

BLOOD BOWL[®]

SPIKE!

THE FANTASY FOOTBALL JOURNAL



ISSUE
09



A CRIMONIOUS ALLIANCES!

A LOOK AT SOME OF THE MOST MISMATCHED TEAMS
IN BLOOD BOWL!

C HAOS AND CONFUSION!

WHO NEEDS TEAMWORK TO PLAY
A TEAM GAME?

ISSUE NINE!

EVEN MORE OFFICIAL CONTENT FOR THE GAME OF FANTASY FOOTBALL!



GREETINGS SPORTS FANS!

Somebody once told us that Blood Bowl was exclusive, a sport with no space for misfits and freaks. Well, they're looking pretty silly now as since the NAF's collapse, they're letting anyone play Blood Bowl! That's right, it's the All-Stars, not one team but three! So without further song and dance, let's dive right into this extraordinary issue of *Spike! Journal*.

In this issue, we're exploring the weird and wonderful world of mixed teams, all of them a motley collection of different races drawn together by a mutual love of Blood Bowl and violence. Everyone, including your grandmother, will have heard of the Chaos All-Stars, but they're not the only team that differs from the norm. Regardless of their composition, fans are guaranteed wacky gameplay when the players are as likely to punch one another as they are an opponent!

Sprinkled across these pages is everything you need to know about three eclectic team types, both old and new. Within, you'll find all the mischievous details on Chaos Renegade teams, motley collections of ne'er-do-wells drawn from a diverse selection of races; the sneaky secrets of the Underworld Denizens, players even the Skaven are reluctant to hang around with; and the Old World Alliance, those newly-emerging teams of Old World races who are looking to take both worlds, Old and New, by storm – if they can set aside their grudges, that is! We've also got a brief tactics guide for each, so entrepreuneuring coaches can jump on the new Blood Bowl bandwagon – or plot how to defeat this new rival.

Elsewhere in this *Spike! Journal*, you'll find team profiles for some of the more (in)famous mixed teams, shining a spotlight on the Mongrel Horde, the Underworld Creepers (ignore the pained hissing) and the Middenheim Maulers. Alongside this, we showcase Star Players including Ugroth 'The Other Ripper' Bolgrot, larger-than-life Glart Smashrip, and everyone's favourite chainsaw-wielding middle-aged mess, Helmut Wulf!

Let's not forget our regular features. As always, there's Chat with the Rat, where the Scribbler sits down with one of his erstwhile kin and tackles the topic of mutations. Meanwhile, Mindy Piewhistle takes to the backstreets to ask why Elves won't play for Old World Alliance teams. We also found space for Coffin Corner to ensure our readers are well prepared for that all-important tavern quiz!

So, curious seeker of knowledge, don your thinking pants and prepare to be amazed as we explore not one, not two, but three diverse teams coming to a gridiron near you!



Stephan Half-Elf,
Guest Editor *Spike! Journal*

Stephan Half-Elf

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MISFITS AND MALCONTENTS



**CHAOS
RENEGADE
TEAMS**

The history of Chaos Renegade teams is long and often confusing. In the past, the NAF would regularly make claims of temporal distortion, and even time travel, as it attempted to cover up its failure to correctly categorise these teams or else tried to explain away the scandal of an illegal line-up winning a major prize. More recently, such teams have become commonplace across the world, and with that popularity has come a degree of official recognition once lacking!

As every good sports historian knows, mixed teams first featured in the Dungeon Bowl. Way back when the Colleges of Magic set up their own underground league (*underground both literally and figuratively – Ed*) to rival the NAF, they adopted their own unique rules regarding team composition. This allowed for great racial diversity within teams, the better to reflect the nature of magic in our world and the different disciplines as practised by the various colleges. To the average sports fan, the reasons for this meant nothing, but the diversity of teams was wild and exciting! When combined with underground stadia populated by deadly traps and magical special effects, it is little wonder that the Colleges of Magic Blood Bowl League (CMBBL), home of the annual Dungeon Bowl tournament, proved so popular.

Meanwhile, in the wider sporting world, the arrival of many Chaos teams from the north was forcing the NAF to reevaluate some of its guidelines (*often at the point of a sword – Ed*), allowing more diverse squads to compete. In time, several became well-established, causing other coaches to emulate these line-ups in the hope of recreating their success.

What quickly became apparent to most commentators though was that, away from the governance of the colleges and the unique environments of the CMBBL dungeons, mixed teams rarely lived up to the hype. Sure there were a few that did, most notably the Chaos All-Stars, but they were an exception. The All-Stars were the first true 'Renegade' team to appear in NAF competition and the cause of many a controversy. Prince Dorian, the team's founding head coach/owner/star player, was never one to be constrained by rules, and from their very first fixture the All-Stars flouted the regulations and fielded whatever players they wanted to.

With hindsight, the reasons for this were many. The All-Stars attracted as serious a bunch of misfits as could be imagined. Many were outcasts expelled from other teams, inveterate cheats and blatant foulers all. Others were secret worshippers of Chaos, mutants and degenerates that mocked Nuffle openly. Drawn together for reasons never fully explained, this cavalcade of freaks soon became one of the NAF's most pre-eminent teams, and one that proved extremely intimidating to the humble priests of Nuffle who made up the NAF.

In those early days, the All-Stars' crimes against the regulations went largely unpunished, and it was this laxity that opened a crack through which others of their kind could creep. Some were veterans of the CMBBL, some were followers of Chaos from the Northern tribes and the Troll Country, whilst others still were common thugs and hoodlums sacked by teams tired of their antics.

Within a few short decades, the NAF had caved to public opinion and codified within the rules 'Renegade' team line-ups. To the fans, this made little difference – they had been happily cheering for teams consisting of several races for years. But to the NAF, this change was something of a landmark decision. Many conventional teams were outraged, repeating claims that such teams were not in the spirit of the game and were being given unfair advantages other teams lacked. Several teams active in the major leagues petitioned to have their categorisation changed, hoping to abuse this new ruling to strengthen their roster with players of a different race. Meanwhile, the CMBBL was unhappy, feeling that the NAF was encroaching upon its unique place within the world of Blood Bowl.

The NAF, not wanting to risk the ire of the Colleges of Magic, saw sense (*not least because CMBBL officials would routinely end an argument by turning those who opposed them into frogs – Ed*), and quickly took steps to tighten their initial, rather loose, rulings regarding Renegade teams. The NAF introduced rules ensuring Renegade teams did not too closely emulate teams active within the CMBBL and added the caveat that such teams must be able to prove an allegiance to one or other of the Chaos powers. This worked like a charm, and petitions from several teams to change their categorisation were quietly abandoned when players objected to eternal damnation and physical mutation just so their coach could add an Elven thrower to the offensive line-up!

FAMOUS TEAMS

THE CHAOS ALL-STARS

It would be almost impossible to discuss Chaos Renegade teams without mentioning the Chaos All-Stars, and this article is no different, having already talked about them at some length! But who are the All-Stars? Owned by thrice-damned Prince Dorian, the legendary heir to several ancient kingdoms who threw it all away for Blood Bowl, the team is a haven for many renegades and outcasts as well as a great many creatures of Chaos. Aside from their controversial line-up, the All-Stars are best known for their blatant use of Chaos magic. This has long caused much outcry from opponents, but, due to an early and inexplicable ruling by the NAF that the dark powers swirling above the All-Stars' dugout were a natural phenomenon, nothing has ever been done about it; even today, opponents just have to deal with balls that turn into flapping fish or cannonballs at a moment's notice!

THE MIDDEN MOORS MARAUDERS

A recently-formed team of especially violent drunkards, all of whom have been expelled from various teams active in the major leagues for code of conduct violations (*considering how vague the code of conduct for Blood Bowl players is, we can only imagine what a player needs to do to get expelled! – Ed*). The Midden Moors Marauders have already courted controversy, having been sued by the real Middenland Marauders (formerly the Middenheim Marauders and the Middenland Maulers, two teams of great pedigree that merged after the collapse of the NAF). With what few cash reserves this young team had quickly drained by their eager lawyers (the notorious firm of Nickit & Scarpa of Nuln), funds to spend on attracting new talent have been scarce, forcing the Other Marauders (*as fans have taken to calling them – Ed*) to happily welcome aboard an ever-more motley collection of outcasts and misfits.

THE HOWLING-HILLS HELLIONS

The Hellions are especially beloved by fans for their utter refusal to adhere to even the most basic of the sacred rules of Blood Bowl. In fact, they have proven so irrational and unpredictable on the pitch that their latest sponsor (in a long line of sponsors hoping to become a household name through association with such a notorious team), the Middenland Bank of Middenland, insisted that the whole team be examined by a qualified sports exorcist before handing over a single gold piece. The gold was handed over, but the results have yet to be published to the public or the RARG, and the Hellions continue to behave as if possessed by Daemons, prompting frequent accusations of a cover-up at the lowest levels of the sport!

THE STORM BOLTS

The Storm Bolts made their debut under the banner of the Amber Order of Magic, competing in the CMBBL during the 2483 season. The team featured a controversial line-up even by the standards of College Blood Bowl, being essentially little more than a brutal Orc team that featured some extremely fast Skaven runners and a highly talented, if egotistical, young Dark Elf Thrower. It quickly became apparent that the players hated one another, often refusing to take to the pitch together. Gradually, several Human players were introduced to ease conflicts, but this had little effect. In 2493, the team was expelled from the CMBBL. Forced to change its line-up further to compete in various Old World leagues, the Storm Bolts have recently enjoyed some modest success.



Guffle Pusmaw



Lewdgrip Whiparm



Ugroth Bolgrot



Withergrasp Doubledrool



Morg 'n' Thorg

TEAM ROSTER

QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS	NORMAL	DOUBLE
0-12	Renegade Human Linemen	50,000	6	3	3	8	None	GSPM	A
0-1	Renegade Goblin	40,000	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty	AM	GSP
0-1	Renegade Orc Lineman	50,000	5	3	3	9	Animosity	GM	ASP
0-1	Renegade Skaven Lineman	50,000	7	3	3	7	Animosity	GM	ASP
0-1	Renegade Dark Elf Lineman	70,000	6	3	4	8	Animosity	GAM	SP
0-1	Troll	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	S	GAPM
0-1	Ogre	140,000	5	5	2	9	Bone-head, Loner, Mighty Blow, Thick Skull, Throw Team-mate	S	GAPM
0-1	Minotaur	150,000	5	5	2	8	Frenzy, Horns, Loner, Mighty Blow, Thick Skull, Wild Animal	S	GAPM
0-8	Re-roll counters: 70,000 gold pieces each								

STAR PLAYERS

NAME	PLAYS FOR	SKILLS	COST (GP)	MA	ST	AG	AV
Bomber Dribblesnot	Goblin, Ogre, Orc, Chaos Renegade, Underworld Denizens	Accurate, Bombardier, Dodge, Loner, Right Stuff, Secret Weapon, Stunty	60,000	6	2	3	7
Helmut Wulf	Amazon, Chaos Renegade, Human, Lizardmen, Norse, Old World Alliance, Vampire	Chainsaw, Loner, Secret Weapon, Stand Firm	110,000	6	3	3	8
Gobbler Grimlich	Chaos Chosen, Chaos Renegade, Underworld Denizens	Big Hand, Disturbing Presence, Leap, Loner, Monstrous Mouth, Regeneration, Tentacles, Very Long Legs	230,000	5	4	2	9
Guffle Pusmaw	Chaos Chosen, Chaos Renegade, Nurgle	Foul Appearance, Loner, Monstrous Mouth, Nurgle's Rot	210,000	5	3	4	9
Lewdgrip Whiparm	Chaos Chosen, Chaos Renegade, Nurgle	Dodge, Loner, Pass, Strong Arm, Sure Hands, Tentacles	160,000	6	3	3	9
Ugroth Bolgrot	Orc, Chaos Renegade	Chainsaw, Loner, Secret Weapon	100,000	5	3	3	9
Withergrasp Doubledrool	Chaos Chosen, Chaos Renegade, Nurgle	Loner, Prehensile Tail, Tackle, Tentacles, Two Heads, Wrestle	170,000	6	3	3	8
Morg 'n' Thorg	Any except Necromantic Horror, Shambling Undead and Tomb Kings	Block, Loner, Mighty Blow, Thick Skull, Throw Team-mate	430,000	6	6	3	10
Zzharg Madeye	Chaos Dwarf, Chaos Renegade	Hail Mary Pass, Loner, Pass, Secret Weapon, Strong Arm, Sure Hands, Tackle, Thick Skull	90,000	4	4	3	9
GOLDEN ERA STAR PLAYER							
Bob Bifford	Any Team	Block, Break Tackle, Juggernaut, Loner, Mighty Blow, Multiple Block, Thick Skull, Throw Team-mate	380,000	5	6	2	10

THE MONGREL HORDE

One of the better known Chaos Renegade teams (in spite of their less than glorious performance record), the Mongrel Horde has campaigned in many provincial leagues in and around the Empire for the best part of four decades. The Horde gathers together a large and unruly roster of talent, consisting of some of the most maladjusted, misaligned and just downright evil players ever to set foot upon a gridiron.

When it was first founded, this unruly amalgamation of players, more accurately described as a tribe than a team, proved a big hit with fans the world over. Huge numbers would flock to see the team perform, eager to see the on-pitch antics of a group of violent thugs who hated one another and never bothered with training. Sadly for the Horde, the shine quickly wore off, thanks in no small part to the dedication – or lack thereof – of the players. Most of them rarely bothered to turn up for games, some wouldn't play if a particularly hated team-mate was present, others would only play against certain opponents and refuse outright to face others.

This behaviour certainly fit their chaotic and evil persona and entertained the fans for a while. But sadly, it made the Horde a tough team to follow. Today, the team is still active and can be found campaigning across the Old World, but it seems that the glory the Horde could have achieved will always remain just beyond its tentacled reach!

TEAM PROFILE: THE MONGREL HORDE

TEAM COLOURS: Pink and green

OWNER: Fergus Aleksonne

HEAD COACH: Aleksandr Fergsonne

PLAYERS: A collection of freaks and ne'er-do-wells

TEAM HONOURS: Hell's Mouth league winners 2473, 2481; Border Princes Senior Cup runners-up 2481

HALL OF FAME: Wazbasha Thunderkrump, Mud, Flatulent Don

SPIKE! TEAM RATING: 118



HALL OF FAME: THE MONGREL HORDE

2472-2473 SQUAD

NAME	POSITION	MA	ST	AG	AV	SKILLS
Ashor Daemonbane	Renegade Dark Elf Lineman	6	3	4	8	Animosity, Dodge, Side Step
Ikit Skritch	Renegade Skaven Lineman	7	3	3	7	Animosity, Sprint, Sure Feet
Spite Venomsnaggler	Renegade Goblin	6	2	3	7	Animosity, Dodge, Right Stuff, Stunty, Two Heads
Wazbasha	Renegade	5	3	3	9	Animosity, Block
Thunderkrump	Orc Lineman					
Max Ploughman	Renegade Human Lineman	6	3	3	8	Big Hand, Leader, Pass, Sure Hands
Dieter Hammerslash	Renegade Human Lineman	6	3	3	8	Block, Claws, Horns (Weaponised Tail)
Hengist the Hurtful	Renegade Human Lineman	5	3	3	8	Guard, Stand Firm
Chadda Grimgouge	Renegade Human Lineman	6	4	3	8	Wrestle
Erik Contanebra	Renegade Human Lineman	6	3	3	8	Block, Tackle
Mud	Troll	4	5	1	9	Always Hungry, Guard, Loner, Mighty Blow, Really Stupid, Regeneration, Tentacles, Throw Team-mate
Flatulent Don	Ogre	5	5	2	9	Bone-head, Block, Claws, Loner, Mighty Blow, Thick Skull, Throw Team-mate
Bovine Calf-Whit	Minotaur	5	5	2	8	Frenzy, Horns, Juggernaut, Loner, Mighty Blow, Thick Skull, Wild Animal
The Mongrel Horde	1 Assistant Coach					3x Re-rolls
Chaos Renegade Team	2 Cheerleaders					4 Fan Factor
Head Coach	Apothecary					Total Cost of Team: 1,700,000 gold pieces
Aleksandr Fergsonne						

PURE EVIL!

The Mongrel Horde rose to popularity on a reputation for being some of the most evil players ever to take to the pitch. In the early days, this was certainly true; the Horde was a diabolical collection of villains. But with success and notoriety, the players' definition of evil seems to have shifted somewhat. These days, rather than committing unimaginably atrocious acts, the players prefer to sleep late, skip training and, if possible, miss kick-off to have another beer!

During the pre-match sequence, before Flip for the Kick, randomly select D3 Mongrel Horde players. These players are, for various nefarious reasons, not on the pitch yet and cannot be set-up for the first drive. These players will be available as normal from the start of the second drive.

In addition, to represent the intimidating nature of the players, the Mongrel Horde gains one free Bribe Inducement at the start of the match.

RENEGADE PLAYBOOKS



What is a coach to do when a traditional Chaos Chosen team just isn't Chaotic enough? Well, the simple answer is to gather together a collection of renegades and misfits of all races, and weld them into an uneasy alliance with which to take the world of Blood Bowl by storm! To give some insight into getting the most from a pack of Chaos Renegades, we at *Spike! Journal* asked what veteran coach and Cabalvision sensation, Stephan Crass, would do (he's friends with the Mighty Zug, you know - Ed).

A Chaos Renegade team is an immensely diverse and unique amalgamation of several different races (who really don't like one another) trying to outdo each other on the field. As easy as it seems it should be to lead such a team to glory, Chaos Renegade teams are often a tricky prospect to coach, not least because the players are prone to not following a plan. With so much variety, a Chaos Renegade team can adopt almost any style of play, but will often lack the depth to excel in any one area. This is without even considering the additional challenge that comes from the team seemingly working against itself at times.

BUILDING A CHAOS RENEGADE TEAM

When hiring players for the most diverse roster available, any coach worthy of the title is going to want to include all of the players, right? Luckily, the Chaos Renegade roster allows a coach to do just that! The only sacrifice needed is to reduce the number of re-rolls – but who needs those anyway?

A starting roster can easily include a Minotaur, an Ogre, a Troll, a Renegade Dark Elf Lineman, a Renegade Orc Lineman, a Renegade Skaven Lineman, a Renegade Goblin and five Renegade Human Linemen. All this and two team re-rolls can be included in a 1,000,000 gold pieces starting team, and that's a lot!

The argument can be made for dropping a Renegade Human Lineman and hiring an apothecary to reduce the risk of mishaps (*deaths* – Ed) that could occur against one of the Big Guys, but that requires a coach to assume bad things are going to happen, and no self-respecting Blood Bowl coach should entertain such negativity!

DID YOU KNOW...

The record for Greatest Show of Fan Support is held by the Chaos All-Stars. All 52,000 of their loyal fans sacrificed themselves to the Dark Gods at the start of the 2492 season, in an act of devotion ruled as being 'probably voluntary'!

PLAYER PROGRESSION

Chaos Renegade teams offer a coach one of the most diverse selections of skill choices in the game. How a coach chooses to develop their team is entirely dependent on their own playstyle. Want a team that can bash the opposition to bits (and what right-thinking Chaos Renegade coach doesn't)? Easy access to skills such as Block, Claws and Mighty Blow on the Renegade Human Linemen means it is relatively simple to build a team of bruisers.

The same is true of the team's Big Guys. As well as the usual Strength access, Big Guys on a Chaos Renegade team all enjoy easy access to Mutations. With combinations such as Claws and Mighty Blow available quickly, it becomes even easier to increase the casualty count!

Want to move the ball in a hurry? Mutations such as Big Hand and Extra Arms, combined with skills like Sure Hands, mean this is easier for Renegades than many other teams, even without considering the number of players with access to Passing skills. This allows a coach to develop a player into a great Thrower (eventually).

With an Agility of 4, the Dark Elf Renegade Lineman naturally becomes the team's main ball carrier. Having the same Movement Allowance as the Renegade Human Linemen means there is little risk of anyone either being left behind or running ahead of the pack, both situations in which an agile ball carrier can become vulnerable. The only issue with using the Dark Elf Renegade Lineman in this way is that, due to suffering Animosity, it is likely the Elf will not want to give the ball up when required to! Regardless of this, skills such as Block and Dodge will set up the Dark Elf to perform very well in this role.

The fastest player available to a Chaos Renegade coach is the Renegade Skaven Lineman, a player that operates really well as the 'safety' player, going to fetch the ball back or throwing in that last ditch Block to prevent the score. This player is very fragile though, so needs to be used with care. Ideal skills for a Skaven are Wrestle, Tackle and Horns. The first two increase the chances of bringing down a ball carrier, whilst Horns adds a nice Strength boost when Blitzing.

SUMMARY

In its early days, a Chaos Renegade team might find that it struggles due to a lack of re-rolls and, sometimes, an overreliance on Big Guys who can oft-times prove less than reliable. However, the diversity of a Chaos Renegade team is its main strength; with care, a coach can develop highly-specialised players to deal with any threat.



UGROTH BOLGROT THE OTHER RIPPER!

There will always be those who seek to become famous or successful, and of those there will always be plenty who can't be bothered doing the work necessary to get there. Ugroth Bolgrot was one such Orc, choosing to try to cash in on the hard work of someone else to gain the fame he so craved!

As a rookie, young Ugroth Bolgrot wasn't a bad player. Had he applied himself, he could have enjoyed a successful career in his own right. Sadly, Ugroth didn't see the point in working hard. Reasoning that the beloved Troll player, Ripper Bolgrot, had fame enough to go around, Ugroth decided he'd just help himself to some of that and in 2481, as the chainsaw craze began to take off, Ugroth saw an opportunity. He reasoned (*quite correctly as it happened* – Ed) that by wielding a chainsaw on the pitch and calling himself 'Ripper' he could cash in on the real Ripper's notoriety.

The real Ripper was not happy and appealed to the NAF over the unauthorised use of his name. This led to a lengthy legal battle which left Ugroth with a warehouse full of merchandise he couldn't shift. Ugroth famously attacked Ripper, hoping to settle the affair out of court, as it were. Ripper soon recovered (*as Trolls are wont to do* – Ed), but Ugroth lost the legal battle and was given a lifetime ban for his very public display of idiocy.

Ugroth's ban was lifted by the RARG in 2498, allowing him and his chainsaw to return to the pitch. Whether the Orc has learnt any lessons from his enforced absence remains to be seen, but given that he still owns several tonnes of 'Ripper' merchandise in a lock-up in Talabecland, it seems unlikely!

SPIKE! EXCLUSIVE STAR PLAYER PROFILE: UGROTH BOLGROT

AGE: 39 **HEIGHT:** 5 ft 11 inches

WEIGHT: 241 lbs

ORIGINATING TEAM: The Ironcrag Decimators

POSITION: Chainsaw-wielding Loony

CAREER TOTALS: 47 serious injuries; 38 player fatalities **AWARDS:** Dirty Dan's Foul Play Award 2482; Most Limbs Severed 2482

SPIKE! MAGAZINE STAR PLAYER RATING: 143



ELVEN SNOBBERY

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, Mindy addresses just why we've yet to see any Elves prancing about the field in an Old World Alliance team.



SPIKE!: Welcome back from the Ogre Kingdoms, Mindy. I bet you're glad to get back to civilisation!

MINDY: Well, I've been traipsing round Middenheim so I haven't quite made it back to civilisation yet.

SPIKE!: Fair enough. So, what tantalising tattle have you got for us today, Mindy?

MINDY: So, I'm sure we're all aware of the so-called 'Old World Alliance' teams.

SPIKE!: That we are, Mindy, that we are.

MINDY: Well, I noticed that both Dwarfs and Humans, and even Halflings, can be found on such teams, yet I've seen neither hide nor hair of an Elf playing alongside them.

SPIKE!: That does sound odd Mindy; Humans, Dwarfs and Elves are normally the trifecta of goody-two-shoes working together.

MINDY: Indeed they are. So I thought I'd visit some of Middenheim's finest wineries (*there's literally only one – Ed*) and most lowlife taverns (*there are thousands of these – Ed*) to look into the issue.

SPIKE!: Don't leave us hanging Mindy, what did you find?

MINDY: Well, first off there's the name that's been given to such teams...

SPIKE!: What's wrong with Old World Alliance?

MINDY: The 'old' part of course. Elves were around before the Old World was young and they claim it's no older than the rest of the world, making the name rather silly to them.

SPIKE!: I see. And the other races didn't want to change it?

MINDY: Oh no, the Elves didn't want to change it because, so they said, if they changed it then everyone would learn the Elves were around before the Old World was young, which would imply that the Elves themselves were really old. And they don't want that!

SPIKE!: Unthinkable. Everyone knows Elves are young, beautiful, and perfect in every way...

MINDY (IN A CONSPIRATORIAL WHISPER): Then there's the Dwarf issue.

SPIKE!: What Dwarf issue?

MINDY: Well, there's Dwarfs on the team. Elves find that an issue.

SPIKE: Good point!

MINDY: And it's not just Dwarfs. It seems the Humans offered to share their knowledge, which was laughable to the Elves as Humans are "*beneath them*". Then there's Halflings, which one Elf described to me, to my actual face, as "*horrid, sticky, little creatures always covered in crumbs and stealing everything in sight*".

SPIKE!: I say! Well, we at Spike! Journal find you quite delightful.

MINDY: So, it seems Elves would be fine with joining the Old World Alliance so long as there were only Elves on the team and the name was changed. Oh, and the uniforms would need changing as all the current ones are too dowdy.

SPIKE!: So, they'll play for an Old World Alliance team, provided it's not an Old World Alliance team so much as just another Elf team?

MINDY: Did you expect anything less?

UNDERGROUND, OVERGROUND, SPORTSMANSHIP FREE

UNDERWORLD DENIZENS TEAMS

In the wonderful world of NAF competition, there were always those races that seemed to struggle with unfair treatment directed their way by officials. Namely, Goblins and Skaven. In the case of Goblins, this inequality seemed to stem from the common Goblin being a thoroughly unpleasant little cheat that, if not closely scrutinized at all times, would find ever more imaginative ways to break the rules. As for Skaven, well, they don't exist, or at least that was the widely-held belief for a very long time. This, understandably, made treating them fairly a secondary concern for most of Nuffle's priests, who usually had enough woes to deal with from very real Orcs and Ogres demanding special treatment!



For decades, various leagues have operated in the deep, dark places beneath the world, giving the subterranean races of Goblins and Skaven (*don't forget about Snotlings and all the... other things – Ed*) a safe haven away from the oppression of the NAF and the RARG with their petty rules and regulations. In fact, there are probably as many leagues running in the dark below the ground as there are in the light beneath the sun! From the Dwarfish holds of the Worlds Edge Mountains, to the dungeons of the CMBBL, these leagues have proved popular with fans. Sadly, the caverns, sewers and sinkholes so beloved of Goblin and Skaven teams have not attained the same level of mass appeal with surface dwelling folk (*that'll be because they're absolutely horrible – Ed*).

Yet these Underworld competitions have always had more than their fair share of dedicated followers. All manner of denizens of the dark are drawn from their dank dens and hidden holes, flocking in great numbers to slapdash stadia to cheer for their teams. With this popularity has come great innovation, and it is true to say that the Underworld leagues have become home to as great and diverse a collection of freaks and mutants that has ever been seen on a Blood Bowl pitch!

Teams active in the Underworld leagues attract players that are rarely seen in those Skaven and Goblin teams that compete above ground. Often, these players are the type that no one else wants; those that have been gnawing just a little too enthusiastically upon the really quite toxic, in many cases hallucinogenic, magically-infused cave mushrooms that grow upon hidden seams of the purest warpstone.

As a result of imbibing such a potent cocktail of madcap mushrooms and warpstone, the players of the average Underworld Denizens team exhibit a riot of outlandish mutations, from tentacle limbs to multiple heads. As can be expected of any team made up of such thoroughly unpleasant types, the players hold one another in mutual contempt, harbouring all manner of grudges and petty rivalries, and often suspecting one another of stealing their warpstone-infused madcap mushroom stash.

As soon as the NAF codified the rules for Chaos Renegade teams, many a team of Underworld Denizens was quick to abuse the precedent to crawl from the sewers and risk its luck in surface competition. It is a widely-held belief that the first such team to appear in the NAF was the Underworld Creepers. In truth, it is a long-forgotten team called the Fifth Column Tunnellists that appear in records as far back as 2436 – and which was often miscategorised as either a Goblin or a Skaven team – that perhaps holds a better claim to the honour of being the first Underworld Denizens team to appear within the NAF. Match reports of their early appearances are intermittent, but those that remain make mention of a large number of mutations among the players and, in one instance, a review of the capabilities of a Troll player that heavily resembled the ratmen it played alongside! These confused references led commentators and officials alike to conclude that the Tunnellists were a normal Skaven team originating from Hell Pit in the north, where the loathsome ratmen breed many strange creatures and experiment with custom mutations (*once an integral part of the Skaven war machine, Hell Pit is perhaps better known today as a research facility for the cosmetics industry – Ed*).

After the acceptance of the Creepers, other Underworld Denizens teams crawled from their dark lairs. As more such teams began to appear on the surface world, the NAF opted to avoid the furore that surrounded their inclusion of Chaos Renegade teams and simply changed the regulations to allow for this new type of team. Of course, this approach yielded a fresh harvest of woes. No two Underworld Denizens teams are the same and correctly categorising mutated Goblins, Skaven and (*often almost unidentifiable – Ed*) Big Guys led to years of arguments and red tape. Worse, the CMBBL was once again quick to accuse the NAF of copying it.

DID YOU KNOW...

Many sheltered areas of the Empire ardently believe that Goblins are myths, and that 'Goblins' on Underworld Denizens teams are merely Skaven which have been shaved!



FAMOUS TEAMS

THE DRAGON CRAG DIRTBAGS

The Dirtbags are a particularly affluent (*not 'effluent'?* – Ed) Underworld Denizens team, having their home stadium within the Dwarf stronghold of Karak Azgal, which they claimed several years ago when they noticed it wasn't being used. Consequently, the Dirtbags are especially loathed by Dwarf fans, especially those resident in Karak Azgal, many of whom insist that, just because a stadium stands empty for a day, doesn't mean it's vacant and abandoned! Constant attempts by the locals to seize back the stadium have resulted in the Dirtbags refusing to play away games, but this hasn't had a noticeable impact upon their fixture list. In fact, Dwarf teams are queueing up to face the Dirtbags, hoping to do them over and evict them from the 'home' in which they squat. Perhaps unsurprisingly, the Dirtbags rarely progress far in the leagues, but any game in which they are drawn against a Dwarf team is sure to be a sell-out.

THE CRAGMERE CRITTERS

The Critters are famous as one of the most outrageously freakish teams ever to have taken to the Blood Bowl pitch (*how anyone can decide that, considering some of the teams eligible for the honour, is beyond me* – Ed). This is supposedly due to the especially strong warpstone presence in the caverns beneath Cragmere, which nourish entire weirdly-glowing forests of madcap mushrooms. It is hardly any wonder that the Goblins and Skaven who feed upon such growths are wracked by mutation – most have to be retired after a single season because they barely resemble any creature known to this world or any other – causing the team's turnover of players to be higher than almost any other!

THE GRIM SQUEAKERS

A team that rapidly rose to popularity in the early 2480s thanks to the oft-made boast: *"Fear the Grim Squeakers, for we are death incarnate to all opposition!"*. Obviously, this claim drew the fans in their droves to witness the Grim Squeakers annihilate all before them or, as was deemed more likely, to get utterly battered by much better players. However, the Squeakers did prove to be very efficient at maiming and killing opposing players. This was thanks largely to the team keeping a stable of heavily-mutated Minotaurs which they would unleash upon the opposition at every opportunity. Officials objected, of course, but the Squeakers claimed that they weren't Minotaurs at all, but really, really funny-looking mutant Trolls, and that, in truth, there was only one of them (*all of the Squeakers' Minotaur players were called 'Whiskers' to aid this deception* – Ed), but because he was so fast he could easily be mistaken for six Minota- sorry, Trolls!

THE GREEN DESTROYERS

The Destroyers first appeared in the mid 2460s, a time when the sport of Blood Bowl was undergoing significant changes. Under Jorge Hellhound, the NAF had grown beyond all belief, and the wonder of the age, Cabalvision, was bringing the game into the homes of literally dozens of the world's wealthiest citizens. The Destroyers were quick to embrace this new technology, inviting CAMRA crews to record their training sessions and details of the players' daily lives. Over time, the Destroyers became more Cabalvision celebrities than Blood Bowl players. Sadly, their career came to an abrupt end in 2484 when it was revealed that several of the 'players' were, in fact, actors employed to spice up the documentary footage and that much of the drama that occurred in the locker room was scripted!



TEAM ROSTER

QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS	NORMAL	DOUBLE
0-12	Goblins	40,000	6	2	3	7	Dodge, Right Stuff, Stunty	AM	GSP
0-3	Skaven Linemen	50,000	7	3	3	7	Animosity	GM	ASP
0-1	Gutter Runner	80,000	9	2	4	7	Animosity, Dodge, Weeping Dagger	GA	SPM
0-1	Skaven Thrower	70,000	7	3	3	7	Animosity, Pass, Sure Hands	GPM	AS
0-1	Skaven Blitzzer	90,000	7	3	3	8	Animosity, Block	GSM	AP
0-1	Underworld Troll	110,000	4	5	1	9	Always Hungry, Loner, Mighty Blow, Really Stupid, Regeneration, Throw Team-mate	SM	GAP
0-8	Re-roll counters: 70,000 gold pieces each								

STAR PLAYERS

NAME	PLAYS FOR	SKILLS	COST (GP)	MA	ST	AG	AV
Bomber Dribblesnot	Chaos Renegade, Goblin, Ogre, Orc, Underworld Denizens	Accurate, Bombardier, Dodge, Loner, Right Stuff, Secret Weapon, Stunty	60,000	6	2	3	7
Glart Smashrip	Skaven, Underworld Denizens	Block, Claws, Grab, Juggernaut, Loner, Stand Firm	190,000	5	4	2	8
Gobbler Grimlich	Chaos Chosen, Chaos Renegade, Underworld Denizens	Big Hand, Disturbing Presence, Leap, Loner, Monstrous Mouth, Regeneration, Tentacles, Very Long Legs	230,000	5	4	2	9
Hakflem Skuttlespike	Skaven, Underworld Denizens	Dodge, Extra Arms, Loner, Prehensile Tail, Two Heads	200,000	9	3	4	7
Kreek Rustgouger	Skaven, Underworld Denizens	Ball & Chain, Loner, Mighty Blow, No Hands, Prehensile Tail, Secret Weapon	130,000	5	7	2	9
Madcap Miggz	Goblin, Underworld Denizens	Break Tackle, Claws, Leap, Loner, No Hands, Very Long Legs, Wild Animal	170,000	6	4	3	8
Morg 'n' Thorg	Any except Necromantic Horror, Shambling Undead and Tomb Kings	Block, Loner, Mighty Blow, Thick Skull, Throw Team-mate	430,000	6	6	3	10
Nobbla Blackwart	Chaos Dwarf, Goblin, Ogre, Underworld Denizens	Block, Dodge, Chainsaw, Loner, Secret Weapon, Stunty	130,000	6	2	3	7
Skitter Stab-Stab	Skaven, Underworld Denizens	Dodge, Loner, Prehensile Tail, Shadowing, Stab	160,000	9	2	4	7
GOLDEN ERA STAR PLAYER							
Bob Bifford	Any Team	Block, Break Tackle, Juggernaut, Loner, Mighty Blow, Multiple Block, Thick Skull, Throw Team-mate	380,000	5	6	2	10

“One of the highest-rated Skaven players of all time was the two-headed and four-armed Tarsh Surehands. Sadly, in a crucial game against the Kureshi Kobras snakeman team, a missed pass led to a furious argument between his heads and, before anyone could stop him, he had strangled himself to death-death!”

- Hackspit 'the Scribbler' Quillchewer

THE UNDERWORLD CREEPERS

Believed (incorrectly – Ed) by many to be the first Underworld Denizens team to appear in the NAF, the Creepers have a long and noble history (no they don't – Ed), being the most famous and best-loved of Underworld Denizens teams, and renowned for their innovative dirty tricks (if not for their hygiene – Ed) and the dastardly tactics they habitually employ in order to win.

Where Goblin teams are renowned for cheating, the Underworld Creepers have been known to take matters further still, poisoning wells and waterways the length and breadth of the Old World in their quest for glory. In their defence, many of these allegations can be explained away quite innocently when one considers the nature of the Creepers themselves; a team of mutant Skaven and Goblins that subsist on pure warpstone and the maddest of madcap mushrooms is ever likely to accidentally poison its neighbours just by washing the dishes! At least, that's the story head coach Lance Fleshbarb likes to tell. Who cares if no one believes it?

The team has also become popular for the acrimonious and violent arguments that break out in the dugout whenever its over-ambitious plans backfire (as they invariably do – Ed), which have, at times, caused games to halt entirely as Creepers players leave the pitch to join the action on the sidelines. These qualities have made the Creepers a big hit with the fans, even if their large following is not rewarded by much success on the pitch itself!

TEAM PROFILE: THE UNDERWORLD CREEPERS

TEAM COLOURS: Red and black

OWNER: Unknown (if any)

HEAD COACH: Lance Fleshbarb

PLAYERS: An unholy union of Goblins and Skaven

TEAM HONOURS: Most Self-inflicted Player Fatalities (Off-pitch, Season) 2482-88, 2492; Most Self-inflicted Player Fatalities (Off-pitch, Game) – more times than history records

HALL OF FAME: Garbage Throttleshot, Split Tendoncutter, Stickpig Maim, Skarp Sorehead

SPIKE! TEAM RATING: Zoggin' lots 'n' den sum! (unofficial)



HALL OF FAME: THE UNDERWORLD CREEPERS 2478-2479 SQUAD

NAME	POSITION	MA	ST	AG	AV	SKILLS
Garbage Throttlesnot	Goblin	6	2	3	7	Catch, Diving Catch, Dodge, Right Stuff, Sprint, Stunty
'Slasher' Bowelgrim	Goblin	6	2	3	7	Dodge, Nerves of Steel, Right Stuff, Stunty
Spike Skinelf	Goblin	6	2	3	7	Disturbing Presence, Dodge, Right Stuff, Stunty
Fester Rustblade	Goblin	6	2	4	7	Dodge, Right Stuff, Stunty
Stickpig Maim	Goblin	6	2	3	7	Claws, Dodge, Right Stuff, Stunty
Lickfester Midden	Goblin	6	2	3	7	Dodge, Leap, Right Stuff, Stunty, Very Long Legs
Piles Openwound	Goblin	6	2	3	7	Dirty Player, Dodge, Right Stuff, Sneaky Git, Stunty
Notchblade Abscess	Goblin	6	2	3	7	Dodge, Right Stuff, Stunty, Wrestle
Wildman Teethgarland	Goblin	7	2	3	7	Dodge, Right Stuff, Stunty, Two Heads
Split Tendoncutter	Skaven Blitzter	7	3	3	8	Animosity, Block, Claws, Mighty Blow
'Fast Draw' O'Gore	Gutter Runner	9	2	3	7	Animosity, Block, Dodge, Side Step, Two Heads, Weeping Dagger
Shaftsplitter Grim	Skaven Thrower	7	3	3	7	Animosity, Extra Arms, Nerves of Steel, Pass, Sure Hands
Firesplitter Cleave	Skaven Lineman	7	3	3	7	Animosity, Big Hand, Dodge, Sure Hands
'Race' O'Bunyon	Skaven Lineman	8	3	3	7	Animosity, Sure Feet
'Fat' Brainsplatter	Skaven Lineman	7	4	3	7	Animosity, Stand Firm, Thick Skull
Grograt Crunchskull	Underworld Troll	4	6	1	9	Always Hungry, Claws, Loner, Mighty Blow, Really Stupid, Regeneration, Thick Skull, Throw Team-mate
The Underworld Creepers	4 Assistant Coaches					3x Re-rolls
Underworld Denizens Team	4 Cheerleaders					5 Fan Factor
Head Coach Lance Fleshbarb	Apothecary					Total Cost of Team: 2,000,000 gold pieces

FISTFIGHTS IN THE DUGOUT

If the Underworld Creepers are notorious for anything, it's for being a horrific collection of mutant Skaven and Goblins that produce a terrible stink! They're also renowned for not getting along well as a team. One of the biggest reasons fans flock to see them is the endless infighting that often makes the dugout more entertaining than the pitch!

If the Underworld Creepers' score is lower than their opponent's at the end of any of their turns, roll a D6 and add the difference in scores. For example, if the score is 3-1, add 2 to the result. If the result is 5 or more, a fight breaks out in their Dugout! Roll a D6 for each player in the Reserves box; on a 1, 2 or 3 they are Knocked Out. The fans love these scrapes – it's half the reason the Creepers have any fans at all – and their cheering drives the rest of the team to play even harder. For each player that is Knocked Out in this way, the team gains a bonus team re-roll.

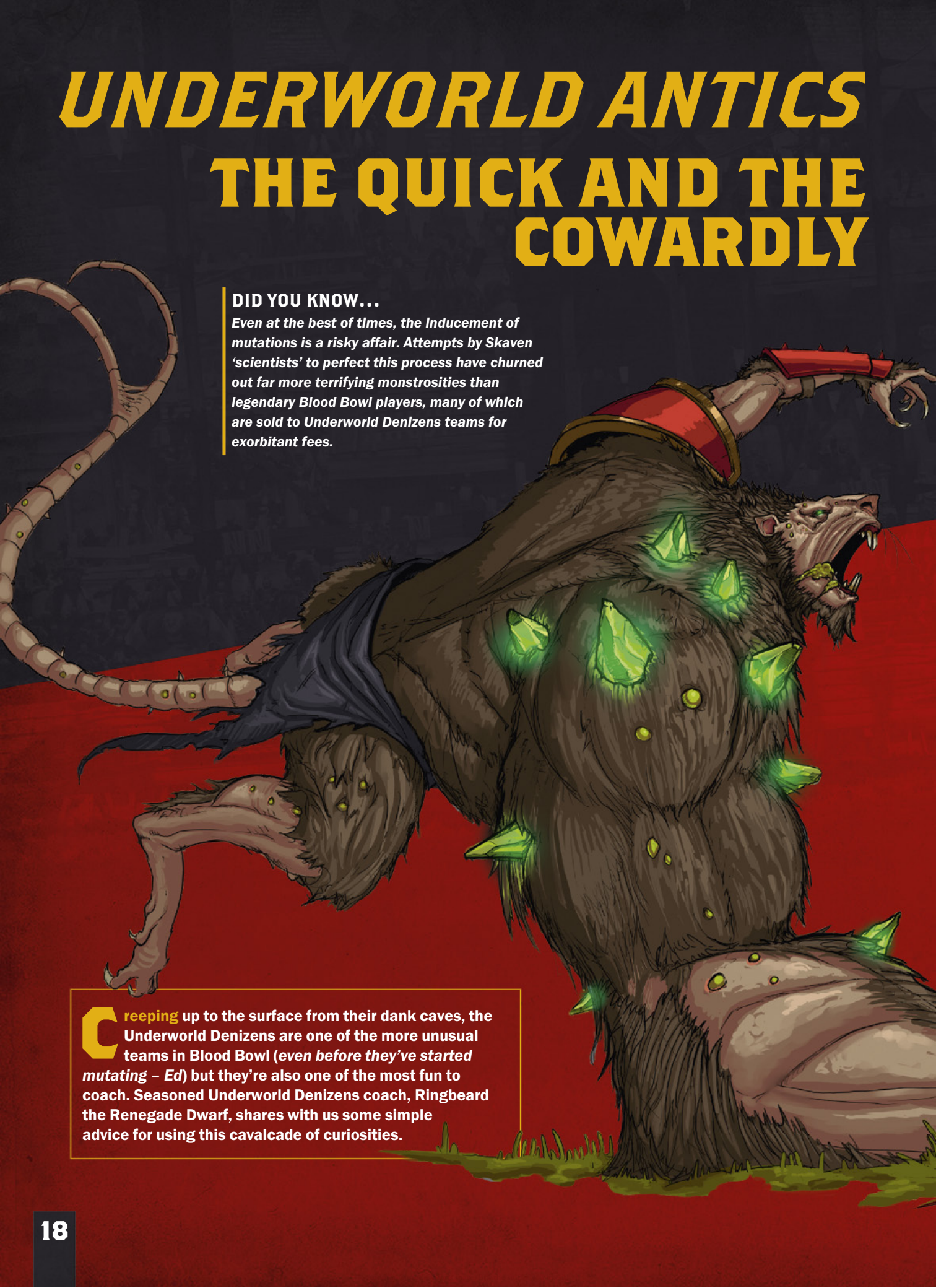


UNDERWORLD ANTICS

THE QUICK AND THE COWARDLY

DID YOU KNOW...

Even at the best of times, the inducement of mutations is a risky affair. Attempts by Skaven 'scientists' to perfect this process have churned out far more terrifying monstrosities than legendary Blood Bowl players, many of which are sold to Underworld Denizens teams for exorbitant fees.



Creeping up to the surface from their dank caves, the Underworld Denizens are one of the more unusual teams in Blood Bowl (even before they've started mutating – Ed) but they're also one of the most fun to coach. Seasoned Underworld Denizens coach, Ringbeard the Renegade Dwarf, shares with us some simple advice for using this cavalcade of curiosities.

One of the Underworld Denizens team's key strengths is that every player has access to Mutation skills on a single Skill roll, enabling their coach to mould them freely and allowing the team to rapidly become incredibly versatile. With the right Skill choices, a Troll or Blitzer can become a deadly killer, whereas a Gutter Runner can develop into an unstoppable Touchdown machine, impossible to pin down as it skitters about the pitch with gleeful abandon!

Although Underworld Denizens are faster than most teams, they're also fairly fragile. Most players have AV7, and the Goblins are Stunty, so expect the team apothecary to be busy at half-time. Thankfully, the Goblins and Skaven Linemen are cheap and entirely disposable, so try to make sure it's always them getting Blocked rather than the far more valuable Skaven positionals.

The key to success with Underworld Denizens is playing to their strengths – speed, a couple of very dangerous players, and cheap Linemen to foul with – while understanding their weaknesses. With so much AV7, avoid going toe-to-toe with the tougher teams. Instead, utilise pace and mobility to spread out opposing players, targeting isolated ones or gang-fouling key prone players with a swarm of mushroom-crazed Goblins!

There are even two options for scoring a Touchdown in a single turn when necessary. The Troll can attempt to lob a Goblin towards the End Zone, which doesn't always work but is always very, very funny. Alternatively, the speed of a Gutter Runner makes a one-turn Touchdown a possibility, and – as has been said before – any coach is well-advised to spend some time thinking about how to use Blocking and chain-pushes to move players into a better position.



BUILDING AN UNDERWORLD TEAM

An Underworld Denizens team can afford almost everything a coach could want right from the beginning, including three Team Re-rolls, an apothecary and even some reserves. All three of the Skaven positionals are an absolute must, as each plays a key role that can't be fulfilled by other team members. Similarly, an Underworld Troll may be slow and ever at risk of failing a Really Stupid roll, but it is a vital member of any Underworld Denizens squad. Its high Armour Value and Regeneration mean it can absorb hits that the rest of the team can't.

As the league progresses, it's wise to invest in some spare Goblins. They tend to spend as much time in the Casualty box as on the pitch, so it's handy to have reserves to spare. Try to ensure there's always enough money left over in the Treasury to replace any Skaven positionals that die or get maimed too badly to be worth keeping – with relatively weak Armour this can happen all too often.

PLAYER PROGRESSION

The joy of an Underworld Denizens team is its easy access to Mutations, allowing Goblin and Skaven players to develop in ways they normally couldn't.

Two Heads is a prime example, being an optimal choice for both Goblins (who become able to Dodge anywhere on a 2+) and for Gutter Runners (who, with AG4 and MA9, become nearly impossible to pin down). Tentacles is a wonderful Mutation for a Troll, combining with its high Strength to physically restrain agile opposition, whilst Claws will help both a Troll and a Blitzer to tear through the thickest of Armour. Horns is another popular Mutation, especially for low-Strength players such as Goblins and the Gutter Runner – the Strength boost this gives whilst Blitzing can prove invaluable.

For Skills, Block is always a good choice for a Gutter Runner, whilst Wrestle and Tackle are both great for a Skaven Lineman. Mighty Blow, Frenzy and Guard are all well-suited to the Skaven Blitzer. In the case of the lowly Goblin, Dirty Player is a key Skill for a team that relies so heavily on fouling to even the odds!

SUMMARY

Although considered by many to be one of the trickier Blood Bowl teams to play early on, Underworld Denizens can develop into an absolutely terrifying team. They are one of the best teams for pulling off the near-impossible, those one-in-a-million Blood Bowl moments that are remembered in the annals of sporting history. Few other races are able to snatch glory from the jaws of defeat with such a variety of bold plays. Just remember to have faith in Nuffle and to never forget about Animosity!

GLART SMASHRIP FAN-FAVOURITE FAT RAT

Young Glart's journey to fame began with a strange goal. Squatting with his brood in front of a Cabalvision magic mirror, the infant Glart bore witness to the Minotaur legend 'Hungry' Massif Bovine receiving his award for heaviest player to take part in the Blood Bowl final. For some reason, this sparked a bold ambition in the young buck.

Several years later, following a non-stop feeding frenzy that began with his unfortunate brood-mates, an impressively obese Smashrip attended tryouts for the Warfire Wanderers. Glart was initially laughed out of the line-up, and his chances weren't improved when, to hide his nervousness, he ate the team's assistant coach! But news travels fast through the tunnels and warrens of Skavenblight, and it wasn't long before the Skavenblight Scramblers, seeing the potential in such a robust player, sent a scout to Glart's warren.

Glart's career took a surprise turn during a now-infamous match against the Darkside Cowboys when the beloved rodent was sent off for feasting on a fallen foe. Despite the howls of approval from his dedicated fan club (*known as 'Glart's Gluttons' – Ed*) in their specially-reinforced section of the stands, he was removed from play by force and issued a lifetime ban.

This upset caused Glart to retreat from the public eye and, in his absence, a number of imitators appeared, some even claiming a familial tie to the fat rat. But the careers of these imposters proved short-lived and, in an unprecedented u-turn, the NAF listened to the fans and annulled the lifetime ban. Smashrip returned from his exile amidst much fanfare as a free agent, perhaps a little more grey around the whiskers than before, but somehow even more colossal in girth!



SPIKE! EXCLUSIVE STAR PLAYER PROFILE: GLART SMASHRIP

AGE: Not known for sure **HEIGHT:** 6 ft 0 inches **WEIGHT:** 518 lbs

POSITION: Blocker **ORIGINATING TEAM:** The Skavenblight Scramblers

CAREER TOTALS: 2 'rushing' (more like lumbering) touchdowns; 134 kills/serious injuries; 13 officials eaten **AWARDS:** McMurdy's Spamburgers Player of the Year 2481; The Big Cheese 2480, 2485; Blood Bowl Winner's Medal 2477, 2478 **SPIKE! MAGAZINE STAR PLAYER RATING:** 303



CHAT WITH THE RAT

Hackspit 'the Scribbler' Quillchewer is our ace Skaven reporter on the pitch, scuttling through the shadowy places to get to the most thought-provoking news from the sidelines. This issue, our intrepid rat travelled deep underground to have a chat with Skrit Heartbleeder, reportedly Under-Altdorf's 'Most Detested Ratman', to discuss acceptable mutations within Skaven society.

QUILLCHEWER: Thanks for talking to me Skrit. So the readers are aware, you're a regular player for the 'Armless Dozen', an amateur Underworld Denizens team where every player has to have at least one tentacle, yes-yes?

SKRIT: Yes-yes, I am, yes-yes. A... and it's 'Skrit'.

QUILLCHEWER: Good-good. So, rumour has it that the Armless Dozen has been driven to the edge of Skaven society. What's your take on that Skrit?

SKRIT: It's true-true. Council of Thirteen say our mutations are wrong and not blessed by Horned Rat.

QUILLCHEWER: Interesting. I take it you and your fellow team-mates aren't pleased with such rulings.

SKRIT: No-no. Mutations common in Skaven. Moulder make all sorts of things that make no sense. Remember rat with tails for eyes?

QUILLCHEWER: That was an... interesting experiment, yes-yes.

SKRIT: Yet that is ok, but-but suddenly-appearing third eye, second head, or bushel of tentacles that aren't Clan Moulder design is not right? That not fair-fair!

QUILLCHEWER: I see where you're coming from, Skrit. However, some are saying that the mutations running rife through the Underworld teams are far from natural.

SKRIT: Ours grow from us-us! Clan Moulder stick bits on Skaven, it's all cosmetic! Which one more natural?

QUILLCHEWER: That's a fair question Skrit. Yet, we know that Clan Moulder mutations come from warpstone and Skaven ingenuity. The question many ask-ask is: why did yours suddenly appear?

SKRIT: Why ask stupid questions? Horned Rat smiles upon us. We play Blood Bowl, we grow mutations. Other Skaven have to be poked and prodded. We are pure Skaven!

QUILLCHEWER: I'm not quite sure what you mean there, Skrit-Skrit.

SKRIT: We say we best Skaven. Other Skaven say we bad Skaven. They are more mouse than rat. Skaven come play Blood Bowl with us, receive blessings of the Horned Rat.

QUILLCHEWER: So-so, what I'm getting is that you believe Skaven who play on your team are true pure Skaven and your mutations are gifts from the Horned Rat?

SKRIT: Yes-yes, that right-right.

QUILLCHEWER: Then what's with the clan leaders stopping you from appearing on Cabalvision?

SKRIT: They control everything, from crystal ball to Under-Under Empire, an Empire under Under-Empire that control all Under-Empires.

QUILLCHEWER: Sure-sure. So you are the true Skaven?

SKRIT: Yes-yes!

QUILLCHEWER: Last question, Skrit-Skrit – what about the rumours that your mutations come from the ingestion of madcap mushrooms supplied by the Goblins you employ, rather than because you're the true Skaven?

(The interview ended there, when Skrit Heartbleeder lunged across the table at Quillchewer. Clearly a touchy issue! – Ed)



ALLIES OF INCONVENIENCE

OLD WORLD ALLIANCE

DID YOU KNOW...

An Old World Alliance coach once tried to argue that two Dwarfs should only count as one player on the pitch owing to their size. The location of the mine their body was hidden in is still unknown...



The cities of the Old World are bustling metropolises, populated by all manner of different races. From Kislev in the cold north, to Estalia in the sweltering south, Humans build vast cities, and to these cities flock Dwarfs, Halflings and more. Many Dwarfs come to build the tall towers and maintain the high walls of these great cities, whilst Halflings come to cook, eat and steal any small items they happen upon. Indeed, in these more enlightened times when warfare is considered a thing of the past, ever more-varied races flock to these cities so that today even Ogres are a common sight.

The folk of the Old World are keen players of games of chance and skill and, for many years, the towns and cities in which they reside have been home to enthusiastic backstreet competitions (*you have to do something to take your mind off the crushing injustices of feudalism and the oppression of the bourgeoisie* – Ed). Most such gaming revolves around the unimaginably vast number of taverns, inns and alehouses that populate the cities and towns of the Old World. For as long as anyone can remember, drinking establishments have played host to gaming and gambling, and competition between establishments has long been enthusiastically addressed by leagues in which teams of regular patrons face their counterparts from just down the road to decide which public house is home to the better skittles players, for example.

With the rise in popularity of Blood Bowl, it came as no surprise to anyone that 'pub leagues' soon appeared. Village greens, town commons and civic parks quickly came to be overrun every Festag with teams of drunk but eager players drawn from various rival establishments in the vicinity, competing for the honour of their favoured pub. These days, almost every town in the Old World plays host to a lively and bustling amateur pub league. These competitions are usually inconceivably complex and convoluted, with dozens of divisions and categories in which teams can compete. The rules that govern such leagues are no less impenetrable, for when a committee of enthusiastic amateurs gets the opportunity to have its say on the rules of Blood Bowl, havoc is sure to ensue.

Consequently, there are so many splinter groups and rival amateur leagues that violent conflict between opposing 'firms' (*as the unofficial fan clubs of teams based in the Empire are known* – Ed) is a frequent Festag attraction on many a town common. Teams and fans alike regularly do battle over who was there first, who bribed the local burgomeister the most for special treatment, and who has to play their game on that rough bit of boggy ground by the river, dangerously close to the Troll bridge.

As ever more such amateur leagues sprung up, the nature of the game they played evolved through necessity. Street Bowl soon became a common variant, and saw rival teams taking over busy thoroughfares in which to play. Despite its obvious appeal, Street Bowl is unpopular with civic authorities, causing several to ban the sport in order to placate local business owners angered that, on match days, customers couldn't get to their shops! Such bans do little, merely causing the games to be played after dark. If anything, this has only made matters worse for local businesses as nowadays games are played after the public houses have called last orders, which leads to a great many more broken windows!

Most noticeable, though, is the nature of the teams that compete in such leagues. All across the Old World the rules of the NAF have been set aside by publicans and their patrons, preferring to play alongside their friends in the spirit of harmony than to exclude someone based on something as insignificant as race. In this way, amateur teams have come to include Human, Dwarf, Halfling and even Ogre players. In the years since the demise of the NAF, the RARG has proven quite open to the inclusion of such mixed teams in wider, professional competition, leading to a significant number appearing across Cabalvision. These cosmopolitan teams have proven popular with fans, representing as they so often do their own experiences of playing Blood Bowl with their friends. Against more established teams, these 'Old World Alliance' teams, as they have come to be known, pose quite a challenge, forcing coaches and players to rapidly adapt. In this way, it is fair to say that the Old World Alliance teams are indicative of the changing face of Blood Bowl in recent years.

FAMOUS TEAMS

THE CHAMPIONS OF LAW

The Champions of Law are something of an anomaly in Blood Bowl terms. They initially appeared in NAF records as one of Roze-El's first proto-teams, the original 16 sects created by the Sacred Commissioner to play the modern game. In those early days, the rules of the game were hard to understand and in a state of constant flux, and it seems that, to further complicate matters, the Champions viewed the game as a continuation of warfare and imagined that it was their duty to vanquish those they deemed 'evil'. The team consisted of Dwarf, Human and even Elven players, and seems to have been disbanded within a season or two, replaced by more 'official' teams that better understood the game. Several ill-fated attempts have been made to resurrect the outfit, the most recent of which sees the Champions debuting (again) at the start of next season! Evildoers beware, the Champions of Law are back... for now.

THE HOFFENHEIM HARLEQUINS

Hoffenheim, situated on the banks of the Stir River, was built just a few decades ago. Following the design philosophy of the architect, Ebenezer Hoff, this thoroughly modern utopia is famed for its wonderful civic buildings, theatres, museums and, above all, for being a terrible place to live. The Harlequins formed in response to boredom among the masons tasked with constructing the town. The team's colourful kit and the players' bold approach to the game has since provided plenty of much-needed distraction for hard-working labourers trapped in the never-ending torment of building a supposedly perfect metropolis. The original players knew literally nothing about Blood Bowl, but their determination to break free of Hoffenheim was so great that they quickly learned and achieved great success.

THE AVERLAND ALL-STARS

Did you know it's been almost 150 years since the rediscovery of Blood Bowl in the Old World? In that time, many a professional player has retired ('many' is a stretch. Most die on the pitch – Ed). But what of those who don't wish to retire, those who, though aging, still wish to play the game? The senior tour sprung up in the mid-2470s to cater to those players that refused to grow old gracefully, and has proved very popular with fans who don't enjoy excitement. The Averland All-Stars is a team of retired Dwarfs, Humans and Halflings, most of whom have played for some of the biggest teams in the game. Fans particularly enjoy the All-Stars for their bad temper and constant complaining, with many saying that following such a team makes a welcome change from the usual positivity of Blood Bowl.

THE NULN DOOM-FORGERS

The city of Nuln is home to the Imperial Artillery School, where once the finest machines of war were forged. In these more peaceful days, the school focuses its efforts on more pleasant activities, such as making cutlery, silverware, cooking utensils and splendid suits of Blood Bowl armour complete with all the spikes and blades a player could wish for! In days past, Nuln attracted a huge population of Dwarfish smiths from the Worlds Edge Mountains, all seeking employ in the famous forges. These Dwarfs worked shoulder-to-shoulder with their Human counterparts, and it was only natural that, when the Imperial Artillery School decided to field a team to take on the Engineering School of Altdorf, the players would be both Human and Dwarf. Thus were the Doom-Forgers born, to uphold the pride of Nuln, a task the team takes most seriously to this day!



TEAM ROSTER

QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS	NORMAL	DOUBLE
0-12	Human Linemen	50,000	6	3	3	8	Animosity	G	ASP
0-1	Human Thrower	70,000	6	3	3	8	Animosity, Pass, Sure Hands	GP	AS
0-1	Human Catcher	60,000	8	2	3	7	Animosity, Catch, Dodge	AG	SP
0-1	Human Blitzler	90,000	7	3	3	8	Animosity, Block	GS	AP
0-2	Dwarf Blockers	70,000	4	3	2	9	Block, Loner, Tackle, Thick Skull	GS	AP
0-1	Dwarf Runner	80,000	6	3	3	8	Loner, Sure Hands, Thick Skull	GP	AS
0-1	Dwarf Blitzler	80,000	5	3	3	9	Block, Loner, Thick Skull	GS	AP
0-1	Dwarf Troll Slayer	90,000	5	3	2	8	Block, Dauntless, Frenzy, Loner, Thick Skull	GS	AP
0-2	Halfling Hopefuls	30,000	5	2	3	6	Dodge, Loner, Right Stuff, Stunt	A	GSP
0-1	Ogre	140,000	5	5	2	9	Bone Head, Loner, Mighty Blow, Thick Skull, Throw Team-mate	S	AGP
0-8	Re-roll counters: 70,000 gold pieces each								

STAR PLAYERS

NAME	PLAYS FOR	SKILLS	COST (GP)	MA	ST	AG	AV
Barik Farblast	Dwarf, Old World Alliance	Hail Mary Pass, Loner, Pass, Secret Weapon, Strong Arm, Sure Hands, Thick Skull	60,000	6	3	3	8
Flint Churnblade	Dwarf, Old World Alliance	Block, Chainsaw, Loner, Secret Weapon, Thick Skull	130,000	5	3	2	8
Griff Oberwald	Human, Old World Alliance	Block, Dodge, Fend, Loner, Sprint, Sure Feet	320,000	7	4	4	8
Grim Ironjaw	Dwarf, Old World Alliance	Block, Dauntless, Frenzy, Loner, Multiple Block, Thick Skull	220,000	5	4	3	8
Helmut Wulf	Amazon, Chaos Renegade, Human, Lizardmen, Norse, Old World Alliance, Vampire	Chainsaw, Loner, Secret Weapon, Stand Firm	110,000	6	3	3	8
Karla von Kill	Amazon, Halfling, Human, Norse, Old World Alliance	Block, Dauntless, Dodge, Jump Up, Loner	220,000	6	4	3	8
Mighty Zug	Human, Old World Alliance	Block, Loner, Mighty Blow	260,000	4	5	2	9
Morg 'n' Thorg	Any except Necromantic Horror, Shambling Undead and Tomb Kings	Block, Loner, Mighty Blow, Thick Skull, Throw Team-mate	430,000	6	6	3	10
Puggy Baconbreath	Halfling, Human, Old World Alliance	Block, Dodge, Loner, Nerves of Steel, Right Stuff, Stunt	140,000	5	3	3	6
GOLDEN ERA STAR PLAYER							
Bob Bifford	Any Team	Block, Break Tackle, Juggernaut, Loner, Mighty Blow, Multiple Block, Thick Skull, Throw Team-mate	380,000	5	6	2	10

THE MIDDENHEIM MAULERS

When the NAF collapsed in 2488, the fallout was immediate for a number of teams. Some of the sport's biggest names simply ceased to exist as they folded in the financial crisis that followed. Others seized the initiative and were able to profit greatly and, whilst the majority adapted quickly, some were forced to make tough choices, having to decide between closure and merger.

The Middenheim Marauders were one such team. Long had the Marauders been a mainstay of the NAF and a permanent fixture of the AFC. The team had enjoyed great successes in its heyday, winning the Blood Bowl Championship title in 2465. Sadly, in the years after this success, the Marauders seemed to struggle – the team made the final three more times, but always seemed to lack the finesse required to repeat past glory.

Over time, talented players were lured away to rival outfits, whilst the wages bill seemed to soar ever higher. Within a few years, the team was in huge debt and, when the NAF collapsed, creditors were quick to call in debts owed, reasoning that the death of the NAF signalled the decline of the sport. When the Marauders were forced to sell their home stadium, an unexpected saviour came forward. The Middenland Maulers, a long-time rival from the minor leagues, approached them as buyers on the condition that the two teams merge. With few options available, the Marauders accepted and a new Old World Alliance team was born.

TEAM PROFILE: THE MIDDENHEIM MAULERS

TEAM COLOURS: Claret and white

OWNER: Johanns von Middenland

HEAD COACH: Uthar Hagg

PLAYERS: Humans, Dwarfs and Halflings

TEAM HONOURS: Blood Bowl Champions 2493;
Worlds Edge Superleague winners 2495, 2496

HALL OF FAME: Karla von Kill, Uthar Hagg,
Max Horsteman

SPIKE! TEAM RATING: 120

HALL OF FAME: THE MIDDENHEIM MAULERS

2495-2496 SQUAD

NAME	POSITION	MA	ST	AG	AV	SKILLS
Luthor Micklewitz	Human Lineman	6	3	3	8	Animosity, Wrestle
Heinz Ostwald	Human Lineman	6	3	3	8	Animosity, Block, Stand Firm
Olaf Gantz	Human Lineman	5	3	3	8	Animosity, Grab, Guard
Hal Kapernio	Human Thrower	6	3	3	8	Animosity, Leader, Pass, Sure Hands
Anders Spritling	Human Catcher	8	2	4	7	Animosity, Catch, Dodge, Sprint
Max Horsteman	Human Blitzter	7	3	3	8	Animosity, Block, Tackle, Wrestle
Gunnar Ghronson	Dwarf Blocker	4	3	2	9	Block, Guard, Loner, Tackle, Thick Skull
Ragnir Steinhand	Dwarf Blocker	4	3	2	9	Block, Loner, Stand Firm, Tackle, Thick Skull
Gimir the Fast	Dwarf Runner	6	4	3	8	Block, Loner, Sure Hands, Thick Skull
Oleg Stoutbeard	Dwarf Blitzter	5	3	3	9	Block, Dodge, Loner, Thick Skull
Snorri Knee-smasher	Dwarf Troll Slayer	5	3	2	8	Block, Dauntless, Frenzy, Loner, Mighty Blow, Thick Skull
Tuckleberry Trews	Halfling Hopeful	5	2	3	6	Dodge, Loner, Right Stuff, Stunty
M'Gor 'N' Graw	Ogre	5	5	2	9	Bone Head, Break Tackle, Loner, Mighty Blow, Strong Arm, Thick Skull, Throw Team-mate
The Middenheim Maulers	2 Assistant Coaches					3x Re-rolls
Old World Alliance Team	4 Cheerleaders					4 Fan Factor
Head Coach Uthar Hagg	Apothecary					Total Cost of Team: 1,700,000 gold pieces

THE MIDDENHEIM ARENA

The home stadium of the Middenheim Maulers, formerly home to the Marauders, is the Middenheim Arena. This famous landmark of the north boasts one of the oldest astrogranite pitches in the Old World. Sadly for visiting teams, the surface was installed several years before astrogranite was perfected, so it's arguable that surface is just made of plain old granite!

At the start of any game in which the Maulers play, roll a D6. On a roll of 1-3, the game is played on a normal Blood Bowl pitch. On a roll of 4 or more, the game is being played at the Middenheim Arena. For the duration of the game, apply a +1 modifier to any Armour rolls made when a player is Knocked Down. In addition, the Maulers enjoy huge support from Middenheimers – therefore, the Maulers gain +1 FAME (note that this may give them +3 FAME).

DID YOU KNOW...

Mad Emperor Maus Sauerhess once forced his Elector Counts to play him and his court in a game of Blood Bowl. The game rapidly descended into a free-for-all, with Middenheim and Ostland ganging up on Talabecland and Ostermark, while Nordland and Stirland watched from the sidelines – despite all six players being on the same team!



DID YOU KNOW...

Halflings with big dreams often see Old World Alliance teams as the perfect opportunity to break into the big leagues. Unfortunately, such Halflings are often the first targets, being the only player barely posing a challenge!

OLD WORLD STYLE



AN ABUNDANCE OF RICHES

A tactics guide for the Old World Alliance? This is where we would normally explain what this team excels at and how to deal with its shortcomings based on years of experience. However, the Old World Alliance is unique in the new era of Blood Bowl being the first all-new roster to grace the gridiron in many a year! For help, we turned to northern legend, Don Vito of Newcastle, one of the few coaches to have had sufficient time to form an opinion worth listening to on this new roster!

At first glance, the Old World Alliance offers coaches an embarrassment of riches. Solid, cheap Linemen? Got that covered. Something a bit more swish? Well look no further, they have access to a Human Blitzler, Thrower and Catcher! Need a bit of muscle? Hire an Ogre! Need a one-turn Touchdown option to go with him? A pair of Halflings can make that happen! And if all that choice isn't enough, there's the best part of a Dwarf team ready to hire to give a bit of Armour to that flair! Having so much choice in one roster is a wonderful headache to have!

However, in an Old World Alliance team, there are a lot of players with Loner. The Ogre, the Halflings and all of the Dwarfs all have the Loner skill, and with team re-rolls at an eye-watering 70,000 gold pieces each, there is a risk that a coach lacking in caution could see many Turnovers. But this is a risk worth taking as these players add a great deal to the team.

BUILDING AN OLD WORLD ALLIANCE

So, where should a coach start with this potential all-star team? Finding a fitting starting line-up for a standard 1,000,000 gold pieces team is going to demand that some hard choices be made. There are two main options:

OPTION 1 – MUSCLE

Load up on Armour and Strength. With the right players – namely Human Linemen, a Human Blitzler, a Dwarf Runner, a Dwarf Blitzler, a Dwarf Blocker and an Ogre – the team can shoulder barge its way through the attrition of its opening games and build on a powerful base to add the razzle-dazzle later. Another advantage here is being able to develop some of those slow players who otherwise may not collect many SPPs. This allows a coach to start with 12 players and have some gold left over which can go towards an apothecary after game one.

OPTION 2 – FINESSE

This route gives the team a lot of options. By taking an extra team re-roll and including a Human Catcher, a Human Thrower and a Halfling Hopeful in place of an Ogre and a Lineman, an Old World Alliance team gains a lot of speed and manoeuvrability. The downside is the loss of a lot of Armour and the lack of a Big Guy to hold the middle of the field. Such a team will get out of the gate quicker, but will it keep the pace in a longer league?

PLAYER PROGRESSION

It's hard to give specific advice on how to develop this team – there is so much choice that a coach could go in one of several directions and still have an effective roster. With this in mind, it is perhaps best to follow tried and tested skill paths for the different positionals available.

Human players are very much the backbone of Old World Alliance teams, and it will be the humble Lineman that takes to the pitch most often. With skills such as Block and Wrestle, their use to their team is increased. For Human Catchers, Block works well with Dodge to keep them safe and the addition of Side Step makes them very hard to deal with. A Human Thrower is invaluable, giving the option to Hand-off, pass or run the length of the pitch surrounded by a cage. A Human Blitzler is a jack of all trades who can be developed into a ball-hunter, sideline protector, or even a back-up runner – essential to have on the team!

Dwarfs are masters of the bash game. Both Blockers and Blitzlers are well suited to take and make use of the Guard skill. Slayers with Mighty Blow are great at hitting things and clearing the sidelines. All three player types will also benefit no end from Stand Firm.

Ogres provide strength and durability and, combined with Halflings, will allow the team to score one-turn Touchdowns with a degree of ease. Halflings in particular should focus on this, taking skills such as Sure Feet or Sprint.

SUMMARY

An Old World Alliance team offers more choice than any other. However, there is a danger of becoming too focused on a single style of play, creating weaknesses that can be exploited. Over time, diversity can be added to the starting roster, and a coach can build a true all-star alliance!

STAR PLAYER SPOTLIGHT

HELMUT WULF

THE ORIGINAL
CHAINSAW-WIELDING LOONY



HELMUT WULF

CHAINSAW-WIELDING LOONY
110,000 GOLD PIECES



MA	ST	AG	AV
6	3	3	8

SKILLS:
CHAINSAW, LONER,
SECRET WEAPON, STAND FIRM

TEAMS:
AMAZON, CHAOS RENEGADES, HUMAN, LIZARDMEN,
NORSE, OLD WORLD ALLIANCE, VAMPIRE

No one remembers the first use of a chainsaw on the Blood Bowl pitch, but everyone can agree that Man-mangler McStone's creation came at just the right time for the NAF. With the sport going through something of a corporate expansion, the chainsaw was viewed as exactly the sort of crowd-pleasing innovation needed to justify the increased ticket prices!

As the phenomenon of the chainsaw took the world by storm, one veteran player quickly emerged as a hero to the devotees of decapitation in the stands. Helmut Wulf had been among the first to volunteer to carry one of the deadly contraptions onto the pitch, and soon came to be recognised as the quintessential 'chainsaw-wielding loony'.

Of all the loonies so beloved of the fans in the later 2480s, Helmut Wulf was perhaps the greatest, carving himself a place in the Hall of Fame with the screaming teeth of his beloved chainsaw. His natural affinity for violence, his flamboyant eviscerations and his ability to wield the whirling, jagged-toothed weapon as if it were an extension of his own body marked him out as something special.

Though advancing in years, Wulf is still willing to answer the call and take to the Blood Bowl pitch. He's been sent off for the illegal use of weaponry more times than almost any other player in history, but the fans can't resist the spectacular bloodbath that erupts whenever he plays. Wise referees will turn a blind eye to his infractions for the sake of takings, for any game involving him is sure to be sold out.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE: HELMUT WULF

AGE: 49 **HEIGHT:** 6 ft 2 inches **WEIGHT:** 212 lbs

ORIGINATING TEAM: The Bruendar Grimjacks

POSITION: Blocker

CAREER TOTALS: Rushing 1,820 paces; 64 player fatalities; 7 referee fatalities; 1 hot dog vendor fatality

AWARDS: Most Limbs Severed 2483; Delightful Decapitation Award 2482, 2486, 2496, 2497; Most Blood Spilled 2488

SPIKE! MAGAZINE STAR PLAYER RATING: 158

COFFIN CORNER

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!

BETWEEN TWO PATHS

We remember Nortlgorpit, Lineman for the Chaos Renegade team, the Silent Cabal. After an incredible display of sporting prowess, where Nortlgorpit scored two touchdowns, his infamous rants about *"a friend telling me what I should do"* proved true when a second head grew from his shoulders. His cries of joy were quickly stymied when the pair couldn't decide which way they wanted to go and promptly tore Nortlgorpit's body in half in disagreement.

FINAL PERFORMANCE

We remember Soursnik, mascot for the Underworld Denizens team, the Tunnel Brothers. Aware that his team-mates had suffered several blows to their morale lately, Soursnik attempted to cheer them up by trying out some new routines. Sadly, his first new costume was in the shape of a mouldy cheese and Soursnik was promptly devoured by his Skaven team-mates.

AN ANCIENT ISSUE

We remember Gedring Crumblewood, Halfling Hopeful for the Hochland Mountaineers. Caught up in the playful ribbing between team-mates during his first game, Gedring joked that one of the Dwarfs cared more about his beard than an Elf did about their hair. His cries of *"It's just banter!"* did not stop the Dwarf in question from pummelling Gedring to death.

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'.



"The first sixteen casualties
are the most important."

- Mighty Zug

MIXED FORTUNES

LESSER-KNOWN STAR PLAYERS

There's something about mixed teams that seems to attract a truly staggering array of misfits into their ranks, and it's no secret that, as a result, discipline (or rather the lack of it) is often an issue. This, in turn, seems to lead to a remarkable number of free agents roaming the market and looking for work, most of whom have been kicked out of more than a few teams. Recently, with the increase in Old World Alliance teams on the circuit, other players have also found themselves in demand. Mercenaries that once could have played only for a very small number of teams have found ever more would-be employers.

Such jobbing wanderers are unlikely to ever be considered superstars of the game, but their expertise is always in high demand!

KREEK RUSTGOUGER

'THE VERMINATOR'
130,000 GOLD PIECES



MA	ST	AG	AV
5	7	2	9

SKILLS:
BALL & CHAIN, LONER, MIGHTY BLOW, NO HANDS,
PREHENSILE TAIL, SECRET WEAPON

TEAMS:
SKAVEN, UNDERWORLD DENIZENS

KREEK RUSTGOUGER – THE VERMINATOR

Several years ago, Clan Rigens sports analysts noted in their research the level of success enjoyed by several Goblin teams active in the Underworld leagues, and their reliance on so-called 'secret weapons'. These analysts' definition of 'success' seems to have been somewhat broad in conventional terms, but research is research and the Clan elders decided to act upon the findings. This led to a petition to Clans Moulder and Skryre to develop a new type of player, the result of which was the heavily-modified Rat Ogre known as 'the Verminator'. Sadly for Clan Rigens, their prized, new possession has attracted a lot of attention from officials, causing the Verminator to become one of the most frequently-ejected players in recent years!

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

AGE: Varies **HEIGHT:** Unpredictable

WEIGHT: Hard to say for certain

ORIGINATING TEAM: The Warfire Wanderers

POSITION: Wherever the most damage can be done

CAREER TOTALS: 36 eviscerations; 12 decapitations; 22 deaths by crushing; 16 deaths by explosion; 126 serious injuries; 22 lifetime bans

AWARDS: Revoked, pending investigation

SPIKE! MAGAZINE STAR PLAYER RATING: 165

HAKFLEM SKUTTLESPIKE

MUTATED GUTTER RUNNER
200,000 GOLD PIECES



MA	ST	AG	AV
9	3	4	7

SKILLS:
DODGE, EXTRA ARMS, LONER,
PREHENSILE TAIL, TWO HEADS

TEAMS:
SKAVEN, UNDERWORLD DENIZENS

HAKFLEM SKUTTLESPIKE

For many years, the masters of Clan Rigens have devoted huge resources to creating the perfect Blood Bowl player. In their underground laboratories, many strange mutations have been developed: Skaven with four legs and no head, Rat Ogres with limbs reversed, and many more simply too horrible to describe. A few years ago, their toil and experimentation bore fruit. The result was Hakflem Skuttlespike, a player upon whose shoulders Clan Rigens immediately placed immense pressure. But, as with all cunning Skaven plans and grand ambitions, there were... difficulties. Skuttlespike did prove to be an excellent player, but he was also petty, jealous and vicious, even for a Skaven! He ensured that none would be created to rival him, killing any that looked like a potential equal.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

AGE: 29 **HEIGHT:** 5 ft 9 inches

WEIGHT: 96 lbs

ORIGINATING TEAM: The Skavenblight Scramblers

POSITION: Blitz/Runner

CAREER TOTALS: 16 rushing touchdowns; 39 catching touchdowns; 72 kills/serious injuries

AWARDS: Most Vicious Player 2489; The Big Cheese 2491; Forewarned is Four-armed 2493

SPIKE! MAGAZINE STAR PLAYER RATING: 296

SKITTER STAB-STAB

"STAB-STAB"

160,000 GOLD PIECES



MA	ST	AG	AV
9	2	4	7

SKILLS:
DODGE, LONER, PREHENSILE TAIL,
SHADOWING, STAB

TEAMS:
SKAVEN, UNDERWORLD DENIZENS

KARLA VON KILL

BOLD BLITZER

220,000 GOLD PIECES



MA	ST	AG	AV
6	4	3	8

SKILLS:
BLOCK, DAUNTLESS, DODGE, JUMP UP, LONER

TEAMS:
AMAZON, HALFLING, HUMAN,
NORSE, OLD WORLD ALLIANCE

SKITTER STAB-STAB

Skaven and Underworld Denizens teams prize the lesser adepts of Clan Eshin as Blood Bowl players for the incredible speed and agility they can bring to the pitch. Indeed, without these Gutter Runners, many such teams would not be the successes they are. Skitter Stab-Stab, though, is no mere Gutter Runner, he is Clan Eshin's master assassin, and for years he has secretly done his lords' bidding. Whenever ill fortune strikes down an obstructive official in suspicious circumstances, fans whisper that Skitter was seen on the sidelines. When an opposition player suffers a mysterious injury from a seemingly innocuous block, their team-mates are quick to claim they saw Skitter on the pitch.

And who knows? Maybe sometimes they did glimpse him...

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

AGE: Unknown **HEIGHT:** Speculative

WEIGHT: What?

ORIGINATING TEAM: Unknown

POSITION: Gutter Runner

CAREER TOTALS: Impossible to research

AWARDS: None, but that's quite an achievement in itself – everyone who plays Blood Bowl seems to get at least one award!

SPIKE! MAGAZINE STAR PLAYER RATING: 231

KARLA VON KILL

The young Karla von Kill came to Blood Bowl from humble origins. The daughter of a pig farmer, the first team she played for was the Hochstadt Hellfires, a provincial team that campaigned in the backwater leagues of Hochland. Karla's big break came after a run-in with a Minotaur left her seriously injured and her career in jeopardy. Upon her surprising return to the Hellfires, Karla was approached by a talent scout for none other than the Middenheim Marauders. Staying with the Marauders through their merger with the Middenland Maulers, Karla proved influential in the final of the 2493 Blood Bowl Classic, bringing down the Mighty Zug with an elbow jab that made the crowd wince in the final moments of the game to secure her place in the Hall of Fame.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

AGE: 31 **HEIGHT:** 5 ft 6 inches **WEIGHT:** 142 lbs

ORIGINATING TEAM: The Hochstadt Hellfires

POSITION: Blitzer

CAREER TOTALS: 61 rushing touchdowns; 73 catching touchdowns; 28 kills/serious injuries; 3 interceptions

AWARDS: AFC Player of the Year 2483; Ingrid the Pious Award for Inspirational Achievement 2486; Blood Bowl Player's Medal 2493

SPIKE! MAGAZINE STAR PLAYER RATING: 187

MIGHTY ZUG

FAN FAVOURITE

260,000 GOLD PIECES

MA	ST	AG	AV
4	5	2	9

SKILLS:

BLOCK, LONER, MIGHTY BLOW

TEAMS:

HUMAN, OLD WORLD ALLIANCE

GRIM IRONJAW

SAVAGE SLAYER

220,000 GOLD PIECES

MA	ST	AG	AV
5	4	3	8

SKILLS:

BLOCK, DAUNTLESS, FRENZY, LONER, MULTIPLE BLOCK, THICK SKULL

TEAMS:

DWARF, OLD WORLD ALLIANCE

MIGHTY ZUG

In 2468 a hulking, great, useless, whimpering lump known only as Zug arrived at the Altdorf Old Bowl, there to apprentice to the Reikland Reavers. From his appearance and behaviour, the Reavers thought they had been sent an adolescent Ogre, until head coach, Helmut Zwimmer, made training the boy his personal mission. After many frustrating months, Zug began to show his true form and enjoyed several successful seasons in the youth team. Zug played his first game for the Reavers' first team in the autumn of 2476, and succeeded in making his presence felt by severely injuring eight Middenheim players in the first half. Over the years, he has become a firm favourite with the fans. He may not move fast, but his talent for breaking bones is unrivalled!

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

AGE: Unknown **HEIGHT:** 7 ft 2 in **WEIGHT:** 325 lbs

ORIGINATING TEAM: The Reikland Reavers

POSITION: Anywhere he likes **CAREER TOTALS:** 5 rushing touchdowns; 266 kills/serious injuries inflicted

AWARDS: 33 Most Valuable Player Awards; McMurty's Spamburgers Player of the Year 2482, 2484, 2485; Anti-violence Watchdog Committee Worst Tackle of the Year 2484, 2487; Blood Bowl Winner's Medal 2479, 2485, 2487; Blood Bowl Player's Medal 2483

SPIKE! MAGAZINE STAR PLAYER RATING: 374

GRIM IRONJAW

The Slayer Cult is a strange aspect of Dwarf life, seen as the only option for those who have committed a shameful act. Shedding their worldly possessions and symbolically greasing their hair with pig fat, these contrite Dwarfs seek a noble doom on the gridiron. Following some unspoken misdeed, Grim Ironjaw took the Slayer oath and sought a team to play for. The Blackmountain Blades suited his needs perfectly. One of the few non-Orc teams in the Thunder Valley League, they regularly faced snarling Trolls and fearsome Black Orcs, which suited Ironjaw perfectly. As news of his prowess spread, Ironjaw accepted many offers and spent several seasons moving from team to team, always striving to move up in the league rankings to face ever more fearsome opponents.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

AGE: 306 **HEIGHT:** 5 ft 2 inches **WEIGHT:** 162 lbs

ORIGINATING TEAM: The Blackmountain Blades

POSITION: Troll Slayer

CAREER TOTALS: 3 rushing touchdowns; 102 kills/serious injuries

AWARDS: Spike! Magazine's Anger Management Award 2392; Most Brutal Outburst 2436; Lauriel Elflock's Fabulous Follicles Award 2469 (declined)

SPIKE! MAGAZINE STAR PLAYER RATING: 318

FLINT CHURNBLADE
CHAINSAW-WIELDING LOONY
 130,000 GOLD PIECES



MA	ST	AG	AV
5	3	2	8

SKILLS:
 BLOCK, CHAINSAW, LONER,
 SECRET WEAPON, THICK SKULL

TEAMS:
 DWARF, OLD WORLD ALLIANCE

NOBBLA BLACKWART
CHAINSAW-WIELDING LOONY
 130,000 GOLD PIECES



MA	ST	AG	AV
6	2	3	7

SKILLS:
 BLOCK, DODGE, CHAINSAW, LONER,
 SECRET WEAPON, STUNTY

TEAMS:
 CHAOS DWARF, GOBLIN, OGRE,
 UNDERWORLD DENIZENS

FLINT CHURNBLADE

Dwarfs display a tendency to think they own the modern game because the Sacred Commissioner Roze-El was himself a Dwarf! Many 'additions' to the rules have originated from Dwarf teams who refuse to see their inclusion as cheating when they do it. Match officials disagree strongly, of course, but often choose a 'wait and see' attitude when faced with the worst examples of Dwarf excellence in engineering!

Flint Churnblade was one of the more successful chainsaw-wielding loonies to survive the craze of the mid-2480s, and is one of the few that still endures today. These days, for a very reasonable price, Flint is happy to take to the pitch and bring the opposition down to his level!

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

AGE: 246 **HEIGHT:** 5 ft 3 inches

WEIGHT: 158 lbs

ORIGINATING TEAM: The Karak Wanderers

POSITION: Chainsaw-wielding Loony

CAREER TOTALS: 39 serious injuries; 57 extreme knee-cappings; 43 player fatalities

AWARDS: Most Vicious Player 2478, 2481; Most Brutal Outburst 2489; Delightful Decapitation Award 2488

SPIKE! MAGAZINE STAR PLAYER RATING: 187

NOBBLA BLACKWART

All Goblins are sneaky and delight in cheating, they are prone to bringing prohibited weapons onto the pitch to even the odds, and when they can trip the opposition and have them at their mercy, they are quick to stick the boot in. They even cheat their way out of paying the officially-recognised bribery tariffs! When newfangled technology appears, Goblins are always quick to embrace it and twist it to their devious purposes. But the sneakiest Goblin ever to swing a chainsaw is undoubtedly Nobbla Blackwart. He has earned a ferocious reputation even among the ranks of his fellow chainsaw-wielding loonies for his petty cruelty and, for a Goblin, surprising toughness. Consequently, his services are always in high demand!

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

AGE: 37 **HEIGHT:** 3 ft 7 inches

WEIGHT: 87 lbs

ORIGINATING TEAM: The Greenboyz

POSITION: Chainsaw-wielding Loony

CAREER TOTALS: 52 serious injuries; 29 player fatalities; 437 red cards (all time record)

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

SPIKE! MAGAZINE STAR PLAYER RATING: 185



**GUNNAR GHRONDSON,
DWARF BLOCKER,
THE MIDDENHEIM MAULERS**



**ANDERS SPRITLING,
HUMAN CATCHER,
THE MIDDENHEIM MAULERS**



**GIMIR THE FAST,
DWARF RUNNER,
THE MIDDENHEIM MAULERS**



**MAX HORSTEMAN,
HUMAN BLITZER,
THE MIDDENHEIM MAULERS**



**HAL KAPERNIO,
HUMAN THROWER,
THE MIDDENHEIM MAULERS**



**TUCKLEBERRY TREWS,
HALFLING HOPEFUL,
THE MIDDENHEIM MAULERS**



**SNORRI KNEE-SMASHER,
DWARF TROLL SLAYER,
THE MIDDENHEIM MAULERS**



**HEINZ OSTWALD,
HUMAN LINEMAN,
THE MIDDENHEIM MAULERS**



**OLEG STOUTBEARD,
DWARF BLITZER,
THE MIDDENHEIM MAULERS**

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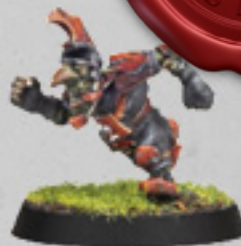
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**'FAST DRAW' O'GORE,
GUTTER RUNNER,
THE UNDERWORLD CREEPERS**



**SHAFTSPLITTER GRIM,
SKAVEN THROWER,
THE UNDERWORLD CREEPERS**



**GARBAGE THROTTLESNOT,
GOBLIN,
THE UNDERWORLD CREEPERS**



**FIRESPLITTER CLEAVE,
SKAVEN LINEMAN,
THE UNDERWORLD CREEPERS**



**WILDMAN TEETHGARLAND,
GOBLIN,
THE UNDERWORLD CREEPERS**



**'FAT' BRAINSPLATTER,
SKAVEN LINEMAN,
THE UNDERWORLD CREEPERS**



**FESTER RUSTBLADE,
GOBLIN,
THE UNDERWORLD CREEPERS**



**SPLIT TENDONCUTTER,
SKAVEN BLITZER,
THE UNDERWORLD CREEPERS**



**PILES OPENWOUND,
GOBLIN,
THE UNDERWORLD CREEPERS**



**'RACE' O'BUNYON,
SKAVEN LINEMAN,
THE UNDERWORLD CREEPERS**



**SPIKE SKINFELF,
GOBLIN,
THE UNDERWORLD CREEPERS**



**'SLASHER' BOWELGRIM,
GOBLIN,
THE UNDERWORLD CREEPERS**