

BLOOD BOWL[®]

SPIKE!

THE FANTASY FOOTBALL JOURNAL



ISSUE
04



D EAD'UNS WALKING!
THE UNDEAD SHAMBLE OUT
OF THE DUGOUT!

R ISING STARS!
UNEARTH THE STAR PLAYERS
OF UNDEATH!

ISSUE FOUR!

EVEN MORE OFFICIAL CONTENT FOR THE GAME OF FANTASY FOOTBALL



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GREETINGS SPORTS FANS!

Welcome to the world of the dead! You hold in your hands *Spike! Journal's* first foray into the creepy realm of the Undead and the spooky teams that wander within it. Moaning Zombies, stumbling Skeletons, roaring Mummies and ravenous Ghouls are all staples of the fan-favourite Shambling Undead teams, plus you get the chance to see the same players get killed again... and again... and again!

Visiting the local stadium, having a Chaos Cola and McMurty's Burger, and watching animated corpses play sports is one of the marvels of Blood Bowl! Not long ago, the sight of a rotting corpse shambling about in the light of day would have had citizens of the Old World crying out in fright. Now they cry out in delight! There is something very nostalgic about seeing once-loved players climbing jerkily back to their feet, moaning insensibly and stumbling about looking for the ball. For much of the undead revival, we have Tomolandry and his fellow ne'er-do wells to thank. After all, where would the Undead teams of today be without all of those Necromancers digging up the past, dusting it off and putting it in Blood Bowl armour. Dark magic itself has come a long way too in recent years, due to the demands of Blood Bowl and its brutal turnover of players. Today, any aspiring coach with access to a necromantic spell book and the stadium morgues can raise their very own team.

The Shambling Undead roster is filled with the stars of yesteryear. Some, like the legendary Ramtut III, are enjoying a revitalised career,

picking up where they left off many years ago. What these vintage players think of the modern world is anybody's guess, but they certainly still know their Blood Bowl – which, thankfully, hasn't changed very much since its reappearance. Often, a player who was unremarkable in life finds fame as one of the living dead, and there are those among the living-impaired that have made the best of it. Well-known stars such as Gretchen Wächter, Rick Bupkeis and Skrull Halfheight are all 'living' the dream. But not every Skeleton and Zombie to shamble onto the gridiron is a star. For every Ramtut, hundreds of Skeletons and Zombies don team colours. These are the true heroes of the Undead teams, getting their leathery faces and grinning skulls regularly driven into the pitch to the cheers and delight of the fans!

So, rather than flipping straight to the back to read another of Bob Bifford's tall tales, as related by 'Necromantic' Nick Kyme and 'Perished' Pete Knifton, why not dive into this tome of Undead wisdom. You'll learn everything that you ever wanted to know about the Shambling Undead – but were too creeped out to ask!



Rotting Johnny,
Guest Editor *Spike! Magazine*

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Rotting Johnny

SHAMBLING UNDEAD TEAMS



You have to be careful when digging for dirt in strange places, readers, as you never know what you'll find! This issue, we've quite literally uncovered a veritable horde of Undead. That's right, sports fans, this issue, your favourite Blood Bowl periodical is getting to know the Necromancers of the game. We've been spending our evenings unearthing fresh talent in the local graveyards and visiting tombs and barrows of repute to hang out with the legends of the past, today. So, listen closely readers, as we tell you everything you need to know about the sport's career opportunities that open up to you when you're dead!

DID YOU KNOW...

The Sylvania night leagues are where many Undead teams get their start, and allow coaches and sponsors alike to sift through potential players for those that are Cabal Vision scary rather than those that are just plain scary!

Undead teams are a common and popular sight on the Blood Bowl pitch today.

Fans love to see the reanimated dead shambling about, oblivious to all but the most debilitating of injuries, even as they dish out some heavy duty punishment to the opposition! Be it dry as dust Skeletons, their marionette movements mocking the living, 'fresh' Zombies, their moans and groans echoing around the pitch, accompanied by the fans' laughter at their awkward and stilted movements, enraged Mummies, their unearthly roars of anger setting pulses racing, or sinister Ghouls stalking the wide zones, eyeing the crowds hungrily, Undead teams are a feast of sensations for eager fans!

But there is more to the Undead than there first appears. Theirs is a long and storied history. Few today would believe that even as little as one hundred years ago, the Undead were outcasts from society, with Necromancers forced to pursue their calling in the dark places of the world, powerful Wights and ancient Mummies left to crumble in their forgotten tombs. Indeed, the first Undead teams only took to the gridiron a mere half century ago, and even since then it has taken almost all that time for the Undead to become accepted by the sporting establishment.

But why is this? Clearly the 'differently vital' deserve to enjoy Nuffle's great game just like anyone else. The answer isn't prejudice against the walking dead, so much as it is fear of the often less-than-honest practices of the Necromancers that own and manage such teams. For centuries, Necromancers have prowled the fringes of society, stealing away the recently deceased for their work, raising corpses to serve them in unlife. Worse still in

the eyes of some is their tendency to desecrate the ancient tombs of the honoured dead from bygone times, resurrecting mighty heroes or great citizens to further their dark ambitions. This behaviour, of course, has led to many fallings out between hard-working Necromancers and the citizenry of the Old World over differing opinions on the best way to treat a dead body. Indeed, throughout history, such differences have often led to warfare!

But today we live in more tolerant times, with mass, open battles largely a thing of the past and differences settled through more civilised means on the field of sporting endeavour. Thanks to the tireless work of many notable Undead teams over the past few decades, not to mention the wonders that the Necromantic Broadcasting Circle (NBC) has performed for the public perception of these hard-working mages, Necromancers and their charges are today a welcome sight on the Blood Bowl pitch and at stadiums the world over – even if they are still chased away occasionally by angry cemetery keepers!

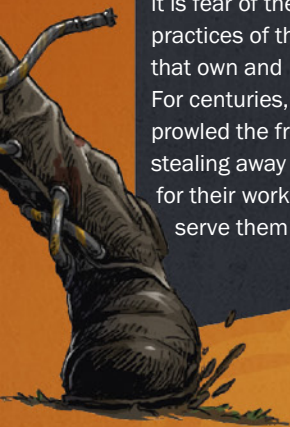
MUMMIES

Some of the oldest and most potent players in the modern game, after millennia of slumber within the cold embrace of death, Mummies tend to rage against their Necromancer coaches, blaming them for disturbing their rest and they are all too willing to vent their frustrations upon unfortunate opposition players. Mummies are named for the ancient practices of mummification that preserve their mortal remains unto eternity. Raised from the slumber of death into unlife by the most potent of dark magics, Mummies make for incredibly

destructive, if slow, players, their strength enhanced tenfold by the embalming practices of antiquity. Mummies are found in long forgotten tombs the length of the Old World, and are in high demand amongst Necromancers who run an illicit trade in their remains. Mummies come in many varieties, the most commonly seen in the Old World are those from the fringes of ancient Nehekhar; barbarian lords of vassal states, preserved for eternity in the style made popular by the first human empire and awakened today to serve Necromancer team owners in the leagues of the Old World.

WIGHTS

Throughout history, the rich and powerful have been buried in fabulous tombs, surrounded by their worldly wealth. Mighty warriors from times of strife, great players from periods when Blood Bowl was ascendant, or the wealthy lords and landowners of bygone ages, all populate the tombs and cairns of the Old World. Yet not all of those so entombed were good men and women. Many evil souls cling onto their mortal remains, haunting their tombs as they linger close to the mortal world, jealous of the vitality of the living. It is these dark spirits that Necromancers seek out to become mighty Wights. Though their flesh is long since shrivelled, a measure of their mortal energy imbues their bones still, making for potent Undead with a degree of intellect and agility not often seen amongst mere animated corpses or bone marionettes. These mean and vicious creatures are in high demand as Blood Bowl players.



GHOULS

The first Ghouls were deranged men and women, cannibals that fed on the flesh of the dead interred in the bone yards and charnel houses of the Old World. The Ghouls that inhabit the dark corners of the world today are their degenerate descendants, a race no longer human due to their tainted diet. Ghouls are primitive creatures, almost devoid of anything but the most vestigial sense of reason. They are drawn to powerful Necromancers by the winds of dark magic that swirl around these magic users and, more so, by the ready supply of dead human flesh made available as experiments and summonings fail. Necromancers in turn utilise Ghouls, finding that having truly alive servants to be far better than relying on the restless dead – more than once, a Necromancer has been let down by their Zombie lackeys crumbling to dust when their binding spells fail! In particular, those Necromancers that own Blood Bowl teams find Ghouls most useful, able as they are to provide a speed and agility lacking in the walking dead.

ZOMBIES

Be they fresh or well-aged, Zombie players are a true mainstay of Shambling Undead teams. The graveyards of the Old World provide an endless supply of recently deceased rookies ready to be hired by any Necromancer willing to heft a shovel. Even better, the treatment rooms and morgues of the world's Blood Bowl stadiums are often overflowing with talent ready and well-qualified to sign up with an Undead team, often at a true bargain fee. This has led to more than a few scandals in the game, but in recent years, coaches and team owners have become far more pragmatic, and now many players find their contracts include a clause that permits the sale of their remains to other interested teams, where once they might have promised they'd be returned to family and loved ones!

SKELETONS

Quite literally the backbone (and rib cage – Ed) of any Shambling Undead team, Skeleton players come in many shapes and sizes, not all of them human! Necromancers delight in finding the dry and dusty remains of athletes from the past and resurrecting them for a second shot at glory in death. Skeleton players might not be the toughest in the game, showing an alarming tendency to fall apart under pressure, but they are enduring. Indeed, of all of the players available to a sportingly inclined Necromancer, Skeletons are arguably the easiest to maintain, and many take to Nuffle's sacred pitches held together with wire! That some Skeletons are made of the salvaged pieces of several unfortunate predecessors is a fact the players themselves seem most unwilling to talk about!



FAMOUS UNDEAD TEAMS

ACID BAY SHADES: A team made up mostly of corrupted Ghouls hailing from a particularly desolate region of what is known as the Land of the Dead, where the waters of the Sour Sea meet those of the great Bitter Sea. Legend tells that this region is where the first Ghouls appeared many centuries ago, primitive folk that fed on the bodies of their own dead and over time were corrupted by dark magics as well as their foul diet. The Shades themselves have shown great promise at times, but seem unlikely to ever break into the big leagues due to a general unwillingness amongst the players to venture out of their dark and dank dugouts in daylight!

FORLORN PHANTOMS:

An experimental team that caused great excitement amongst the fans when it first debuted, the Phantoms were the brainchild of the spiritualist Necromancer Dirk the Abhorrent. Fielding a squad made entirely of the summoned shades of the stars of yesteryear certainly made for a skilled all-star squad. However, problems arose when it became apparent that the ghostly pros could not pick up the ball! The Phantoms secured a few no-score draws and wins by concession when opponents refused to play them, but the fans quickly tired of the gimmick and the squad was forced to disband within a few short seasons.

HEL FENN HELIONS: A classic Shambling Undead team that closely follows the playbooks of the great Tomolandry. Founded in the far north of the Empire in a region known as the Barrow Lands, and captained by an ancient and potent Wight, the Helions have enjoyed great success campaigning in the night time leagues of Sylvania. Team owner, Henry the Liche, is renowned for his bare bones approach to team building. As a result, the team features a large number of Skeleton players. Many sporting Necromancers would consider this folly, but the results speak for themselves. Which is just as well, because the players certainly don't!

TOMBSTONE TERRORS: One of the oldest Shambling Undead teams currently active in the Old World. The Terrors have long been at odds with the Cult of Morr, the official religion of the god of the afterlife. The cultists of Morr tend to the funerary rites of the Empire, and watch over its vast graveyards. The Terrors' owning Necromancer, Earl the Wily, however, tends to view such places of rest as morbid marketplaces. This disrespectful attitude towards the places sacred to Morr has seen him and his team run out of many towns and provinces by angry priests. As a result, the Terrors spend much of their time campaigning on the open road, travelling far and wide in search of both leagues and competitions to enter, as well as previously undisturbed cemeteries!

DID YOU KNOW...

The Tombstone Terrors seldom have the same starting line-up two games in a row; though it frequently includes arms, legs and skulls from past players.



TEAM ROSTER

QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS	NORMAL	DOUBLE
0-2	Mummy	120,000	3	5	1	9	Mighty Blow, Regeneration	S	GAP
0-2	Wight	90,000	6	3	3	8	Block, Regeneration	GS	AP
0-4	Ghoul	70,000	7	3	3	7	Dodge	GA	SP
0-16	Zombie	40,000	4	3	2	8	Regeneration	G	ASP
0-16	Skeleton	40,000	5	3	2	7	Regeneration, Thick Skull	G	ASP
0-8	Re-roll counters: 70,000 gold pieces each								

STAR PLAYER REFERENCE



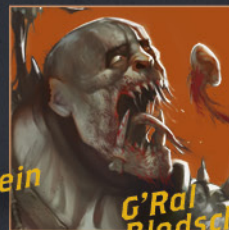
Ramtut III



Count Luthor von Drakenborg



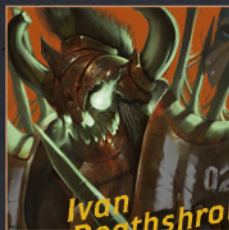
Frank N Stein



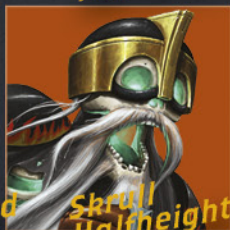
G'Ral Blodschüker



Bryce 'The Slice' Cambuel



Ivan 'The Animal' Deathshroud



Skrull Halfheight



'Rotten' Rick Bupkeis



Throttlesnot 'The Impaler'



Gretchen Wächter

NAME	PLAYS FOR	SKILLS	COST (GP)	MA	ST	AG	AV
Ramtut III	Necromantic Horror, Shambling Undead, Tomb Kings	Break Tackle, Loner, Mighty Blow, Regeneration, Wrestle	360,000	5	6	1	9
Count Luthor von Drakenborg	Necromantic Horror, Shambling Undead, Vampire	Block, Hypnotic Gaze, Loner, Regeneration, Side Step	390,000	6	5	4	9
Frank N Stein	Human, Necromantic Horror, Shambling Undead	Break Tackle, Loner, Mighty Blow, Regeneration, Stand Firm, Thick Skull	270,000	4	5	1	9
G'Ral Blodschüker	Necromantic Horror, Shambling Undead, Vampire	Catch, Dodge, Loner, Sure Feet, Wrestle	160,000	7	3	3	7
Bryce 'The Slice' Cambuel	Shambling Undead, Tomb Kings	Chainsaw, Loner, Regeneration, Secret Weapon, Stand Firm, Thick Skull	130,000	5	3	2	8
Ivan 'The Animal' Deathshroud	Necromantic Horror, Shambling Undead, Tomb Kings	Block, Disturbing Presence, Juggernaut, Loner, Regeneration, Strip Ball, Tackle	230,000	6	4	2	8
Skrull Halfheight	Shambling Undead, Tomb Kings	Accurate, Loner, Nerves of Steel, Pass, Regeneration, Sure Hands, Thick Skull	190,000	6	3	3	8
'Rotten' Rick Bupkeis	Necromantic Horror, Shambling Undead	Dirty Player, Loner, Regeneration, Sneaky Git	110,000	4	3	2	8
Throttlesnot 'The Impaler'	Necromantic Horror, Shambling Undead	Dirty Player, Dodge, Leap, Loner, Regeneration, Secret Weapon, Stab, Stunt	100,000	6	2	3	7
Gretchen Wächter 'The Blood Bowl Widow'	Necromantic Horror, Shambling Undead, Vampire	Disturbing Presence, Dodge, Foul Appearance, Jump Up, Loner, No Hands, Regeneration, Shadowing, Side Step	280,000	7	3	4	8

CHAT WITH THE RAT

ALIVE AND KICKING

Hackspit 'the Scribbler' Quillchewer is our ace Skaven reporter on the pitch, scrabbling around among the coagulated blood and dry bones to get to the cold, dead heart of the matters that matter – this issue, our faithful rat visits the one and only Tomolandry, at home in his damp crypt, to ask him: Undead, what in the world is that all about?

QUILLCHEWER: So, Mr. Olandry...

TOMOLANDRY: It's just Tomolandry, all one word.

QUILLCHEWER: O-kay...

So, Mr. Tomolandry, our readers want to know, where do the Undead come from?

TOMOLANDRY: Well, to better understand the Undead, one must first understand something of our world's history.

QUILLCHEWER: We must? But why-why?

TOMOLANDRY: Because that's when it started. Now then, many thousands of years ago, the first true human civilisation spread out from the arid lands of Araby and conquered a huge empire, spreading north as far as Kislev and the Troll Country, east as far as Ind and beyond. This expansion brought many and varied peoples under the empire's rule, and vague legends tell of a long forgotten era when Blood Bowl was played by teams from across the face of the world in many and diverse leagues for the amusement of the citizenry.

QUILLCHEWER: Much like today!

TOMOLANDRY: Indeed! Now, as the borders of the empire expanded, the people took with them the religions and burial practices of their homeland, and so the wildernesses of the world are today littered with the scattered ruins of ancient cities and burial mounds. Cairns and tombs beyond count house the ancient dead, preserved against eternity by long-forgotten funeral rites.

QUILLCHEWER: This is a blessing-blessing for Necromancers such as yourself, but it doesn't tell us why the restless dead stalk the dugouts?

TOMOLANDRY: Well now, legend tells that the priesthood of Nehekhara believed that these practices would enable the dead to live on through eternity. This proved true, but not in the way they envisaged, for this ancient civilisation also gave rise to the first and greatest Necromancer, a mighty priest of this ancient religion, blessed by the gods of the afterlife and infused with potent dark magics, the one whom first reanimated the dead and bound them to his will.

QUILLCHEWER: So the Great Necromancer started all this? The fiend-fiend! But what became of Nehekhara?

TOMOLANDRY: Oh, over many centuries the Nehekhara empire fell into ruin as wars broke out, and mighty armies of the dead marched against the living. As their borders once again receded into the deserts of Araby, the Nehekhara left behind them their tombs and their dark magics. In the millennia since, many have sought to uncover the lost secrets of the afterlife, and in recent years, such practitioners of dark magic have turned their arts to the Blood Bowl pitch, creating from the bones of antiquity some of the modern game's most beloved teams!

DID YOU KNOW...

'Morr's Trousers' were an ill-fated effort by the priesthood of Morr to stop Undead coaches plundering the tombs of dead Blood Bowl stars. Sadly for the priests, the hefty iron breeches only served to identify the most valuable corpses, and provided Necromancers with some much needed lock-picking practice!

THE CHAMPIONS OF DEATH

Late in 2439, the team that was to become a true sensation first shambled and lurched out of the gloom to take the sporting world by storm! Appearing in a minor league in the Coldworm Mountains, where they are based to this day, the Champions of Death and their ever-chatty coach and proprietor, Tomolandry, made themselves known. Join us, readers, as we shed a little light on the day-to-day workings of the Shambling Undead!



Renowned as the first of many Undead teams that would take to the gridiron in the years to come, the early histories of the Champions of Death are very well recorded. This is rare amongst Undead teams, as many Necromancers are secretive to say the least. Not so Tomolandry. The gregarious proprietor of the Champions is ever ready to tell anyone who will listen of his team's rise to greatness (*he is sorely starved of decent conversation from his players to be fair – Ed*)!

The story goes that some time in 2425, frustrated with the day-to-day struggles faced by a working Necromancer, Tomolandry tuned into NBC (Necromantic Broadcasting Cabal) to relax, and found himself watching his first full game of Blood Bowl. He was enthralled by what he saw of a pastime he had previously held no interest in, and in no time had begun to construct his own team the only way he knew how – from the local cemetery!

The early years were a struggle – the restless dead don't make for the best athletes, but over time, Coach Tomolandry modified his repertoire of spells and adjusted his team tactics. Tomolandry personally busied himself with every aspect of team management, from training and fitness regimes to hiring and firing, alongside the more mundane and

clerical matters any entrepreneurial head coach and team owner is faced with to plan a season's campaigning. This may sound like quite a lot of work, but truth be told, as Coach Tomolandry is a potent Necromancer and almost all of his players are raised from the dead, he is able to maintain his roster by quite simply sustaining or cancelling the dark magic which reanimates his team, while new signings can be found in any graveyard. Likewise, training is often a simple matter of strengthening and adjusting the different spells used to animate and control corpses of various vintage.

Fitness, however, requires more work, and the Necromancer is often to be found with needle and thread carrying out running repairs to his Zombie charges, or wiring together broken and dislocated Skeletons. In his time running a Blood Bowl team, he has become quite an adept upholsterer – a skill attributed to having to patch up the funerary wrappings of the several Mummies he has come to manage through various trading and transfer deals. Most notable of these signings was that of the hugely famous Ramtut III, a player who came into Tomolandry's possession in the 2464 season and whose prowess on the pitch during his lifetime in antiquity transferred well to his new career in death, helping the Champions to become the success they are today.

DID YOU KNOW...

Tomolandry, famed Old World necromancer and Undead coach, once worked as a tailor for the Elector Count of Ostermark. The Count often remarking Tom was a dab hand when it came to stitching together old things!

DEATH BECOMES HER

Tatzina Babarini is well known for keeping her finger firmly on the beating pulse of fashion. She's also a big fan of the Undead, which is ironic! We here at *Spike! Journal* caught up with our favourite fashionista to ask her: What's so cool about being Undead then, Tatzina? Eh? Eh?

TATZINA: There's something inherently cool about the Undead. I don't know if it's due to their chill touch, their detached expressions or their unique sense of timeless style – I'm a big fan of the attitude they bring to the game and the smell of mildew they bring to the red carpet!

SHROUD OR DEATHMASK?

The classic conundrum of yesteryear and still a question that Undead stars puzzle over today. Both look great, it must be said, but for practicality with armour, it has to be the deathmask. For the stylish Ghoul about town though, the elegance of a shroud is hard to beat.

SMART OR CASUAL?

Many enjoy a casual burial in a quiet ditch. Others are carefully embalmed and laid to rest in quite flamboyant style. At the end of the day, there's no right answer, and Necromancers are often bold in combining smart and casual Zombies together in one team.

LINEN OR HESSIAN?

One for the Mummies! Hessian is hard-wearing and durable, seldom requiring reupholstering. But it's just so coarse and dull! Linen is where it's at. Soft, brightly coloured and airy, it really lets a desiccated husk breathe. So what if the elbows give out! On a Blood Bowl player's salary, you can afford the repairs!

TEAM PROFILE: THE CHAMPIONS OF DEATH

TEAM COLOURS: Black with stylised flames

OWNER: Tomolandry

HEAD COACH: Tomolandry

PLAYERS: The restless dead of various types and vintages

TEAM HONOURS: NAF AFC Northern Divisional Champions 2453, 2457, 2466, 2472, 2486; *Spike! Magazine*

HALL OF FAME: CHAMPIONS OF DEATH 2465-2466 SQUAD

NAME	POSITION	MA	ST	AG	AV	SKILLS
Ramtut III	Mummy	5	6	1	9	Break Tackle, Mighty Blow, Regeneration, Wrestle
Sekhmeht VII	Mummy	3	5	1	9	Juggernaut, Mighty Blow, Regeneration, Stand Firm
Splinter Boneshard	Wight	6	3	3	8	Block, Regeneration, Strip Ball, Tackle
Maz 'Bones' Klimesh	Wight	6	3	3	8	Block, Grab, Guard, Regeneration
G'Hol Bloodstained	Ghoul	7	3	3	7	Dodge, Side Step, Sprint, Sure Hands
Gilda Fleshspitter	Ghoul	7	3	4	7	Dodge, Leap, Strip Ball, Wrestle, +AG
György Romanov	Zombie	4	3	2	8	Dirty Player, Regeneration, Sneaky Git
Mikhael von Jacks	Zombie	4	3	3	8	Jump Up, Regeneration, +AG
Throttlegrim the Elder	Zombie	4	4	2	8	Regeneration, +ST
Ricardo Verminelli	Zombie	4	2	2	8	Block, Frenzy, Regeneration
Brittle Snaparm	Skeleton	5	3	3	7	Pass, Regeneration, Thick Skull, +AG
Simeon Styff	Skeleton	5	3	2	7	Kick, Regeneration, Thick Skull
The Champions of Death	3 Assistant Coaches				3 Re-rolls	
Shambling Undead Team	4 Cheerleaders				8 Fan Factor	
Head Coach Tomolandry						Total Cost of Team: 2,000,000 gold pieces

MASTER NECROMANCER: Tomolandry is a master of the necromantic arts, who holds incredible control over his team, but he has constantly been dogged by allegations and accusations of compelling his players to quite literally head-hunt certain opposition players. Not just with the goal of winning the match as is normal and accepted, but with the intention of raising them from the dead to feature on his own team! Whether this is true or not, it is certainly true that the Champions of Death are never short of fresh talent and particularly able Zombies on their roster.

At the start of the game, nominate one opposition player. For the duration of this game, that player will count as having the Decay skill to represent the determination with which Tomolandry's players pursue this potential future signing. Additionally, once per game, a player on this team may attempt to Regenerate on a 2+, rather than the normal 4+. It must be declared before the dice is rolled that this ability will be used.

CAREER HIGHLIGHTS

Trophy Open Winners 2468, 2474, 2492; Blood Bowl VI & XXVI Winners 2466, 2486

HALL OF FAME: Ramtut III, Hugo 'The Impaler' von Irongrad, 'Rotten' Rick Bupkeis, Hamu Vilmos

SPIKE! TEAM RATING: 151

2439 In their first season, the Champions of Death attract much vocal opposition from other teams on the circuit. Head Coach Tomolandry declares that this is just jealousy on his detractors' part, because when other teams suffer a fatality, he gains a fresh player, one who doesn't demand exorbitant wages!

2449 After a decade of success and constant improvement in the minor leagues of the Old World, Coach Tomolandry and the Champions of Death break into the big time, qualifying for the Northern Division of the NAF's AFC Conference, where they remain as a regular fixture until the collapse of the NAF some fifty years later.

2451 Allegations of Coach Tomolandry pillaging the morgues of stadiums step up a level, with the Dwarf Giants attempting to bring formal charges when a Champions of Death Lineman turns out to be a recently deceased Giants player. The Giants insist that if the player is up and about playing Blood Bowl, then surely he is still covered by his contract to them.

Tomolandry offers to return the player in question, assuming of course that the Giants can get him match fit. Their bluff well and truly called, the Giants let the charges quietly drop, but the floodgates have been opened and similar allegations will be made regularly from now on.

2464 Shortly after coming into possession of the mummified remains of the great Ramtut III, a player of some renown four thousand years ago and now quite literally dug up from retirement, the Champions squad improves immeasurably, aided in no small part, it would seem, by the frequent fatalities Ramtut III inflicts upon the field and an influx of 'fresh' talent.

2466 Anchored on the line of scrimmage by an increasingly potent Ramtut III and boasting a true all-star line-up, the Champions of Death storm to victory in Blood Bowl VI, stomping the Vynheim Valkyries into the turf.

2486 After several tough seasons blamed upon an unexpected weakening

of the winds of dark magic, the Champions of Death return to their winning form and once again secure a famous victory in the Blood Bowl against the Dwarf Warhammerers. However, controversy continues to follow them.

2489 After the collapse of the NAF, the Champions look briefly like they will struggle to adjust to the changing nature of the game, but adjust they do, able as they are to enter numerous tournaments without much concern over player fatigue. Initially, the team have a hard time finding replacements for their major stars – Ramtut III and team captain Hugo 'The Impaler' von Irongrad – both of whom decide to go it alone and pursue careers in the burgeoning freebooter market.

Death is only the beginning of your glorious career!

Ramtut III, addressing the fresh recruits to the Champions of Death in 2485



SPIKE! STAR PLAYER EXPOSÉ:

UNDENIABLY THE OLDEST PLAYER IN THE MODERN GAME, THE GREAT RAMTUT III HAS LONG BEEN A CONTROVERSIAL FIGURE. HIS PLAYSTYLE IS ARCHAIC, HIS ACCENT IMPENETRABLE, AND HIS BEHAVIOUR OFTEN VIOLENT, EVEN BY PRO BLOOD BOWL PLAYERS' STANDARDS! AND YET FOR ALL OF THIS, HE HAS A FIRM FAN FOLLOWING AND A REPUTATION FOR HONOUR AND RELIABILITY NOT OFTEN SEEN FROM UNDEAD PLAYERS. READ ON, READERS, AS WE UNRAVEL THE MUMMY AND FIND OUT WHAT'S ON THE INSIDE!

The venerable Ramtut III was coaxed out of retirement back in the 2464 season.

Following a transfer deal between the Champions of Death owner and head coach Tomolandry, and the infamous necromantic manager and talent scout Vanhalables, who claims to have 'dug up' Ramtut III after a business trip to the Land of the Dead, the ancient one came to the Coldworm Mountains.

At first, Ramtut III was an unwilling player on the Champions' squad. Having retired some four thousand years earlier and since been attempting to quietly enjoy the slow passage of the millennia from a luxurious necropolis in the arid ruins of lost Nehekhara, he had rather thought his days on the gridiron done! But Coach Tomolandry had spent many years dealing with recalcitrant undead, and the Mummy's will, befuddled as it was by his aeons of sleep, proved no match for Tomolandry's

prodigious dark magic. In no time at all, Ramtut III had become a mainstay of the Champions' squad. In life, he had been a giant of a man and a player of huge talent. In death, he was no less a giant and his talent was undiminished. In fact, his size and ability only increased, swollen to bursting point as he was with the dark magics of modern necromancy.

The Champions surged to many successes, even winning the Blood Bowl itself, in no small part due to the violent rages of Ramtut, the ancient one laying waste to opposition teams wholesale with his prodigious strength and tremendous speed, his unearthly bellows of rage setting the stands trembling. Over time, however, the dynamic between Ramtut III and his coach changed. Ramtut III hated Tomolandry. Blaming his coach for disturbing his slumber, Ramtut harboured a deep loathing for the magical means by which he had been forced into his contract. As the years passed, Ramtut grew ever more wilful,

his faculties gradually returning the longer he spent active in the world of the living.

Matters came to a head for player and coach following the 2486 Blood Bowl championship. Even as the fans celebrated their team's victory, Ramtut was confirming to a press conference that the latest controversy was true; he had indeed set out specifically to kill the fan favourite Morg 'n' Thorg during the Champions' qualifying round match against the Chaos All-Stars! His coach, he asserted, had magically compelled him through the darkest of contractual rites to make sure the infamous Ballista would be available as a fresh recruit! Tomolandry was forced to admit that his control of this most ancient and powerful of beings had slipped, and the two reached a terse agreement regarding Ramtut's immortal contract, one that would benefit both parties equally. At least for a few more years...

RAMTUT III

MUMMY

360,000 GOLD PIECES



MA	ST	AG	AV
5	6	1	9

SKILLS:
BREAK TACKLE, LONER, MIGHTY BLOW, REGENERATION, WRESTLE

TEAMS:
NECROMANTIC HORROR, SHAMBLING UNDEAD, TOMB KINGS

RAMTUT III



THE FANTASY FOOTBALL JOURNAL

AGE: UNKNOWN. AT LEAST 4,000 YEARS, BUT THE CALENDAR HAS CHANGED SEVERAL TIMES SINCE HE DIED!

HEIGHT: 6 FT 10 INCHES

WEIGHT: 468 LBS

ORIGINATING TEAM: THE CHAMPIONS OF DEATH (THIS TIME AROUND)

POSITION: BLOCKER

CAREER TOTALS: 612 DEFENSIVE TACKLES OF WHICH 194 ASSISTED, 241 SACKS, 471 PLAYER FATALITIES, 876 SERIOUS INJURIES (SINCE LEAVING 'RETIREMENT')

AWARDS: SERVICES TO ORGAN TRANSPLANTS MEDAL 2468, 2482; BLOODWEISER BEST NEWCOMERS MEDAL 2465 (CONTESTED); BLOOD BOWL VI & XXVI WINNERS MEDAL 2466, 2486



RAMTUT III CAREER HIGHLIGHTS

-1650 Roughly four thousand years ago, Ramtut III is laid to rest. He has enjoyed a long and successful career playing in the Blood Bowl legendary leagues of ancient Nehekhara and is buried with all due reverence in a splendid mausoleum, there to peacefully while away eternity. However, Ramtut's eternal rest has barely begun when the Great Necromancer performs a mighty sorcerous ritual, interrupting the eternal rest of all the dead of Nehekhara and awakening them to a strange half-life; neither dead nor fully resurrected Undead. Ramtut is most annoyed.

DID YOU KNOW...

Ethereal players have had a troubled relationship with Blood Bowl, many fans concluding that perhaps they just don't have the stomach for it!

2456 Ramtut's vain attempts to sleep through eternity are interrupted by a tomb robber from Araby, hunting amongst the necropolis cities for the great players of the past to sell to the many Necromancers that have begun showing an interest in Blood Bowl in recent years. Trapped in his sarcophagus by powerful binding magics, Ramtut silently rages as he is traded the length of the world.

2464 Ramtut finds himself fully resurrected from his half-life by an upstart Necromancer calling himself 'Coach Tomolandry'. Wearing armour once more and pushed onto a gridiron for the first time in several millennia, a somewhat rusty Ramtut nevertheless remembers his skills of old and enjoys the game immensely! Unable to go against the wishes of his new coach, he takes some consolation from the fact that at least the strange people of this era play a good game of Blood Bowl!

2486 After more than twenty years, Ramtut has come to despise the coach who holds him in servitude. Aware that his master's powers are weakened now that his will is almost fully his own, Ramtut manufactures a scandal, attempting to kill the famous Ogre captain of the Chaos All-Stars and blaming his actions on the will of Tomolandry. In the clamour of press attention that follows, Ramtut negotiates a much improved contract. Tomolandry, now fully aware that he has lost control of the ancient player, agrees to his demands.

2489 Following the dramatic collapse of the NAF, Ramtut is freed from his contractual obligations to Tomolandry. Finally at liberty to go it alone, fully resurrected into the world of the living and rid of the magical influence of his former coach, Ramtut gladly takes to the life of a freebooter and begins enjoying the brave new world in which he finds himself.



DIRT FROM THE DUGOUT

AN OFFER THEY CAN'T REFUSE

Mindy Piewhistle 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 our guest editor, Rotting Johnny, chats to Mindy about her recent digging down into the crypts of the Old World and the confusing business of contracting an Undead player.



SPIKE!: So, what dirt have you got for us today, Mindy?

MINDY: Well, I'm sure our readers are well aware of the death clauses included in many players' contracts these days – the ones that tell undertakers whether they permit reanimation, the feeding of their parts to the team Troll or taxidermy by their sponsors for advertising purposes.

SPIKE!: All sensible and above board restrictions. After all, who can forget the perpetually surprised look on Blitzzer Uber Schadenfreude's face during his posthumous Slaughterade ad campaign... it's like he knew...

MINDY: Exactly! Well, my sources among the Blood Bowl United Mortician's Society have sent me some very interesting titbits.

SPIKE!: And you know that they are always talking out of their BBUMS.

MINDY: I have it on good authority that a number of players have been altering their contracts at the eleventh hour, such as the Orc

Catcher Zog Grunta, who had always been very vocal about wanting to be fed to his favourite boar when he died, then suddenly changed his mind about playing for an Undead team instead.

SPIKE!: What was the Morticians' first clue?

MINDY: Probably when Zog Grunta hauled himself off the slab during his own autopsy, saying that he really was alright and wanted to get back in the game!

SPIKE!: And I'm guessing Zog is not the only one?

MINDY: Indeed, my in-depth investigation into the matter has discovered numerous players absconding from morgues across the Old World before turning up again as part of the Shambling Undead, much to the protests of their former teammates. We've seen Hans Leafer of the Golden Griffons return as the armless Zombie No Hans Left and Albrecht Sockher make a reappearance as the dreaded Sockher Mummy. Perhaps

the most shocking development was when the entire Goblin Gitbashers starting line-up was killed in a freak cart accident, only to reappear as the Mangled Meatbags.

SPIKE!: Is there any way to prove these travesties of Blood Bowl regulations...?

MINDY: Not really, though Tomolandry himself has said that if anyone has any questions about where his players come from, he is happy to animate their corpses and have them say whatever the law requires to make this all go away...

DID YOU KNOW...

The ancient Mortis Stone, in the Altdorf Museum, includes a rare depiction of Ramtut III when he was alive. Scholars are divided about the meaning of the stone, however. Either it shows Ramtut winning the Black Pyramid League, or it is an ad for some kind of embalming fluid-based sports drink.

STAR PLAYER SPOTLIGHT

GRETCHEN WÄCHTER

Not every Blood Bowl player is a fan of Blood Bowl. We've all heard stories of the various great players who, when not on the pitch training or playing, prefer to pursue other interests and hobbies (*Believe it or not readers, other hobbies do exist! I myself am a keen scrapbooker – Ed*). To be honest, it's not surprising that some players choose not to follow the game in their free time; it can be quite hard work after all!

You forgooooooot our anniveeeeeersaryyy!

The bone chilling cry of the Blood Bowl Widow

GRETCHEN WÄCHTER
'THE BLOOD BOWL WIDOW'

BANSHEE
280,000 GOLD PIECES



MA	ST	AG	AV
7	3	4	8

SKILLS:
 DISTURBING PRESENCE, DODGE, FOUL APPEARANCE,
 JUMP UP, LONER, NO HANDS, REGENERATION,
 SHADOWING, SIDE STEP

TEAMS:
 NECROMANTIC HORROR, SHAMBLING UNDEAD, VAMPIRE

GRETCHEN WÄCHTER


SPIKE!
THE FANTASY FOOTBALL JOURNAL

AGE: 76 (4)
HEIGHT: 5 FT 5 INCHES
WEIGHT: 127 LBS
ORIGINATING TEAM: FORLORN PHANTOMS
POSITION: DEFENSIVE LINE

CAREER TOTALS: MOST EARDRUMS
 BURST DURING A SINGLE GAME (77);
 QUICKEST STADIUM CLEARANCE
 (4 MINUTES 11 SECONDS)

AWARDS: SCARIEST GAME FACE 2493;
 SPIKE! MAGAZINE ANGER MANAGEMENT
 AWARD 2494; LAURIEL ELFLOCK'S
 FABULOUS FOLLICLES AWARD 2494



This dislike of the game is not limited to the players that love it, oh no! Many a Blood Bowl fan lives in blissful harmony with a spouse or significant other who finds their infatuation with Nuffle's great game endearing at best and downright annoying at worst. Yet, for the most part, domestic peace is maintained as each enjoys their own hobbies and interests.

Unfortunately, this is not always the case. There are some poor souls who find themselves wedded to a Blood Bowl fan – be they man or woman – of such enthusiasm that it encroaches into every aspect of daily life. Team scarves hang from the hat stand, commemorative mugs and plates clutter the kitchen, housework goes undone and chores are left unfinished. Worse; important dates and anniversaries are ignored or forgotten and family functions avoided. They often ruin such

functions as are attended by finding similar fans that are present and huddling around portable crystal balls rather than mingling! Before long, the unfortunate lover begins to resent Blood Bowl. Jealousy creeps in and feelings are hurt. In time, a strong hatred of Nuffle and all his wonders is fostered and domestic bliss becomes a thing of the past! They could change, these foolish men and women, but they seldom do (*we'd be in dire straits if they did!* – Ed)

So, when the spiritualist Necromancer Dirk the Abhorrent, head coach of the highly experimental Forlorn Phantoms, weaponised the animosity the late Gretchen Wächter held against her once-husband's ridiculous hobby, truly the terraces came to experience a level of dread not known before! Gretchen brings to the game many decades of frustration. She blames every player, fan, pundit and official for numerous

missed birthdays and anniversaries, and is ever quick to unleash her frustration upon them. Her bone chilling condemnations of selfish behaviour have been known to empty stands in mere moments, and cause opposition players to hurry home mid-game! And yet, it must be noted that, in death, Gretchen has found a love of the game and appears to be living her life, at last, to the fullest!

DID YOU KNOW...

Gretchen Wächter, 'The Blood Bowl Widow', holds the record for the most eardrums burst during a game, with an impressive 77. Many of these were fans too close to the pitch when she voiced her objections to a call by Ref Gober, the odd eardrum being Gober himself, who was already deaf in one ear from the last time he officiated a game involving Wächter.

CAREER HIGHLIGHTS

2490 After a long marriage to a husband utterly obsessed with Blood Bowl, Gretchen Wächter passes away peacefully surrounded by children, grandchildren and Middenheim Marauders' memorabilia. Her husband, Norbert, is distraught at missing the quarter finals of the Chaos Cup so her funeral is hurriedly arranged to fall on the rest day between the semi-finals and the championship final. Laid to rest in the Marauder home kit, the spirit of Gretchen manifests itself during the service and angrily chases Norbert down the street!

2492 The shade of Gretchen Wächter is summoned forth by Dirk the Abhorrent, the spiritualist

Necromancer responsible for forming the Forlorn Phantoms, an experimental squad constructed entirely of the spirits of past Blood Bowl players. Attempting to summon a Banshee with a deep and enduring hatred of Blood Bowl to terrify opposition players, Dirk the Abhorrent is drawn to the sad tale of Gretchen as reported in the *Middenheim Messenger* at the time of her funeral.

2493 The Forlorn Phantoms continue to struggle. Despite a huge wealth of talented players, the team cannot gain possession of the ball without first gaining possession of a live opposition player! Such touchdowns as they can score in this way are routinely disallowed by officials. Thanks to Gretchen, however,

the team is able to score a few wins by no-contest, as opposition teams flee in terror from her mournful wailing.

2494 The Forlorn Phantoms are disbanded. Despite some small successes, Dirk the Abhorrent's dream of a ghostly team ends in financial disaster due to the lack of winnings and low gate takings. Fans prove unwilling to pay to watch a team that cannot be seen in daylight be trounced by their opposition. Gretchen offers her services to any Undead coach willing to hire her; in death, she has discovered fresh joy, tormenting Blood Bowl players and fans alike with her blood-curdling wails!

“THE QUICK AND THE DEAD”

Welcome, once again, to our continuing in-depth examinations of the playstyles of the various teams that call Nuffle's sacred turf home. This month, we at *Spike! Journal* pluck up the courage to once again disturb the peace of infamous sports Necromancer, and long-time coach of the Shambling Undead team Abracadaver, Joemanji the Terrible. Once we'd breached the many fiendish traps and diabolical wards protecting his dank underground lair (by sending a procession of eager interns to knock on the door – Ed), we found him to be most welcoming of company and ever-so chatty!

DID YOU KNOW...

Skrull Halfheight is the only Dwarf to ever compete in the Great Ocean Abyssal Cup, most Dwarf teams are unable to hold their breath until the end of the first half!

Sometimes, even death's final whistle isn't enough to call time on a promising Blood Bowl career, for the (un)luckiest players find themselves swelling the roster of their local Undead team! Shambling by name, and shambling by nature, you'll often see these teams lumbering downfield with a spearhead of monstrous Mummies and a flesh wall of awkward Zombies protecting those few players on the team actually capable of handling the ball.

Shambling Undead have one of the most varied rosters in the game, with a wide range of characteristics represented by the players they can select from. This utility is the team's great strength, but it also requires a degree of care as to which players are assigned to which roles. Each player type is tailored to fulfil one task and often one task only, be that hitting things hard or running the ball. Undead excel at many things, but individual versatility is certainly not one of them. Games won't end well if a Mummy is chosen to carry the ball whilst a Ghoul is sent to deal with the opposition's meanest player! The players on the Shambling Undead team are so different from each other that it is probably best to start by talking about them individually.

MUMMIES

The stars of the show, these lords of undeath are the biggest reason to play Shambling Undead (*pun very much intended!* – Ed) and the thing that makes the team tick. None of the other rostered players are particularly spectacular, but the Mummy really is a fearsome prospect! No other player in the game has a starting Strength of 5 or more without some kind of associated detrimental skill (such as Loner or Bonehead). The drawback of the Mummy lies in its Movement value of 3, lower than any player other than a Treeman. Careful positioning and planning is required, because a Mummy that wanders away from the action will take a long time to catch up. Without their Mummies, the Shambling Undead team can seem quite ordinary, and so the game becomes a balancing act between using them for maximum effectiveness without exposing them so that they can be neutralised. Sometimes, even knocking a Mummy down can be enough to marginalise its impact, as it takes quite a while for them to catch up with play!

WIGHTS

Wights are the team's Blitzers, and the only player that starts with the Block skill. This makes them the only reliable blocker the team will have early on, and with good positioning, hopefully they will be available to make blocks that occur early in a turn or are of particular importance. Whilst their

characteristics are the very definition of ordinary, in the context of a Shambling Undead team they seem relatively impressive. Their Movement value of 6 is of particular use, as they are the only other kind of player that can keep up with the team's Ghouls. It is worth noting that Wights are no less difficult to injure than a Zombie, and so canny opponents will often focus their attention on trying to remove them.

GHOULS

It is interesting how much difference one skill can make. Ghouls might look like nothing more than Skaven Linemen with Dodge, but in the context of a slow team they fill a vital role. Very few other grinding teams can rival the burst of speed that having four such mobile players affords the Shambling Undead. This doesn't make them any less fragile, of course, and you will most often see a team's Ghouls sitting well-protected behind a crumbling flesh wall of Mummies and Zombies. It is paramount that a team's Ghouls enjoy the relative safety of this position for as long as possible. Whilst the temptation to reposition using their fast movement will often be there, on future turns an isolated pack of Ghouls will be easily swamped without the protection of the team's tougher players.

ZOMBIES

Some would say that Zombies are the perfect Linemen, ideally suited to absorbing punishment without wasting precious gold pieces on training to do things like sprinting or being able to handle the ball. It isn't as if they are going to complain about their lot any time soon, either! Whilst Zombies are cheap and expendable, they are not invincible, so on a game by game basis they will last longer if given some support and not just left solely to be the opposition's punching bags.

SKELETONS

Often regarded as something of an afterthought, the Skeleton is still a very useful player for the team. With their comparatively low Armour value of 7, but with the addition of Thick Skull, they are actually no less likely to leave the pitch than a Zombie with Armour 8, and the Skeleton's extra point of Movement can be crucial. Undead coaches are often seen fielding at least one Skeleton on offensive drives in particular, where the Lineman's role entails more than being pummelled on the line of scrimmage. Skeletons also make for useful decoys, as bloodthirsty opponents will often see what looks like a juicy target and ignore the more important members of the team. Losing a Skeleton rather than a Ghoul or Wight should be considered a resounding victory.

GENERAL TACTICS: NOMINATIVE DETERMINISM

Getting the best from a Shambling Undead team means bringing together these disparate parts and forming a coherent tactical whole. At the simplest level, the team is one that works best at grinding, caging or running the ball, looking to score in exactly eight turns on offence, then on defence, hoping to pressure the opposition into a quick touchdown or stop them entirely for a 2-1 or 2-0 win. Lacking any kind of dedicated Throwers or Catchers – and any realistic prospect of developing them – they are never going to be able to match the Elven teams for finesse. Whilst the Zombie to Mummy Long Bomb is a vision to behold, it probably isn't going to be the easiest route to victory! The team's name is a useful reminder of their most effective style of play: Shambling by name, shambling by nature.

Going into more detail, there are a few key concepts which a rookie Undead coach may find useful to keep in mind – let's hope that no opposition coaches end up reading this! If there is one overriding mantra, it would be to keep the team together, at least for as long as possible. This breaks down in a few ways. Blood Bowl is so often a game of tough choices that no rule should be considered hard and fast, but they serve as useful directives.

Whilst the speed of the Ghouls and even Wights means that they will often be able to escape if an opponent pressures the cage, resisting this urge will usually be the better plan. Isolated from the power of

the team's Mummies and the shield of their Zombies, a breakaway group of Ghouls is likely to be overwhelmed. Whilst this is not necessarily disastrous, and the team may even still score a touchdown, they will very likely relinquish the ability to dictate play on their own terms and at a time of their choosing.

Keeping the team's Mummies together is also highly effective, even when they stand next to each other. Even with a Strength of 5, a lone Mummy can be ganged up on and taken to the ground, but with two Mummies in tandem, it can even prove impossible for the opposition to leverage enough assists. The twin Mummy spearhead is in many situations a problem an opposing team has no ready counter for, at least not a counter that their coach is keen to try! In addition, when Mummies work in concert, they can keep each other moving and involved in the play. The opposing team will often try to isolate each Mummy and give them a Lineman to play with as far away from the substance of the drive as possible. Mummy tag teams go a long way to preventing this, both in making it a decidedly less worthwhile prospect, and in being able to block away a marker with one Mummy to free the other.

Careful use of the team's Wights is also advantageous. The need to make use of their Block skill, and the priority that will be given to protecting the team's Ghouls, means that Wights will usually find themselves in the thick of the play. The relative value of their speed and agility means that keeping them on the pitch and free to move is a big consideration.

Finally, whilst Zombies make for the perfect meat bags, if they spend the entire game simply taking blocks and getting back up, they won't last very long. Giving away blocks for free is never a good idea! If possible, it is useful to rescue Zombies who have been bogged down marking opposition players. This is most commonly a concern on defence, where the three Zombies who started on the line of scrimmage can quickly evaporate if left to fend for themselves. It should be possible for the Undead team to position their defence in such a way as to minimise the free hits the opposing team gets on these Zombies.



STARTING OUT IN A LEAGUE

Selecting the starting eleven for a league team is a fairly simple task; try to have as many of the players who are not Zombies or Skeletons!

A roster of two Mummies, two Wights, three Ghouls, three Zombies and a lone Skeleton capped off with three team re-rolls fits nicely into the initial 1,000,000 gold pieces budget. Whilst it is possible to start with the fourth Ghoul at the expense of a Re-roll counter, re-rolls double in price once a league gets underway, but Ghouls do not.

As the team progresses, it is best to develop the Mummies, Wights and Ghouls with MVPs whilst leaving the Zombies and Skeletons quite undeveloped. There is no point wasting good SPPs on a player who is going to be sent to occupy the opposition's Minotaur!

Mummies only have access to Strength skills and so have a relatively routine development path. Guard followed by Stand Firm are the best options without doubt, and in an extended league it is not uncommon for an Undead coach to fire a Mummy that reaches 31 SPP without rolling a double or stat Improvement and hire a rookie in its place.

Wights have a much more varied development path, with skills including Guard, Tackle and Mighty Blow all strong early choices. Ghouls are probably the players easiest to develop with access to both General and Agility skills. Block is an extremely solid first choice, as an MA7 player with Block and Dodge for only 90K Team Value is really quite something! One Ghoul may prefer to take Wrestle instead, though, to fulfil the role of ball hunter or safety, as Wrestle is a reliable way to bring down an opposition ball carrier with the Block skill and is a skill best not overlooked. As they progress, skills such as Sure Hands, Tackle and Side Step make for fine additions to any Ghoul.

Zombies and Skeletons that end up earning Improvement rolls can't really go wrong with the addition of the Block skill. Then there is always the option of a Dirty Player or two if a coach enjoys laying the boot in!

TOURNAMENT AND EXHIBITION PLAY ROSTERS

In Tournament and Exhibition Matches where, a 1,100,000 gold pieces budget is common, a team consisting of two Mummies, two Wights, four Ghouls, three Zombies, a lone Skeleton, three team re-rolls and enjoying the support of one Cheerleader, one assistant coach and a Fan Factor of 1 is a roster that sees a lot of use. There is, of course, the option to purchase only three Ghouls and an extra Zombie if a coach wishes to extend the roster to thirteen players.

If the team is allowed to distribute some skills amongst its players for the game, these will likely get most value on the non-Linemen. Guard is a fantastic skill for a Mummy and makes them even better at doing the job they are best at – getting into places that the opposition really wishes they were not! Wights improve with a mix of skills, including Tackle and Guard, whilst Ghouls excel if given the Block skill, with the option of one Sure Hands or Wrestle also of use. Shambling Undead are a really strong Tournament team, and there is no settled composition of players or skills as such, making them even more interesting to coach.



SETTING UP

Here are some examples of a couple of basic defensive set-ups using the exhibition roster described previously, although they can be used for league play, too.

DEFENSIVE SET-UP

The first is designed to protect the fragile Ghouls from being blitzed by the opposition at the start of their drive, with the centrality also allowing a great deal of freedom for the Shambling Undead team to reposition on its first turn. The Mummies are widest here, so that between them they have the whole width of the pitch covered for a Blitz Action on the Undead coach's first turn. Whilst this formation does expose the wings, any opposition that thinks it can stall out for eight turns from a position on the sidelines is in for a rude awakening!

OFFENSIVE SET-UP

The second set-up is more defensive, making it hard for the opposition to break into the Undead team's half without a difficult Blitz Action or some dodges. The centre is weaker here, but that is by design, as the Undead team has the opportunity to close in and surround any opposition players that break through their line.

KEY

- | | |
|--|--|
|  Mummy |  Zombie |
|  Ghoul |  Wight |
|  Skeleton | |



SUMMARY

In conclusion, we can see that the Shambling Undead team is one made up of many working parts, with big hitters, agile runners and cheap expendable Linemen. A coach that can make the best use of these players on the pitch will have a powerhouse of a team at his or her disposal. The roster can be relatively forgiving to an inexperienced coach, with many players having the Regeneration skill and the ability to bully teams with Mummies. But there is plenty for an experienced coach to enjoy too, with a high skill ceiling meaning that Undead will always offer something new to learn during, or ponder upon after, a match.



STAR PLAYER SPOTLIGHT

G'RAL BLODSCHÜKER



G'RAL BLODSCHÜKER

GHOUL

160,000 GOLD PIECES



MA	ST	AG	AV
7	3	3	7

SKILLS:

CATCH, DODGE, LONER, SURE FEET, WRESTLE

TEAMS:

NECROMANTIC HORROR, SHAMBLING UNDEAD, VAMPIRE

SPIKE!

THE FANTASY FOOTBALL JOURNAL

G'RAL BLODSCHÜKER

AGE: 28

HEIGHT: 5 FT 6 INCHES

WEIGHT: 136 LBS

ORIGINATING TEAM: TOMBSTONE TERRORS

POSITION: WIDE RECEIVER

CAREER TOTALS: 47 RUNNING TOUCHDOWNS, 36 CITATIONS FOR BITING, 7 TIMES FOUND HIDING UNDER THE BLEACHERS EATING SOMETHING TERRIBLE

AWARDS: DIRTY DAN'S FOUL PLAY AWARD
2492: LEO SWERES FINE DINING AWARD
2481, 2482, 2484, 2486, 2493



Some players are hungry for fame, some are hungry for fortune. G'Ral Blodschüker is just plain hungry. Hungry for the flesh of the dead, that is! And he's not fussy – team-mate or opponent, sideline official or eager fan – as long as they're not in a position to struggle too much, they're a tasty treat for good old G'Ral!

This month, *Spike! Journal* had planned an in-depth interview with our favourite flesh-eater, but unfortunately, our eager young reporter Lou Thorax came back as little more than a... well... a thorax. So instead, here's a brief history of G'Ral's career!

Though not truly Undead, Ghouls unconsciously feel the powerful dark magic that surrounds

and infuses Undead teams and are drawn towards their training grounds and the stadiums they play in. This is how G'Ral first came to encounter the great game of Blood Bowl. Drawn blindly towards the presence of a build-up of dark magic, he stumbled across the path of coach Earl the Wily of the Tombstone Terrors. During his constant search for fresh talent, coach Earl was overseeing a seven-a-side match between rookie Zombies freshly resurrected when, out of the darkness and totally unannounced, G'Ral pounced on a particularly promising looking prospect. Tackling the Zombie to the ground, G'Ral instinctively ran into the End Zone, carrying the severed arm of his victim, and with it, the ball! Coach Earl, ever the opportunist, coaxed the feral Ghoul with a feast of

discarded Zombie spare parts into playing a few set pieces. Before long, G'Ral was wearing a team kit and had signed his first contract!

Where the majority of his kind possess only the most vestigial sense of reason, G'Ral boasts a more refined cunning and an almost instinctual understanding of the rules of Blood Bowl. Combined together with a degree of courage often lacking in his kin (*though still not a large degree – Ed*), G'Ral has proven a most adept player. However, his career has not been without its low points, though, and he has picked up a disgraceful number of fines for biting other players!

It's quite common for Ghouls to exhibit extra digits. I'm sure that if you ask nicely, he'll return them!

Coach Earl the Wily, speaking on behalf of G'Ral to the RARG disciplinary committee

CAREER HIGHLIGHTS

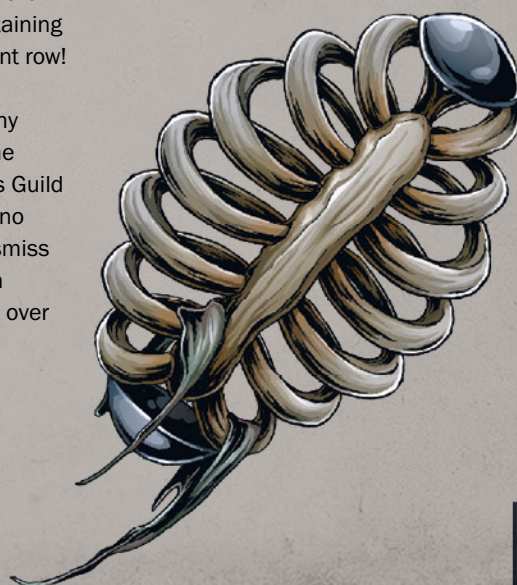
2481 G'Ral Blodschüker debuts for the Tombstone Terrors in a Sylvanian night time league fixture. He quickly impresses pundits with his natural instincts (*they turn a blind eye to his less natural ones! – Ed*), and is applauded for his determination to get the ball, if not for biting off fingers to do it!

2484 The cult of Morr steps up its campaign against the Tombstone Terrors. After many years of Coach Earl the Wily plundering tombs and graveyards the length and breadth of the Empire without any sort of permission, the media spotlight is directed squarely on the Terrors' players.

2485 As public pressure on the Terrors continues to mount, with even the legendary Tomolandry commenting that coach Wily should probably ask before taking any dead body he likes the look of, G'Ral inadvertently makes matters worse. Sent off for biting yet another opponent, G'Ral lets his emotions take over, reacting to the angry chants of the fans by obtaining his lunch from those on the front row!

2487 After a lengthy enquiry by the Referees & Allied Ruleskeepers Guild (RARG), Coach Earl is left with no practical alternative than to dismiss his star Ghoul. It is bad enough that he is facing public outrage over recruitment, without the added

stresses of a player who habitually snacks on the digits of players and fans alike! Freed from his contract, G'Ral's people claim that he has opted for early retirement due to blood poisoning caused by a rusty Dwarf, a claim soon disproved when G'Ral returns to the game as a player for hire!



STAR PLAYER SPOTLIGHT

IVAN 'THE ANIMAL' DEATHSHROUD

Countless ancient tombs and cairns can be found scattered across the length and breadth of the Old World, and these provide an abundant recruiting ground for talent scouts and Necromancers in need. Be they the eternal resting places of great warriors from more warlike eras, or the tombs of famous players from antiquity, such forgotten mausoleums are in truth not forgotten for long. Indeed, some Undead players have been known to complain that they have considered installing a revolving door!

IVAN 'THE ANIMAL' DEATHSHROUD

WIGHT
 230,000 GOLD PIECES



MA	ST	AG	AV
6	4	2	8

SKILLS:
 BLOCK, DISTURBING PRESENCE, JUGGERNAUT, LONER, REGENERATION, STRIP BALL, TACKLE

TEAMS:
 NECROMANTIC HORROR, SHAMBLING UNDEAD, TOMB KINGS

SPIKE!
THE FANTASY FOOTBALL JOURNAL

IVAN DEATHSHROUD

AGE: 45 (1421 GIVE OR TAKE A FEW CENTURIES BACK IN THE BARROW)
HEIGHT: 6 FT 4 INCHES
WEIGHT: 150 LBS
ORIGINATING TEAM: THE HEL FENN HELIONS
POSITION: BLITZER

CAREER TOTALS: TROLLSLAYER MONTHLY'S MOST HATED 2473, 2477, 2484; DELIGHTFUL DECAPITATION AWARD 2489

AWARDS: 43 FATALITIES, 54 SERIOUS INJURIES, 18 SACKS, 27 RUSHING TOUCHDOWNS





In times past, it was common for the chieftains of warlike tribes to be buried in their full panoply of war, accompanied by great wealth and extravagant grave goods. Such traditions have continued in many parts of the world, and there is much evidence of beloved Blood Bowl players being entombed in equal style throughout the ages. Consequently, it is not uncommon for many of the ancient Wights that play the game today to be encountering Blood Bowl for the first time in undeath, awakened as they are from centuries of slumber, expecting to be reborn into a new life of warfare, but instead finding themselves bound by powerful magics to play a sport for all eternity!

One such ancient Wight resurrected (though not for the first time) into a surprising new career was Ivan Deathshroud, known as 'The Animal' among the Dwarfs of the Worlds Edge Mountains. At first, Ivan was angered at his new role, as in life and death he had been a mighty warlord and the scourge of his enemies. However, he soon came to learn that the sport of Blood Bowl provided him with all of the opportunities he could wish for to slay his

foes. What's more, he was suddenly popular! No longer was his appearance dreaded, he had 'fans', dedicated followers eager to see him and who would pay good crowns to watch him do battle upon the sacred fields of Nuffle.

In recent years, Ivan has used his new found celebrity status to negotiate a contract release from the Hel Fenn Helions. In life, his dream was always to conquer the realms of the Worlds Edge Mountains and claim them as his own, a dream he continued to pursue centuries ago, when first raised from death to lead the Legion of Doom. His dream continues, but altered to suit his new career, and in time there is little doubt that the new Legion of Doom will threaten to conquer the leagues and tournaments of the Worlds Edge.

What a rush!

Ivan Deathshroud, upon scoring his first touchdown in competitive play

CAREER HIGHLIGHTS

1050 Ivan Deathshroud, a vicious barbarian warlord from the desolate Troll Country, north of the Old World, first leads a horde of savage warriors against the mountainous empire of the Dwarfs in less peaceful times. For many years, this tyrant is the scourge of Dwarf kind, until he is eventually slain in battle by a mighty hero and laid to rest in a monumental barrow by his loyal followers.

1632 The intervention of an outside force sees Deathshroud resurrected, raised by a great Necromancer as a terrible Wight to lead his own armies of conquest. Once again, Deathshroud wages war against his hated Dwarven foes! The Necromancer himself is slain and most of his armies collapse into dust, but Deathshroud, brimming with dark magics, lingers on, leading the remnants of his force, the Legion of Doom, to become a relentless blight upon the trade routes and high passes of the Worlds Edge Mountains.

1716 Deathshroud and the Legion of Doom are finally brought to battle and defeated by a mighty Dwarven host. The Wight himself is buried in a lead casket etched with powerful runes to ward against his resurrection.

2463 After many centuries, Ivan Deathshroud is resurrected by Henry the Liche, the coach of the Hel Fenn Helions. Looking for a bit more aggression in his offence, Henry had spent several decades searching out the most vicious Undead he could find. Deathshroud is at first appalled to find himself resurrected to play a petty sport until, that is, he discovers just how violent the game is!

2471 Deathshroud earns glory and infamy in equal measure when he is recognised as the scourge of the Dwarven holds during a match against the Grudge Bearers. Deathshroud is more than happy that the Dwarven folk remember him, and a very acrimonious match quickly descends into a full scale riot as angry Dwarf fans storm the pitch!

2491 Following the collapse of the NAF, Deathshroud leaves the Hel Fenn Helions and takes to the road, hoping to found and captain a new team. Somewhat controversially, Deathshroud announces that the new Legion of Doom will lay waste to the Dwarven leagues of the Worlds Edge Mountains.

RISING STARS

LESSER-KNOWN UNDEAD STAR PLAYERS

The ranks of Shambling Undead teams are home to a whole host of Star Players of varying vintage. Since the earliest days, when Tomolandry and his Champions of Death broke onto the circuit, Undead teams have never been shy about recruiting 'retired' players, often without bothering to fill in the hole left in the cemetery! Consequently, when such teams take to the pitch, they often field a wide array of freebooters of all races and of various stages of decomposition, sights sure to both shock and thrill the fans.

We here at *Spike! Journal* have caught up with a few such (re-)emerging stars of the game to find out what animates them. It turns out that it's the wind of dark magic and, in one notable case, a nest of rats in the ribcage!



DID YOU KNOW...

'Rotten' Rick Bupkeis had a short lived sponsorship deal with Orcidas sporting footwear. Rick mistakenly thought the concept of 'spreading the brand' meant leaving the Orcidas logo in as many faces as possible.

BRYCE 'THE SLICE' CAMBUEL

Back in the 2480s, Blood Bowl was overtaken by the new-fangled chainsaw. Both players and fans alike were infatuated with these screaming and whirring devices of destruction. The number of chainsaw-wielding loonies, as the psychotic handlers of these weapons came to be known, quickly grew beyond the NAF's ability to regulate! Fortunately, the craze was short-lived, much like many of the loonies themselves, and the NAF introduced strict rules regarding chainsaws once the worst offenders had quit the sport. Bryce 'The Slice' is a veteran of this era who once played briefly for the Ostermark Bulls before tripping and cutting his career short, raised recently from this self-imposed early retirement to once again cut a swathe of destruction across the gridiron!

SPIKE! EXCLUSIVE STAR PLAYER PROFILE:

AGE: 27 (+12). **HEIGHT:** Shorter than he was!

WEIGHT: 30 lbs. **ORIGINATING TEAM:** Ostermark Bulls.

POSITION: Chainsaw-wielding loony.

CAREER TOTALS: 68 fatalities, 98 serious injuries, 23 sacks, 1 terminal fumble.

AWARDS: Services to Organ Transplants Medal 2481; Delightful Decapitation Award 2484 (posthumous).

SPIKE! MAGAZINE STAR PLAYER RATING: 92

'ROTTEN' RICK BUPKEIS

Blood Bowl is a dangerous sport, and no more so than for a player that ends up on the ground! For most players, sticking the cleats into a downed opponent whilst the referee's back is turned just isn't worth it; if the ref doesn't see it, the fans will, and they don't just throw insults! 'Rotten' Rick Bupkeis learned this a few seasons ago when, taking another opportunity to earn his press-given nickname and treating the fan-favourite Puggy Baconbreath to a close look at his new boots, the fans intervened, throwing their packed lunches at the infamous cheat. Unfortunately for Rick, the Halfling fans of the Merry Mootmen bring some pretty substantial lunches to matches, and Rick was buried alive under an avalanche of baked goods!

SPIKE! EXCLUSIVE STAR PLAYER PROFILE:

AGE: 36 (+2). **HEIGHT:** 5 ft 11 inches.

WEIGHT: 166 lbs.

ORIGINATING TEAM: Cleaveland Crescents.

POSITION: Lineman. **CAREER TOTALS:** 7 kills, 34 serious injuries, 17 sacks, 81 precision applications of the boot.

AWARDS: Anti-violence Watchdog Committee Worst Tackle of the Year 2489, 2493; Dirty Dan's Foul Play Award 2493, 2494.

SPIKE! MAGAZINE STAR PLAYER RATING: 77.



SKRULL HALFHEIGHT

Every once in a while, a player appears that breaks the mould. Skrull Halfheight was one such player. A Dwarf blessed with a prodigious passing ability, Skrull's career should have been long and memorable. Instead, much like Skrull himself, it was short and brief! Debuting for the Karak Wanderers back in 2463, Skrull and his team were ready to amaze their fans with their impressive passing game. Unfortunately for Skrull, his receivers were Dwarfs, and as he waited for them to trundle slowly into position, the opposition took their time to carefully plan and execute a career-ending sack on the unfortunate Thrower. This wasn't the end though; Skrull was soon resurrected by none other than Tomolandry, eager to try out a long game for his own Champions of Death.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE:

AGE: 76 (+33). **HEIGHT:** 5 ft 1 inches.

WEIGHT: 154 lbs.

ORIGINATING TEAM: Karak Wanderers.

POSITION: Thrower.

CAREER TOTALS: 84 completions, 57 passing touchdowns. **AWARDS:** Underlord Medal 2463; Spike! Magazine Strong Arm Award 2471, 2479.

SPIKE! MAGAZINE STAR PLAYER RATING: 133

THROTTLESNOT 'THE IMPALER'

The Necromancers that own and manage Shambling Undead teams are nothing if not innovative in their approach to recruitment, and as the official guidelines covering permissible players are vague to say the least, boundaries are often pushed. One memorable instance occurred when the owner of the Middenheim Maulers, Dietrich Halsnacht, 'signed up' the recently deceased Throttlesnot, star pogoer of the Snivelling Gitz Goblin team. Officials complained vigorously about this ludicrous signing, but Dietrich pointed out that Throttlesnot was a Zombie, and that because the NAF hadn't bothered to go into any greater detail than that, they'd just have to put up with the pogo stick! The matter was never resolved before the collapse of the NAF, and so Throttlesnot continues to appear for various Undead teams to this day.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE:

AGE: 11 (+7). **HEIGHT:** 3 ft 6 inches.

WEIGHT: 78 lbs. **ORIGINATING TEAM:** Snivelling Gitz.

POSITION: Pogoer. **CAREER TOTALS:** 14 rushing touchdowns, 34 serious injuries, 59 serious rules infringements. **AWARDS:** Innovation Award 2489; Dirty Dan's Foul Play Award 2490.

SPIKE! MAGAZINE STAR PLAYER RATING: 69



COFFIN CORNER

CHOCKS AWAY!

We remember Cipper Chock, daring Goblin Runner. Each game, Cipper squealed for the team Troll to throw him ever farther down the pitch until, during the Hargendorf Cup, a combination of an impressive long bomb and a sudden updraft sent Cipper sailing off over the kraken-infested Sea of Claws, never to be seen again.

A HEADY BREW

We remember team captain Sorgi Hammerhead, famous Dwarf drunkard (and that's saying something). So volatile was Sorgi's breath that a bellowed command to his team's Deathroller immediately intoxicated the driver, the machine going out of control and crushing Sorgi to paste.

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

GOING TO PIECES

We remember Bob Blackbone, Skeleton Lineman for the Brayburg Bonepickers. Smashed to pieces by a devastating block, the team Igor couldn't quite find all of Bob's bits – though I'm sure he'll be pleased to know pieces of him live on in his team-mates.

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

"I was trying to help him up, but I slipped, honest, ref!"

*'Rotten' Rick Bupkeis,
almost every game he's ever played*

"Did you ever see a Zombie Goblin run? The way he gets around is a lot more fun!"

Terrace chant of Throttlesnot's fans

"It's great to be back! Hanging on a hook in the Apothecary's office, I was hardly at the cutting edge of the sport!"

*Bryce 'The Slice' Cambuel,
Altdorf Old Bowl, 2495*

"For the love of Nuffle, will you please just run faster!"

Last words of Skrull Halfheight



WITH SHOVEL AND SPECIAL CRIMINAL

In scenes reminiscent of the last issue of *Spike! Journal*, we've once again been out and about in our sturdy boots, getting close to the earth. This time, though, we've been putting our shovels to a very different use. We've been hanging around with Necromancers and their staff under the cover of moonlight, digging up fresh talent!

Gather round, readers, and we'll tell you what you never knew about the secretive staff that tend to the Shambing Undead teams. From the Necrotheurge mages that offer their powers in support of their colleagues, to the humble assistants who do the digging and stitching, we've got all the dirt!



NEW RULES AND INDUCEMENTS FOR LIFE-CHALLENGED TEAMS

There's a lot more to the running of a Shambling Undead team than most sports fans think, it's not just a simple matter of animating the players with dark magic and guiding them onto the pitch! As any hard working Necromancer will tell you, it takes a lot of pairs of hands to keep the players in tip-top condition, and a lot of magical resources are committed to the control of the players, ensuring that they play with a degree of skill rather than just fall apart under the pressure (*literally, fall apart* – Ed). Fortunately, hands are one thing most Necromancers have in ready supply.

Unfortunately, those tend to be attached to dead bodies, so they aren't always the most helpful!

As a result, Necromancers will seek out the assistance of others when required to help take up some of the strain. Be it other death mages like themselves, willing and able to bolster the coach's own magical prowess, or loyal servants dedicated to their team and coach, eager to put in the long hours and do the back-breaking work. Be they bent over a mortuary slab or excavating a fresh grave, a Necromancer's assistants are the beating heart of an operation that very much needs a beating heart! A Shambling Undead team, just like any other, relies on the efforts of a devoted staff on the sidelines.

TEAM SPECIAL RULE: MASTERS OF UNDEATH (FREE)

SHAMBLING UNDEAD AND NECROMANTIC HORROR TEAMS

What really sets the Undead apart from other teams is that their players tend to be, well, dead! As a result, most Apothecaries will simply refuse to work for them, arguing that their expertise is wasted. This, in truth, has very little impact upon the teams themselves; after all, most Necromancers are quite familiar with how a cadaver fits together and can perform repairs themselves! Sadly, this has led to many Ghoul players suffering, unable as they are to visit a qualified Apothecary. Recently, a petition was handed to the Guild of Physicians headquarters in Nuln demanding equal care for living players on Undead teams!

Necromantic Horror and Shambling Undead teams cannot hire an Apothecary, either as a permanent fixture on their roster or as an Inducement. However, their head coach is replaced by a Necromancer. Once per match, the Necromancer can Raise the Dead. If a player on the opposing team, with Strength 4 or less, that does not have the Regeneration or Stunty skills is killed during the match (after any attempts to revive them with an Apothecary), a new rookie Zombie player can be placed immediately in the Reserves box of the team Dugout. Note that this may cause the team to have more than sixteen players for the remainder of the match. During the 'Hire and Fire' step of the Post-match sequence, this player may be added to the team roster for free if the team has fewer than sixteen players on its roster, otherwise it will be lost. The Zombie's full value still counts towards the Team Value. Just like the head coach of any other team, a Necromancer can Argue the Call when one of their players is sent off for committing a foul or using a Secret Weapon, as long as they haven't been sent off themselves.



NEW INDUCEMENTS

Shambling Undead, Necromantic Horror, Tomb Kings and Vampire teams may induce an Igor and/or a Sports Necrotheurge for a match, as detailed below.

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.

IGOR, MORTUARY ASSISTANT (100,000 GOLD PIECES)

AVAILABLE TO SHAMBLING UNDEAD, NECROMANTIC HORROR, TOMB KINGS AND VAMPIRE TEAMS

Necromancers are solitary folk by nature, but theirs is a busy calling, requiring them to work many long hours. Help is plentiful, but often unskilled; Zombies make willing servants but are neither careful workers nor the most blessed with initiative! Consequently, many Necromancers rely upon living servants, be they mortuary assistants hired for their familiarity with the dead, or amateur anatomists or trainee physicians, eager to get a better understanding of anatomy.

Shambling Undead, Necromantic Horror, Tomb Kings and Vampire teams can hire an Igor for 100,000 gold pieces. An Igor is a master of needle and thread on rotting flesh, connecting hip bone to leg bone, repairing funereal bindings, and so on. He can really get the boys shambling back to the pitch! An Igor may be used once per game to re-roll one failed Regeneration roll for a player.



SPORTS NECROTHERGUE (150,000 GOLD PIECES)

AVAILABLE TO SHAMBLING UNDEAD, NECROMANTIC HORROR, TOMB KINGS AND VAMPIRE TEAMS

Not all practitioners of dark magic are inclined to run their own teams. A great many prefer the steady wages and stress free work offered by the various Cabalvision networks, pursuing their own interests in their spare time (everyone needs a hobby – Ed). In these more enlightened times; Necromancers are also far more welcome within the various Colleges of Magic, enabling them to offer their services to coaches in need as hireling wizards. Due to their singular and all-consuming passions, though, they tend to stick to what they know and, rather than hurling fireballs, are usually hired to coax a bit of extra potency from the players!

A Sports Necrotheurge 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.

INCORPOREAL: Cast at the start of any of your opponent's turns, before any player performs an Action. Target any opposition player. On a 3+, it becomes strangely incorporeal! The player gains the No Hands skill and will immediately drop the ball if it was carrying it, causing it to bounce once. Additionally, the player loses their tackle zones. Incorporeal lasts until the start of your opponent's next turn.

VANHALABLES DANS MACABRE: Cast at the start of any of your turns, before any player performs an Action. Roll a D6. On a 3+, all Skeleton and Zombie players on the pitch gain +1MA, +1AG and +1AV until the start of your next turn.

MIGHTY BLOW!

'BRING OUT YER DEAD!'
TALES OF SPORTING GLORY FROM THE
CAREER OF ALL-TIME STAR PLAYER
BOB BIFFORD

BOB: "NEVER LET IT BE SAID THAT BLOOD BOWL IS A GENTLE GAME. IT'S BRUTAL. BUT PLAYING AGAINST THE UNDEAD, EVEN A TEAM AS GOOD AS THE CHAMPIONS OF DEATH, IT GETS REALLY MESSY."

"THAT'S ME, BOB BIFFORD, RIGHT IN THE MIDDLE OF ALL THOSE DEAD-HEADS. ON THIS PITCH, I'VE PUT A LOT OF PLAYERS IN THEIR GRAVES. HAVEN'T HAD TO PUT A LOT BACK INTO THE GROUND, THOUGH."

"AT LEAST THEY BREAK
PRETTY EASILY... THING IS..."

YIP! YIP!

OH! DAT'S MY LEG...!

"...THE UNDEAD, THEY HAVE A NASTY HABIT..."

KRAAKOOOOM!

"...OF COMING BACK."

BIMIFFFOOORRD... IT'S MEEE,
DUURRBAAZ IRONHEEEEL... I'M
DEEEAD BECAUSE OF YOOOU!

ARISE!

**ARISE!
DANSE MACABRE!**

YOOOU KILLED
MEE, BOB... DOOON'T
YOOOU REMEMBER...?

URRRRGGGH...

"EVERY PLAYER WHO HAD DIED AT MY
FISTSPIKE HAD COME BACK TO HAUNT ME.
NATURALLY, I BARELY FLINCHED..."

IIIIIEEE!



**BRITTLE SNAPARM
SKELETON, THE CHAMPIONS OF DEATH**



**SIMEON STYFF
SKELETON, THE CHAMPIONS OF DEATH**



**MAZ 'BONES' KLIMESH
WIGHT, THE CHAMPIONS OF DEATH**



**RICARDO VERMINELLI
ZOMBIE, THE CHAMPIONS OF DEATH**



**MIKHAEL VON JACKS
ZOMBIE, THE CHAMPIONS OF DEATH**



**G'HOL BLOODSTAINED
GHOUL, THE CHAMPIONS OF DEATH**



**SEKHMEHT VII
MUMMY, THE CHAMPIONS OF DEATH**

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