharpened to a razor's edge on the pitch. Evidence of this personal growth comes early in his tenure during a match against the Underworld Creepers when, after taking an instant dislike to the beloved 'Farty' Fubby Francis, Hubris tackles the poor Goblin with such violence that his nickname changes forever more into something quite unprintable!

2488 After the now infamous 87/88 season Blood Bowl Championship game, Hubris debuts as team captain of the Darkside Cowboys, replacing Jeremiah Kool. He quickly stamps his authority upon the squad both on the pitch and off. Frustrated by the endless questions revolving around the last season's Blood Bowl Championship game and the still unfolding scandal of the collapse of the NAF, Hubris takes it upon himself to handle all press commitments, including a series of one-on-one interviews with famous sports reporters. Within a matter of months, his open and honest nature has convinced the press corps that the Cowboys are in no way involved in recent events. Nor is there any suggestion they are implicated in the tragic demise of several reporters.



LESSER KNOWN DARK ELF STAR PLAYERS

Since their emergence onto the world stage a mere seventy years ago, Dark Elf players have awed and amazed fans in ways that those pompous peacocks from Ulthuan never could! There's been a constant parade of notable Druchii players taking to the gridiron since the memorable massacre of the Pinkfoot Panthers, and it's hard to keep track of all the celebrity scandals and gossip that originates from cold Naggaroth!

Over the following pages, we'll take a look at some firm fan favourites, be they long-time staples of the Dark Elf game, or up and coming youngsters just stepping out onto Nuffle's sacred turf, their fresh-faced enthusiasm a shining beacon for fans to flock to.



KIROTH KRAKENEYE

Commander of the Black Ark *Fateful Voyage*, Kiroth is famed for the tall tales of his crew's/team's exploits, the most often repeated of which is the time he and his finest players travelled deep beneath the waves, protected by great enchantments, to play the possibly fantastical Southstorm Squids. Kiroth can spin this yarn for hours, telling of the fabulous sights and mythical creatures he saw in the lost cities beneath the waves. The tale ends with sadness though, for as he tells it, both his team-mates and the game were lost when their protective enchantments gave out, and only he was saved by the intervention of his noble hosts. By way of consolation prize, Kiroth was gifted a fabulous and fearsome sports helmet in the shape of a squid, an artefact of great power that chills the blood of opponents and comes to supernatural life to interfere with play. This, he maintains, is evidence of the truth of his tale...

SPIKE! EXCLUSIVE STAR PLAYER PROFILE:

AGE: 197. **HEIGHT:** 6 ft 2 inches. **WEIGHT:** 149 lbs.

ORIGINATING TEAM: Black Ark Corsairs.

POSITION: Commodore. **CAREER TOTALS:** 87 vessels overrun & scuppered; 2,301 able-bodied seamen sold to the Cult of Khaine; 34 matches played in mythical locations. Various other career totals not printed due to being patently untrue! **AWARDS:** Scariest Game Face 2486, 2489, 2492; Anti-violence Watchdog Committee Worst Tackle of the Year 2490; Most Unique Mutation 2490 (award contested due to allegations of wearing a magic helmet rather than being an honest mutant).

SPIKE! MAGAZINE STAR PLAYER RATING: 239.

KIROTH KRAKENEYE

DARK ELF
170,000 GOLD PIECES

MA	ST	AG	AV
7	3	4	8

SKILLS:
DISTURBING PRESENCE, FOUL APPEARANCE, LONER,
PASS BLOCK, TACKLE, TENTACLES

TEAMS:
DARK ELF, ELVEN UNION

"Yaar me hearties!"

(If this makes it to print, someone is getting fired! - Ed)

A mainstay of the Darkside Cowboys' defensive line since the late 2450s, Elijah Doom has built a career spanning decades that has survived great upheaval and changes to his team, the game and even its governing bodies, simply through remaining the consummate professional come what may. He brings an unbreakable strength of character to any line-up which, combined with a physical durability rarely seen in an Elf player, makes him a natural anchor in the line of scrimmage. As a humble Lineman, Doom is rarely lauded by pundits or commentators, but whenever conversation turns to the unsung heroes of the game, any true Blood Bowl fan will be quick to point out that few humble Linemen have a collection of championship medals that rivals Doom's haul.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

AGE: 354. **HEIGHT:** 6 ft 4 inches. **WEIGHT:** 165 lbs.

ORIGINATING TEAM: Darkside Cowboys.

POSITION: Lineman. **CAREER TOTALS:** 24 kills, 67 serious injuries, 16 interceptions, 34 sacks, 78 forced fumbles. **AWARDS:** Elven Kingdoms League Winners Medal 2464, 2469, 2471, 2476, 2477, 2482, 2486; Norse Challenge Cup Winners Medal 2478; Blood Bowl Winners Medal 2461, 2481, 2488; Orcidas Cup Winners Medal 2481; Chaos Cup Winners Medal 2491.

SPIKE! MAGAZINE STAR PLAYER RATING: 259.

ELIJAH DOOM

DARK ELF

190,000 GOLD PIECES



MA	ST	AG	AV
6	3	4	9

SKILLS:
FEND, GUARD, LONER, STAND FIRM, WRESTLE

TEAMS:
DARK ELF, ELVEN UNION

Born into a family of devout followers of Khaine, Horkon Heartripper was raised by the cult rather than his uncaring parents and schooled from a young age in the exquisite arts of assassination. Horkon learned his craft well and matured to be a favoured assassin, earning many subtle and discreet commendations for his services to Naggaroth society. At some point during his mid 240s, however, he began to notice a change in attitudes amongst his clientele; many contracts were becoming Blood Bowl related – the quiet removal of a close friend who supported a rival team was rapidly becoming commonplace! Intrigued, Horkon looked more closely at the game, and in 2451 he ventured onto the pitch to pursue a contract. The rest, as they say, is history – not unlike the ever-increasing number of players to cross Heartripper on the pitch...

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

AGE: 289. **Height:** 6 ft 3 inches. **WEIGHT:** 154 lbs.

ORIGINATING TEAM: Ashbane Vendettas.

POSITION: Assassin. **CAREER TOTALS:** 216 kills, 603 serious injuries, 12 running touchdowns, 1 interception. **AWARDS:** Most Vicious Player 2467, Sudden Death Award 2475, 2477; Lifetime Bereavement Award.

SPIKE! MAGAZINE STAR PLAYER RATING: 302.

HORKON HEARTTRIPPER

DARK ELF

210,000 GOLD PIECES



MA	ST	AG	AV
7	3	4	7

SKILLS:
DODGE, LEAP, LONER, MULTIPLE BLOCK, SHADOWING, STAB

TEAMS:
DARK ELF

MORDRIX HEX**DARK ELF**
230,000 GOLD PIECES

MA	ST	AG	AV
7	3	4	7

SKILLS:
BLOCK, DAUNTLESS, DODGE, FEND,
FRENZY, LONER, MIGHTY BLOW

TEAMS:
DARK ELF

Most venerable of the Hag Queens, Hex is so ancient that the power of her dark pact with the God of Murder is almost expended and her youthful vitality all but gone. Where once Hex was practically immune to the passage of time, today it takes ever more fresh blood to maintain her and with each passing kill, the time until the magic wears thin grows shorter. In desperation to stave off the withering effects of time and inspired by the favour both Khaine and Nuffle show her hated rival, Roxanna Darknail, Hex has recently taken to the Blood Bowl pitch herself. There, she hopes the violence of the action will grant her a ready source of sacrifices to appease the God of Murder, as she dedicates the deaths of entire teams to her lord Khaine and crowds tens of thousands strong bay his praise to the cold skies.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE**AGE:** 5,730 (give or take a decade).**HEIGHT:** 5 ft 10 inches. **WEIGHT:** 121 lbs.**ORIGINATING TEAM:** Kelethrai Executioners.**POSITION:** Hag Queen of Har Ganeth.**CAREER TOTALS:** 193 kills, 747 serious injuries.**AWARDS:** Most Vicious Player 2493, 2494; Delightful Decapitation 2492, 2493; Most Blood Spilled 2493, 2494.**SPIKE! MAGAZINE STAR PLAYER RATING:** 254.

“Bo Gallanté? I’ll kill that one for the price of a quart of Slaughterade. No, I’m serious, it’d be my pleasure...”

Attributed to Horkon Heartripper. However, there is no evidence that he’s ever said such a thing!

“Who puts the ‘arrrrr’ into Darrrrk Elves?!”

(That’s it - you’re fired! - Ed)

“Stay down you ridiculous peacock, or I’ll knock the rest of them out!”

Elijah Doom, speaking with Soaren Hightower during the 2476 Elven Kingdoms League Championship

“...And the very next one of you to even *think* the words ‘distinguished looking’ gets the same!”

Mordrix Hex, addressing her surviving make-up artists ahead of the 2495 ABC Sports Personality of the Year Awards evening

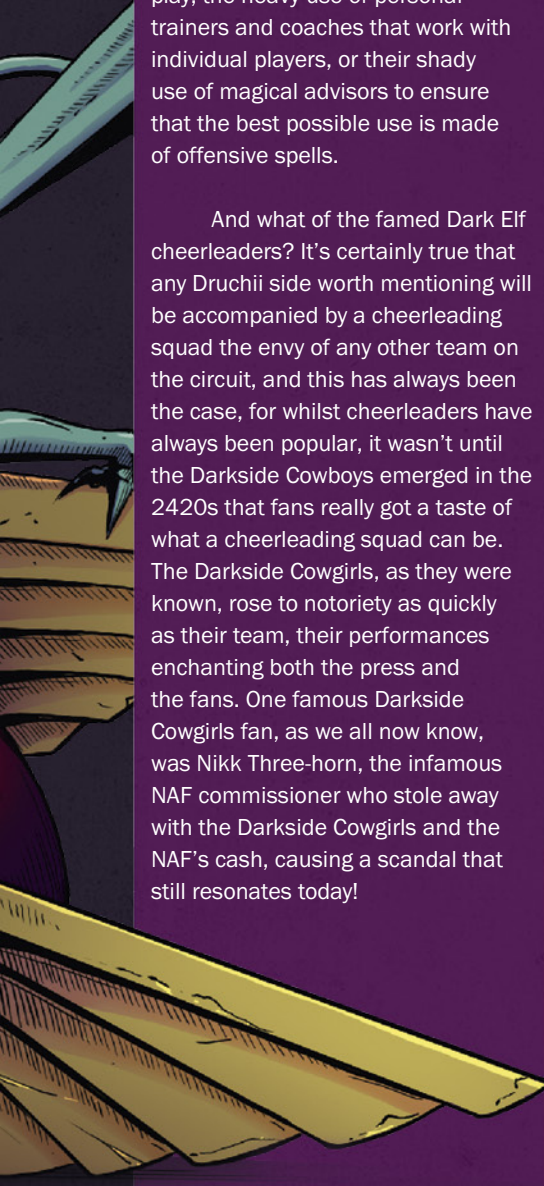


AS STAFF SIDELINE

We here at *Spike! Journal* know that, just like us, our readers are fascinated by the sideline chicanery of the Druchii. From the scandal of the Darkside Cowboys' world-renowned cheerleaders and the shamed NAF commissioner Nikk Three-horn, through the endless and often fatal politicking of Dark Elf coaching teams, to the rule-bending applications of offensive magic, we're all enthralled by the never-ending soap opera of Dark Elf Blood Bowl. Sometimes, match day is but a minor footnote in the ever-unfolding saga!

In this special issue, we'll be taking a closer look at the stars of the sidelines; the cheerleaders and coaching staff, and as an added bonus, we'll be braving the dangers of the Underearth University itself to bring our readers the lowdown on Dark Elf sports wizardry!





Often the unsung heroes of the game, the sideline staff are placed front and centre in Dark Elf Blood Bowl culture. This should come as no surprise, for the Druchii are famed for their impeccable planning; they hate to be caught unawares by the unexpected and have a deeply ingrained belief in obsessively planning ahead for every eventuality. It is only natural then that of all the races to take to the gridiron in worship of Nuffle, the Dark Elves would be the ones to bring with them the largest cabals of trainers and coaches. Dark Elf teams employ many unique roles on the sidelines, from having two or more different coaches for offensive or defensive play, the heavy use of personal trainers and coaches that work with individual players, or their shady use of magical advisors to ensure that the best possible use is made of offensive spells.

And what of the famed Dark Elf cheerleaders? It's certainly true that any Druchii side worth mentioning will be accompanied by a cheerleading squad the envy of any other team on the circuit, and this has always been the case, for whilst cheerleaders have always been popular, it wasn't until the Darkside Cowboys emerged in the 2420s that fans really got a taste of what a cheerleading squad can be. The Darkside Cowgirls, as they were known, rose to notoriety as quickly as their team, their performances enchanting both the press and the fans. One famous Darkside Cowgirls fan, as we all now know, was Nikk Three-horn, the infamous NAF commissioner who stole away with the Darkside Cowgirls and the NAF's cash, causing a scandal that still resonates today!

NEW INDUCEMENTS



Any team (not just Dark Elves) is allowed to Induce additional sideline staff for a match as follows, adding them to any sideline staff already present on the team roster. In addition, any team may Induce a Weather Mage. Finally, Dark Elf and Elven Union teams may Induce a Druchii Sports Sorceress.

It is important to note that the use of Inducements varies between leagues and Tournaments, and coaches should read the rules pack or ask the League Commissioner/Tournament organisers if they are unsure. In Exhibition Matches, players should decide between themselves which Inducements will be included and which will not.

UNLIMITED ADDITIONAL SIDELINE STAFF: SPECIALIST ASSISTANT COACHES (20,000 GOLD PIECES) *AVAILABLE TO ANY TEAM*

In addition to purchasing Assistant Coaches as permanent additions to a team's roster, any team may temporarily hire additional Assistant Coaches as Inducements during the Pre-match sequence of league play and Exhibition Matches. There is no limit to how many may be included in this way. Simply increase the team's number of Assistant Coaches by the number Induced for the duration of the game.

At the end of the game, any Assistant Coaches Induced in this way will leave the team.

UNLIMITED ADDITIONAL SIDELINE STAFF: TEMP AGENCY CHEERLEADERS (20,000 GOLD PIECES) *AVAILABLE TO ANY TEAM*

In addition to purchasing Cheerleaders as permanent additions to a team's roster, any team may temporarily hire additional Cheerleaders as Inducements during the Pre-match sequence of league play and Exhibition Matches. There is no limit on how many may be included in this way. Simply increase the team's number of Cheerleaders by the number Induced for the duration of the game.

At the end of the game, any Cheerleaders Induced in this way will leave the team.

0-1 WEATHER MAGE

(30,000 GOLD PIECES)

AVAILABLE TO ANY TEAM

Any team may hire a Weather Mage as an Inducement during the Pre-match sequence of league play and Exhibition Matches. A Weather Mage is not a Wizard Inducement and may be Induced in addition to another Wizard.

A Weather Mage may be used once per game, at the start of your team's turn (before any player takes an Action). Roll on the Weather table, modifying the result by either plus or minus 1 or 2. The resulting effects last until the start of your next turn, replacing the existing weather conditions. At the start of your next turn, the replaced weather conditions will return.

Note that if the drive should end before the start of your next turn, a Changing Weather result on the Kick-off table may change the weather conditions again. If the drive does end before the weather conditions change back to those that were in effect before the Weather Mage was used, the effects of the current weather conditions are applied (for example, if the Weather Mage has been used to create Sweltering Heat when the drive ends, apply those effects).

DRUCHII SPORTS SORCERESS

(150,000 GOLD PIECES)

AVAILABLE TO DARK ELF
AND ELVEN UNION TEAMS

The Dark Elves are a race steeped in magic, and today, the vast majority of Dark Elf magic users are female, belonging to an ancient cabal founded by the infamous Morathi, the mother of the Druchii king. Rumour has it that the dark arts practiced by these potent mages are actually derived from the favour of the Chaos god Slaanesh, granting their power a far more sinister nature than the wholesome high magic practiced by the wizards of Ulthuan. Shocking stuff, as we're sure readers will agree!

Whatever the source of their magical might, the Dark Elves have never been shy to use it to their benefit on the Blood Bowl pitch, be it within the tight guidelines laid down by the Colleges of Magic or in more subtle, underhanded ways, such as the micro-spells the Darkside Cowboys are reported to utilise.

A Druchii Sorceress is a Wizard Inducement, available for purchase during the Pre-match sequence of league play and Exhibition Matches. No team may hire more than one Wizard per match. Note here that Horatio X. Schottenheim is a Wizard. All Wizards are (In) Famous Coaching Staff, and hiring a Wizard will take up one of the 0-2 (In)Famous Coaching Staff permitted. Wizards other than Horatio, however, are not named characters, and there is no restriction on both teams fielding the same type.

Wizards should be represented in games with a suitable model on the sidelines, both for the look of the thing and to act as a reminder that a Wizard stands ready and waiting to help out! All Wizards can be used once per game to cast one spell from their repertoire in either the first or the second half, but not both. Once the Wizard has been used, remove the model.

THUNDERBOLT: Cast either at the start of any of your turns, before any player performs an Action, or immediately after your turn has ended, even if it ended with a turnover. Pick a standing opposition player anywhere on the pitch and roll a D6. If the score is 3 or higher, then the player has been hit by the Thunderbolt. If the roll is 1 or 2, then the player manages to avoid the attack. A player hit by the Thunderbolt is Knocked Down and an Armour roll must be made (and possibly an Injury roll as well) as if hit by a player with the Mighty Blow skill.

ONE THOUSAND CUTS: Cast at the start of any of your opponent's turns, before any player performs an Action. Target any opposition player; on a 3+, that player's MA, ST, and AG are reduced by 1. This spell lasts until the end of the drive.



MIGHTY BLOW!

TALES OF SPORTING GLORY FROM THE
CAREER OF ALL-TIME STAR PLAYER

BOB BIFFORD



BOB "FACING DOWN A FREN IEDWORDE WHILE CHARGING FOR THE END ONE IS USPART AND PARCEL OF PLAYING BLOOD BOWL, BUT THERE'S FACING DOWN FREN IEDWORDES AND THERE'S FACING THE NAGGAROTH NIGHTWINGS..."

"I WAS PLAYING FOR THE IRON ANVILS, DWARFS, TOUGH SONS OF TROLLS FOR SURE, BUT OUR OPPONENTS HAD CUT EDOWN TO SI BVOT THAT THEY COULD AFFORD TO LOSE MUCH BY WAY OF HEIGHT..."

"THEY WERE KILLERS, LITERALLY. BACK THEN THEY WERE THE NIGHTWINGS, BUT I COULD SEE THE NIGHTMARES THEY'D BECOME."

"NAME'S BOB BIFFORD, BY THE WAY, YOU MIGHT HAVE HEARD OF ME, I'M A PRETTY BIG DEAL THESE DAYS, WAS BACK THEN, TOO..."



"PLAYED DIRTY TOO, HAIR PULLERS AND SCREAMERS, THE LOT OF EMND THAT'S UST THE DWARFS, BUT THAT WASN'T NEARLY THE HALF OF IT, BECAUSE THERE'S DIRTY..."

"...AND THEN THERE'S DARK
ELVES PLAYING DIRTY."

SHIIING!

SCREEEE!

"UTTERLY DERANGED..."

HUFF, HUFF!

"ESPECIALLY THIS ONE.
ROXANNA DARKNAIL. SHE'S A HELLION,
BUT I'M THE BFF..."

THOSE CLAWS ARE DEFINITELY NOT REGULATION!

TOUCHDOWN!

"...AND NOTHING STOPS THE BFF!"

URK...

"I DIDN'T KNOW IT AT THE TIME..."

"BUT THOSE BLADES
WERE POISONED!"

WHY...PANT... WON'T YOU...PANT...DIE!

UGH... I DON'T FEEL SO WELL...



"TOOK THE APOTHECARIES HOURS
TO PUMP OUT THAT POISON BLOOD.
DUNNO WHERE IT WENT AFTER THAT."



"DON'T SUPPOSE I'LL EVER
FIND OUT, BUT THEY SAID THAT
POISON WAS TOXIC..."





**LILTH VENOMSPITE,
LINEMAN, NAGGAROTH NIGHTMARES**



**PETRO D'ARVILL,
LINEMAN, NAGGAROTH NIGHTMARES**



**ARKHUL BLACKHAND,
BLITZER, NAGGAROTH NIGHTMARES**



**MERIANN HAKAKON,
WITCH ELF, NAGGAROTH NIGHTMARES**



**LAXON HRULL,
LINEMAN, NAGGAROTH NIGHTMARES**



**ODIUM KHAN,
LINEMAN, NAGGAROTH NIGHTMARES**



**EORAN LIGHTNING,
RUNNER, NAGGAROTH NIGHTMARES**



**VOSSI STORMCALLER,
LINEMAN, NAGGAROTH NIGHTMARES**



**ROKUDAN FEY,
BLITZER, NAGGAROTH NIGHTMARES**

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