

BLOOD BOWL[®]



SPIKE!

THE FANTASY FOOTBALL JOURNAL



ISSUE
07



LOUNGING LIZARDS!

FLEE FOR YOUR LIFE FROM THE SAVAGE
BEASTS OF THE JUNGLE!

SECRETS OF THE SLANN!

UNLOCK THE SECRETS OF THE UNIVERSE TO
BECOME A BETTER BLOOD BOWL COACH!

ISSUE SEVEN!

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ADOHI-OATL
SKINK RUNNER,
GWAKAMOLI CRATER GATORS



KROXCIIHQ
SAURUS BLOCKER,
GWAKAMOLI CRATER GATORS



K'BOQ K'BOQ
SAURUS BLOCKER,
GWAKAMOLI CRATER GATORS



PUANTEHEZ
CHAMELEON SKINK,
GWAKAMOLI CRATER GATORS



KROCBLOQ
SAURUS BLOCKER,
GWAKAMOLI CRATER GATORS



XHABUDZ
SKINK RUNNER,
GWAKAMOLI CRATER GATORS



GRYNDAR
SAURUS BLOCKER,
GWAKAMOLI CRATER GATORS



KRI-QIT
SKINK RUNNER,
GWAKAMOLI CRATER GATORS



HUALLA BELLU
SAURUS BLOCKER,
GWAKAMOLI CRATER GATORS

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

ISBN: 978 1 78826 916 2

Games Workshop Web site: www.games-workshop.com
Forge World Web site: www.forgeworld.co.uk

GREETINGS SPORTS FANS!

Welcome once more to the packed pages of the world's premier sports periodical! This month, we turn up the heat as we get hot and humid. That's right readers, we're heading to the heart of Lustria for a well-earned break away from the damp and chill of home. As our writers brave the primordial rainforest, we'll be spending time poolside, getting to know all about savage Saurus, savvy Skinks, killer Kroxigor and, most of all, the sedentary Slann who call Lustria home!

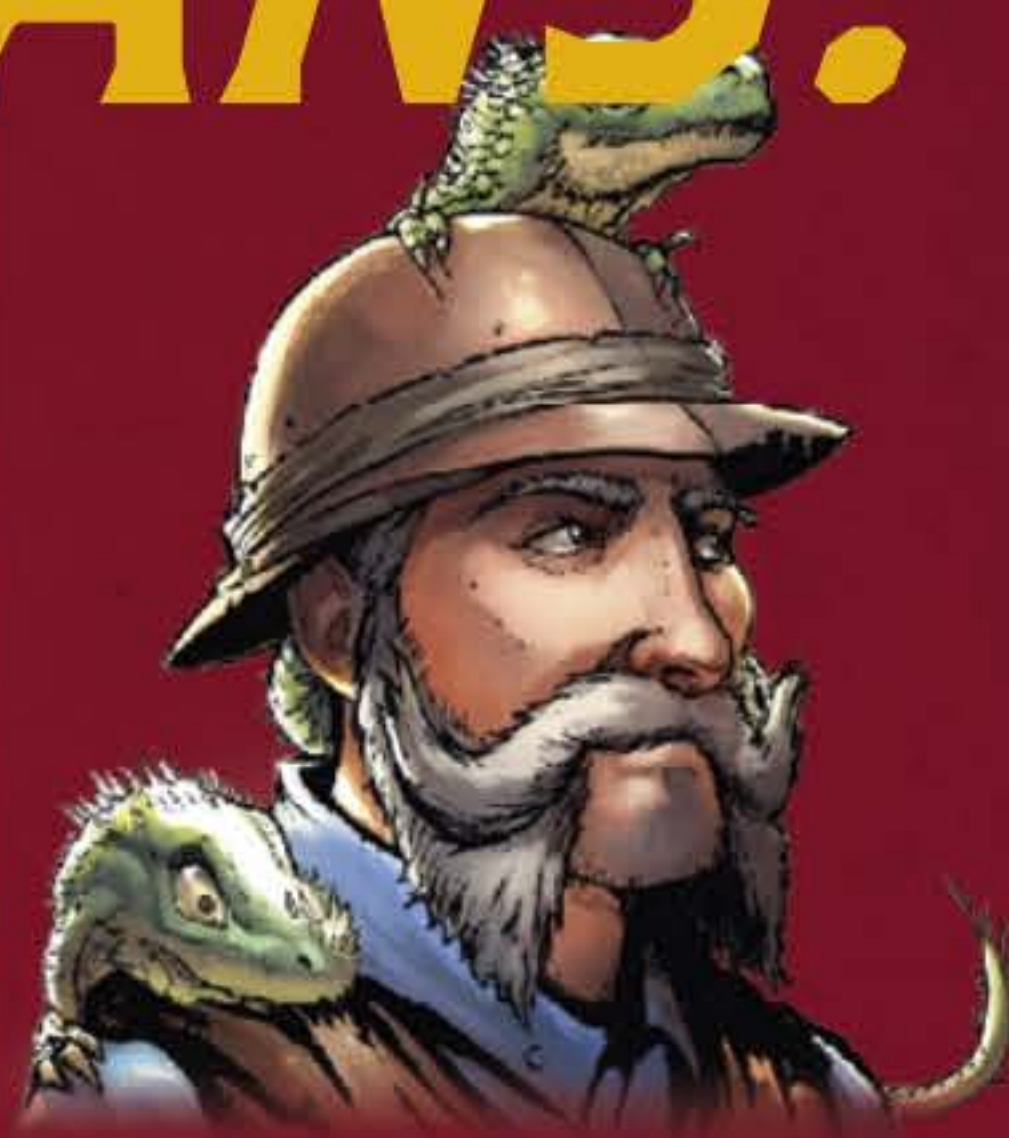
Of all the races in the world that play Blood Bowl, none can claim quite the heritage of the Lizardmen. If they're to be believed, they've been playing the game since the birth of the world, and that's a long time by any standard! And sure, the average Skink or Saurus might live for centuries due, we think, to their healthy diet of insects and grass or whatever Lizardmen eat, but they don't live forever. This means there's many generations of Blood Bowling expertise in Lizardmen society.

With such a history of Blood Bowl in Lustria, it's to be expected that there are significant differences in how the game is played there compared to the Old World. And significant the differences indeed are. So much so that we've dedicated an extra large portion of this publication to reporting on them. In this issue, Mindy Piewhistle gives us the low-down on certain philosophical differences of opinion and the measures taken to overcome them between the NAF and the Lustrian League commissioners themselves – the mighty Slann. Later, you'll be able to read all about Lustrian stadia,

the weather, league formats, and numerous other interesting factoids about Blood Bowl in the oldest land of them all: the New World!

Alongside this, we bring you all the regular features: Quillchewer meets and makes a new friend in Georgia Johns, the famed adventuring archeologist. What's more, Tatzina Babarini makes a welcome return this month to cast her trained eye over Lustrian fashion, and we bring you a classic showreel from Bob Bifford's commentating career, as transcribed by the renowned Matt Forbeck. And to round this issue out, we focus not only on several infamous Star Players hailing from the humid heartlands of Lustria, but also the much-loved Gwakamoli Crater Gators, a team that in recent years has crossed the world-pond to create a big splash! Finally, we get to know some superb Slann in a feature designed to put to rest some of the rumours that surround this most mysterious of races and the role they play in the world of Blood Bowl!

It's quite the ride this month readers, as I'm sure you'll all agree!



Pterry Dactyl,
Guest Editor
Spike! Journal

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LOUNGING LIZARDS:

A LUSTRIAN ADVENTURE!

As work on the previous edition of *Spike! Journal* drew to a close, so too did the days begin to draw in and another bleak Old World winter loomed. As talk turned to the topic of the next issue, our thoughts wandered to warmer, sunnier climes. The imminence of the long winter ahead held no charm! Fortuitously, one of our many unpaid apprentice writers came up with a wonderful suggestion: we could take a ship to the New World and visit the tropical paradise of Lustria, home of the Lizardmen and, so legend tells us, the birthplace of Blood Bowl!

So, that's exactly what we did. We booked passage upon a merchant vessel bound for Lustria and made our plans to winter under warmer skies whilst exploring the weird and wonderful world of Blood Bowl as it is played by the oldest civilisation in the world! Excited for the tropical paradise that awaited us and eager to spend our days on sun-kissed beaches, we set sail for what was to prove to be the most torturous three months of our lives in a steaming, mosquito-infested hellscape populated by primordial, reptilian monsters! Indeed, the only highlight of the trip was when the plonker who posited the prospect of this pilgrimage was eaten by a Carnosaur!

Lustria, as many readers will be aware, is a land largely unexplored by the folk of the Old World. We tend to view it as a trackless, jungle wilderness, mostly uninhabited and completely uncivilised, but this could not be further from the truth. Lustria is home to a great many wonders, chief among which is the sprawling (if somewhat crumbling) empire of the Old Ones. The Old Ones were, if one is to believe the heathen legends recounted by Lustrian tour guides, the original gods of our world. These all-powerful beings came here at the dawn of time and acted not unlike architects and builders. They changed our world in profound ways; they brought the sun closer to warm the globe, they moved the landmasses to create the continents we know today and more besides. Most importantly, they brought to our world the mystical Slann and the primitive Lizardmen: their servants and workers in their great undertakings.

The Slann were the intermediaries between the Old Ones and us mere mortals. Magic users beyond compare, it was they who tailored the fabric of the world. Conversely, the Lizardmen were akin to serfs and soldiers, fulfilling the menial roles within society so that their masters were free to focus upon their endeavours. But the most interesting part of the tale, the part most often forgotten yet of most importance to sports scholars such as our readers, is that it was the Slann that first brought Nuffle's great game to our world!

You read that right readers – back in the mists of time, when the world was young, the wise Slann introduced Blood Bowl to the world as a pastime for their Lizardmen subjects and as a relaxing hobby for themselves. Each Slann managed a team of players and these teams competed in leagues and tournaments: the prizes in those halcyon days of myth being no more than pride and the honour of one's temple-city!

For an epoch this continued, the Slann shaping their world in accordance with the great plan of their masters, the Lizardmen serving the Slann, and Blood Bowl being played for entertainment and recreation. Sadly, this golden age came to an end when the magical gateways between worlds, erected at the poles of our planet by the Slann to allow their god-like masters to come and go, suddenly collapsed! This caused a tide of raw chaos to be unleashed upon our world, ushering in an age of war as the gods of Chaos, angered at the favouritism shown to their cousin Nuffle by the Slann, attempted to overthrow the world!

The rest, as they say, is history (yes, *it's literally the history of the world!* – Ed).

Since the collapse of the polar gates, the Old Ones have abandoned our world, leaving behind their Slann servants. In turn, the eldest Slann have retreated into deep hibernation to contemplate the wonders of creation and to unravel the portions of the Old Ones' great plan as-yet unknown to them. The younger Slann, themselves ancient beyond compare and few in number, have passed the millennia studying astronomy and astrology, and coaching Blood Bowl teams!

2nd Of Nachgeheim 2476 IC
With all these Lustrian teams coming over to play in the Old World Blood Bowl Leagues lately, our editor at Spike! Journal sent a bunch of us off to the other side of the world to see what kind of country was spawning them. Some of the younger members of our team had always wanted to see the New World, though personally the Old World has always been good enough for me, but we'll see. Our ship, the Heart of Chaos, leaves tomorrow, and I'm sure its crew will be delightful!



SKINKS

Skinks are small, intelligent creatures. Quick of wit and extremely dextrous, they are the most physically agile of all the Lizardmen races. Capable of performing complex tasks and following intricate orders, they have long served the Slann by handling the bureaucracy and day-to-day workings of the temple-cities. What's more, Skinks are the most vocal of their kind, as any sports fan who has witnessed stands full of happy Skinks chirruping away on match day can attest to! They evince extensive vocabularies and a mastery of the Lizardmen tongue not seen in their kin. Many also master other languages and frequently act as intermediaries between the Slann and other races. Indeed, the sight of a Skink attendant speaking to a press conference whilst their Slann head coach gently snoozes is a common one on Cabalvision network news shows! As players, what they lack in strength they more than make up for with their lightning speed and agility. Where Saurus excel on the line of scrimmage, Skinks are invariably considered to be among the best running players in the game!

CHAMELEON SKINKS

Chameleon Skinks are an uncommon sight, leading many to believe that they are rare, a dying breed amongst Lizardmen, but this is not the case at all. Whilst other Lizardmen are content to live in crowded temple-cities, Chameleon Skinks prefer their own company and dislike the hustle and bustle that tourism brings. They prefer to live quietly in the jungle, enjoying a simple life of hunting, tree frog farming, and springing deadly ambushes upon strangers. They're also very good at hiding, able as they are to change colour and disappear into their surroundings. It is the combination of these traits that has exaggerated rumours of their near-extinction (*coincidentally, thanks to this ability to hide in plain sight, no Chameleon Skink has ever paid for a ticket on match day!* – Ed). Chameleon Skinks that take to the pitch are in high demand. Many an opposing player has found themselves unexpectedly marked by a suddenly appearing Chameleon Skink, the shock alone often being enough to shake the ball loose, ready to be snatched up by a darting tongue!

SAURUS

Larger and more slow-moving than their diminutive kin, Saurus are an intimidating sight! Like all Lizardmen, Saurus emerge from the sacred spawning pools of Lustria fully grown and knowing their role in life. Apparently, in times past these roles would have been quite simple and straightforward; Saurus were created by the Slann to serve as warriors and guardians – uncomplicated tasks for uncomplicated beings. But in the modern era, since the reemergence of Blood Bowl, Saurus are finding their callings have changed! Indeed, many are spawned with a deep and

instinctive knowledge of Nuffle's great game in something of a return to ancient times. Saurus make fine players: they are strong, fast and capable of tremendous violence, yet are disciplined and dutiful. What they lack in tactical flexibility – rigidly adhering as they do to game plans – they more than make up for in brute force. And besides, the quick-witted Skinks are more than capable of adapting a play to suit the ever-changing nature of a game of Blood Bowl!

But many Saurus find themselves fulfilling other roles in our ever-changing world. As the Lustrian tourist industry booms and sports fans are drawn to the tropical paradise, Lizardmen roles are changing. Indeed, when the *Spike! Journal* delegation arrived at our luxury beach resort, we were shocked to be greeted by a gigantic and fearsome Saurus wearing a surprisingly well-tailored red coat, blinking slowly at us from behind the sacrificial check-in altar.

KROXIGOR

Surprising as it may seem, Kroxigor are the gentle giants of the Lizardmen race. Thought to have been created as builders and labourers to be strong and powerful, Kroxigor coexist contentedly with Skinks. Yet there are few sights more terrifying than a Kroxigor roused to anger! Capable of effortlessly tearing a man limb from limb, these mighty creatures have served in the armies of the Slann for millennia. Today, they are considered a great boon to any Blood Bowl team. Their long muscular arms and rows upon rows of serrated teeth set into powerful jaws make them a terror on the line of scrimmage. Woe betide any player unfortunate enough to be tasked with marking a Kroxigor!

FAMOUS LIZARDMEN TEAMS

LUSTRIA KROAKERS

One of the oldest teams in Lustria, the Kroakers have existed in one form or another since the dawn of the world. Managed personally by the oldest and most powerful of all the Slann, Lord Kroak, the Kroakers were founded very much as a vanity project: both a hobby to occupy the Mage-Priest's spare time and a way for Kroak to prove his superiority over other Slann. For many thousands of years this was certainly true, with the Kroakers proving almost undefeatable in the Lustrian Superleague for many years. At least, that was certainly the case until Lord Kroak croaked himself! Yet in spite of him being terminally dead, Lord Kroak hasn't really slowed down, his management of the team is still superb, if sadly somewhat sporadic.

TLANXLA TERRADONS

Hailing from the ancient city of Tlanxla, the Terradons take their name from the primordial, reptilian, winged beasts that regularly spawn from its sacred pools. The stadiums of Tlanxla feature many high towers where Terradons can roost and many an enterprising Skink has become quite wealthy by selling advertising to big corporations, promising to have their brand name seen throughout a match as it flutters overhead attached to the tail of a resident Terradon. What's more, there have been many instances of match interference as the beasts overhead drop large boulders or, in some cases, swoop down and snatch up opposition players! Team officials claim no involvement but sceptics often point out that the Terradons that fly overhead, advertising pennants flapping, appear to be ridden by Skinks in team colours...

SOTEK VIPERS

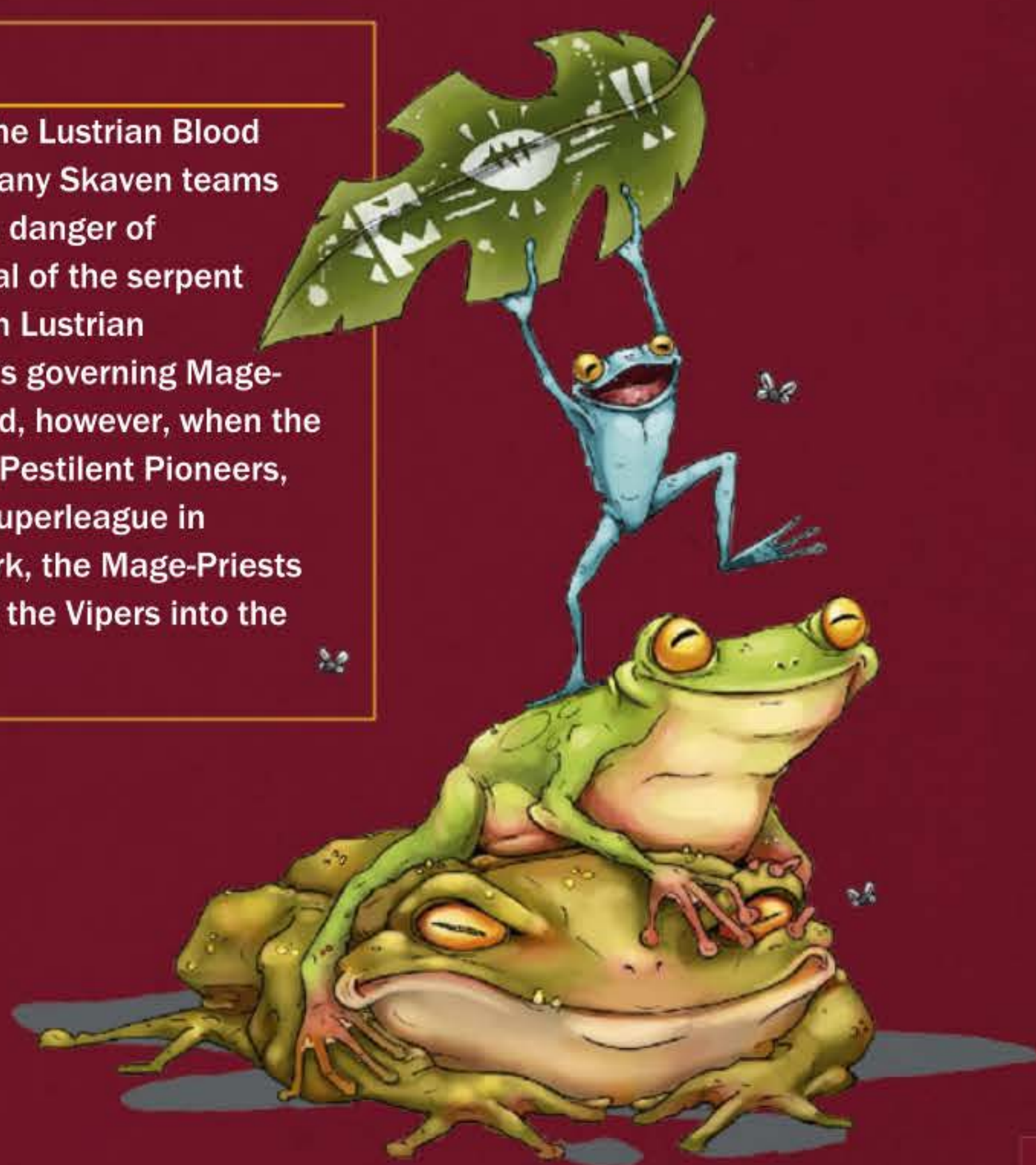
Famously an all-Skink team, the Vipers first burst onto the Lustrian Blood Bowl circuit millennia ago at a tumultuous time when many Skaven teams were emergent and traditional Lizardmen teams were in danger of becoming eclipsed. Their appearance heralded the arrival of the serpent god Sotek himself. At first, the Vipers were unwelcome in Lustrian leagues and were barred from participation by the sport's governing Mage-Priests due to their irregular line-up. This quickly changed, however, when the Vipers challenged and routed the previously undefeated Pestilent Pioneers, a Clan Moulder team that has been the scourge of the Superleague in recent seasons. Sensing the hand of the Old Ones at work, the Mage-Priests reconsidered and reversed their initial ruling, welcoming the Vipers into the Lustrian Superleague soon after.

DID YOU KNOW...

Jungle Krocs' player Scalxanti was voted 'Slipperiest Player' in 2471 thanks to its ability to shed its skin whenever an opposing player attempted to grab it!

ITZA NOKOUTS

One of several franchises based within Itza – the oldest, largest and most sacred of the temple-cities. In Lustrian terms, the Nokouts are a young team but one that has long enjoyed a healthy rivalry with Itza's most famous resident team, the Lustria Kroakers. The Nokouts were established at the order of the Sixth Generation Slann, Rh'bn the Prodigious, an eccentric Mage-Priest who has written several biographies retelling the tales of his exploits. The most successful of these – *Confessions of a Blood Bowl Coach* – went on to be serialised in a string of Cabalvision documentaries. In addition to their busy schedule of league fixtures and various tournament appearances, the Nokouts do a lot of good work for charity, often taking part in humorous variations on Blood Bowl to raise funds for destitute Skinks.



TEAM ROSTER

QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS & TRAITS	NORMAL	DOUBLE
0-16	Skink Runners	60,000	8	2	3	7	Dodge, Stunty	A	GPS
0-2	Chameleon Skinks	70,000	7	2	3	7	Dodge, Pass Block, Shadowing, Stunty	A	GPS
0-6	Saurus Blockers	80,000	6	4	1	9	None	GS	AP
0-1	Kroxigor	140,000	6	5	1	9	Bone-head, Loner, Mighty Blow, Prehensile Tail, Thick Skull	S	AGP
0-8	Re-roll counters: 60,000 gold pieces each								

STAR PLAYERS



Anqi Panqi



Drull
Dribl



Glottl Stop



Helmut Wulf



Morg 'n' Thorg



Zolcath
the Zoat

NAME	PLAYS FOR	SKILLS	COST (GP)	MA	ST	AG	AV
Anqi Panqi	Lizardmen	Block, Grab, Loner, Stand Firm	210,000	7	4	1	9
Drull	Lizardmen	Dodge, Loner, Side Step, Stab, Stunty	190,000	8	2	3	7
Dribl		Dirty Player, Dodge, Loner, Side Step, Sneaky Git, Stunty		8	2	3	7
Glottl Stop	Amazon, Lizardmen	Frenzy, Loner, Mighty Blow, Piling On, Prehensile Tail, Thick Skull, Wild Animal	360,000	6	6	1	9
Helmut Wulf	Amazon, Chaos Renegades, Human, Lizardmen, Norse, Vampire	Chainsaw, Loner, Secret Weapon, Stand Firm	110,000	6	3	3	8
Morg 'n' Thorg	Any except Tomb Kings, Necromantic Horror and Shambling Undead	Block, Loner, Mighty Blow, Thick Skull, Throw Team-mate	430,000	6	6	3	10
Zolcath the Zoat	Amazon, Lizardmen, Wood Elf	Disturbing Presence, Juggernaut, Loner, Mighty Blow, Prehensile Tail, Regeneration, Sure Feet	280,000	5	5	2	9



TEAM SPOTLIGHT

GWAKAMOLI CRATER GATORS



Of the many teams that call Lustria home, few have quite such a storied history as the Crater Gators – a team famed through the ages for its stoic determination and rigid discipline, and one that has enjoyed a long and bitter rivalry with several infamous Skaven teams. In their early years, the Crater Gators struggled to find their feet but, once they did, they quickly became a mainstay of the Lustrian Superleague. As the Gators embark upon a fresh season of campaigning in the Old World, *Spike! Journal* takes a look back over their long and glorious history, sharing all the factoids you need to appear knowledgeable amongst your peers in the pub!

Gwakamol Crater lies between Chaqua and Itza, a huge open space in the vastness of the rainforest, many miles deep. The crater was formed, according to Lustrian legend, in a time before even the coming of the Old Ones, when a mighty meteor fell from the heavens. The true extent of the crater is unknown, for the Lizardmen have never plumbed its depths, considering it to be of little importance; a blot on the landscape but no more. However, when the Skaven first invaded Lustria, bringing with them plague and contagion, it was from Gwakamol Crater that they emerged. This unexpected assault quickly led to the establishment of garrisons around the crater as the Lizardmen sought to control the influx of unexpected newcomers.

At first, the Lizardmen and Skaven did not get along. The Lizardmen were unhappy with the newcomers' general scruffiness, not to mention them bringing a truly unbelievable number of ailments to Lustria. Infact, the Lizardmen felt the Skaven were lowering the tone of the whole continent. In turn, the Skaven were unhappy with the Mage-Priests' habit of offering them up as

sacrifices. What started out as being unreasonable behaviour, at best, soon became sacrifice on an almost industrial scale when the Skinks joined in! Celebrating the discovery of a new god, Sotek, Skink priests the length and breadth of Lustria followed the example of the Slann and sacrificed Skaven by the thousands.

These tensions were only exacerbated by the Skaven's natural aptitude for Blood Bowl. Several teams that sprang up around Gwakamol Crater quickly began to dominate the local leagues and, in time, the Lustrian Superleague itself.

The Crater Gators were founded in response. In the early days, there had been many skirmishes between the two races and the Gwakamoli Lizardmen had become most adept at combating Skaven on the field of battle. This experience, they theorised, would give them the edge on the field of sporting endeavour.

This didn't prove entirely true. On the one hand, Skaven are a race which excels at Blood Bowl. On the other, any new team will take some time to establish itself, especially if

the team is formed of recently-retired soldiers who have never even touched a football before! For the first few seasons, the Crater Gators suffered defeat after ignominious defeat at the hands of many Skaven teams and established Lizardmen teams alike. Eventually, long hours of hard work and determined training began to pay off and the Gators were finally able to put their unique experiences to good use. The Gators gradually began to score some solid wins and climb steadily up through their local league table. Within a couple of seasons, they were promoted to the big time, not only entering the Lustrian Superleague but reaching the play-offs!

In the years since, the Gwakamoli Crater Gators have enjoyed huge success and today are considered one of the 'Big Four' teams on the Lustrian circuit. Unfortunately, this success hasn't been replicated overseas yet, and excursions to the Old World have been cut short, citing such reasons as weather which is wholly unsuitable for Lizardmen. If the Gators can shake these problems, there is little doubt that they'll soon be recognised as one of the best teams in the Old World as well as the New!

TEAM PROFILE: GWAKAMOLI CRATER GATORS

TEAM COLOURS: Red and yellow/gold

OWNER: Lord Xiliquncani

HEAD COACH: Toadala Tehryan

PLAYERS: Saurus, Skinks and Kroxigor

TEAM HONOURS: Lustrian Superleague Champions 896 times between 560 and 2456 IC.

HALL OF FAME: Hualla Bellu, Intzi Uintzi, Xhoqi Bikki

SPIKE! TEAM RATING: 137



CAREER HIGHLIGHTS

31 After the prophecy of Sotek comes to pass and peace is restored to Lustria, the Crater Gators are founded in response to Skaven teams quickly coming to dominate the various leagues. However, the Gators' first outing is a shambles. Veteran warriors, the Saurus form a shield wall across the line of scrimmage, a tactic that proves futile as their Skaven opponents, the Pustulent Priests, scurry around this formation no fewer than thirteen times. The game ends early and the Gators are gifted an unexpected win when the Horned Rat himself manifests above the stadium and consumes his faithful servants!

107 After many years of trials and tribulations, the Crater Gators have found their feet as a team and have slowly worked their way through the ranks. Entering into the Lustrian Superleague at the opening of the 107/108 IC season, they progress as far as the play-offs where they face the far more established Itza Nokouts. The Gators lose quite badly to the more experienced side, but have set themselves up as a team to watch next season.

560 The Crater Gators have become established over many years as one of the most consistent teams within the Superleague, yet to date they have not lifted the league cup. This long drought is brought to an end at the culmination of the 559/560 IC Superleague season. After a long, close campaign the Gators face their old rivals, the Itza Nokouts, in the final. The championship game is interrupted by a pitch invader dressed as a giant tree frog, riding some sort of pedal-powered cart. Rather than ignore the distraction, the Nokouts join in with the ensuing chase, creating an opportunity the Gators are quick to grasp. The Gators triumph 5-4, sparking a winning streak that is to last many years.

2456 After many long years campaigning in Lustria, news of the return of Blood Bowl to the Old World reaches the Lizardmen. The Crater Gators decide to take ship to the Old World to witness first-hand how the younger races are faring with Nuffle's sacred game. Their appearance causes quite a stir. The Gators

themselves are somewhat surprised by the rules as the young races interpret them. Consequently, the Gators find themselves struggling once more but still enjoy a stellar season, winning several invitational competitions. In turn, their slow start fills the young races with confidence and leads to a mass exodus of Old World teams to Lustria in search of easy pickings!

2491 Having returned home to Lustria to take on freshly-spawned new recruits foretold to be ideally suited to the Old World style of play, the Crater Gators hear news of the collapse of the NAF. Alarmed by this development and curious how the young races will deal with this world-changing event, the Gators hurry their preparations. Within the year, the Gators have once more taken ship to the Old World where they find the face of the game changed once more beyond all recognition. Eager for the challenges ahead, training begins in earnest as the Gators take to the open road.

HALL OF FAME: GWAKAMOLI CRATER GATORS

2456-2457 SQUAD

NAME	POSITION	MA	ST	AG	AV	SKILLS
Gryndar	Saurus Blocker	6	4	2	9	Block
K'boq K'boq	Saurus Blocker	6	4	1	9	Stand Firm, Wrestle
Krocbloq	Saurus Blocker	6	4	1	9	Grab, Tackle
Kroxcihiq	Saurus Blocker	6	4	1	9	Block, Tackle
Hualla Bellu	Saurus Blocker	6	4	1	10	Guard, Wrestle
Oatluax	Saurus Blocker	7	4	1	9	Block, Juggernaut
Puantehez	Chameleon Skink	7	2	3	7	Dodge, Pass Block, Shadowing, Sprint, Stunty, Sure Feet
Teptoc	Chameleon Skink	7	2	4	7	Dodge, Pass Block, Shadowing, Stunty
Uaxconqua	Skink Runner	8	2	3	7	Dodge, Side Step, Stunty
Adohi-oatl	Skink Runner	8	2	3	7	Dodge, Sprint, Stunty, Sure Hands
Xhabudz	Skink Runner	8	2	4	7	Dodge, Leap, Strip Ball, Stunty
Kri-Qit	Skink Runner	8	3	3	7	Dodge, Stunty, Tackle, Wrestle
Gwakamoli Crater Gators	5 Assistant Coaches	4 Re-rolls				
Lizardmen Team	4 Cheerleaders	11 Fan Factor				
Head Coach Toadala Tehryan	1 Apothecary	Total Cost of Team: 1,980,000 gold pieces				

SHIELD WALL: The Gwakamoli Crater Gators were originally formed from Saurus veterans drawn from the garrison defending the Gwakamol Crater. Consequently, in their early days the players relied heavily on military tactics which they expected would give them the edge over other teams. They were quickly disabused of this notion but some tactics have proven quite useful.

During the opposing team's first turn of any drive, any standing player belonging to the Crater Gators that has been set up on the Line of Scrimmage gains the Stand Firm skill. In addition to this, during the opposing team's first turn of any drive, Krocbloq gains the Side Step skill.



STAR PLAYER SPOTLIGHT

ANQI PANQI A SAFE PAIR OF HANDS

Despite their undeniable talent and their long heritage as a Blood Bowl-playing race, Lizardmen Blood Bowl teams are still a relatively uncommon sight across the Old World. And even rarer still is sighting a different breed of Saurus known as Temple Guard – sacred protectors of the temple-cities and the Slann who rule over them. Anqi Panqi is one such Saurus. Tasked with the protection of Xlu'hotex, a Slann of the Fifth Generation who had been appointed head coach of the Tlaxtlan Stegadons, Anqi was not fated by the stars to be a Blood Bowl player. He belonged to a Temple Guard spawning and was happy with his allotted role in life (well, as far as it's possible to tell if a Saurus is happy – Ed).

The course of Anqi's life was to change trajectory quite dramatically and unexpectedly. During the 2464 season of the Lustrian Superleague, Anqi found himself faced with a particularly rowdy crowd of Skinks. The fans' anger at their team's particularly miserable season under the youthful Slann boiled over, causing them to swarm onto the pitch in an unaccustomed display of emotion! Anqi and his brethren were forced to spring into action, marching onto the pitch to quell the angry mob of tiny lizards. In the confusion, Anqi came into possession of the ball and, as the crowd surged, found himself still holding it even as he was jostled into the visiting team's End Zone! With the water clock still running (*good one - Ed*), Anqi found himself suddenly the centre of attention for his accidentally scored touchdown!

Sensing the mood of the crowd, Xlu'hotex was quick to snap Anqi up and, within five years, contracts were signed (*that's quick by Slann standards, readers - Ed*).

Anqi's centuries of experience of throwing sneaky Skaven and curious tourists out of restricted areas in the temple-cities were quickly put to good use upon the pitch. Year on year, the Tlaxtlan Stegadons climbed up the ranks of the Lustrian Superleague as Anqi stood upon the line of scrimmage throwing players left and right. To Anqi, the ball was as important as a Slann, and any player who threatened it was an obstacle to be smashed through.

As his fame grew, Anqi Panqi began to enjoy the attention lavished upon him by reporters and fans. The roar of the crowd was far more stimulating than the drudgery of guarding empty halls during the off-season. Bit by bit, Anqi became more outgoing, delighting in both the attentions of Cabalvision interviewers off-pitch and the roar of the fans on-pitch. Over time Xlu'hotex became worried he would lose his best player to a better offer and demanded Anqi return to the Southlands and guard

Zlatlan between fixtures. Unfortunately for the Slann, Anqi had other ideas and after a campaign by fans to see Anqi returned to the spotlight, it was the Slann himself that was forced back to his jungle home in shame when Anqi quit the team and went freelance.

Alone and unencumbered by duty for the first time, Anqi Panqi took to the road, lending his services to any Lizardmen team happy to pay his fee. Anqi's travels have taken him the length and breadth of the world and, along the way, the Saurus has picked up many unusual quirks from the younger races. His fans paint themselves with scales and adorn their heads with skulls in his image, entertained by his frequent interviews and overwhelming enthusiasm for the game of Blood Bowl. For Anqi, the game is a far cry from the monotony of his past life and there's very little chance of him ever looking back.

ANQI PANQI

TEMPLE GUARD

210,000 GOLD PIECES




MA	ST	AG	AV
7	4	1	9

SKILLS:
BLOCK, GRAB, LONER, STAND FIRM

TEAMS:
LIZARDMEN


ANQI PANQI



AGE: 7885 SOLAR REVOLUTIONS
HEIGHT: 8FT 3 INCHES
WEIGHT: 415 LBS
ORIGINATING TEAM: TLAXTLAN STEGADONS
POSITION: BLOCKER

CAREER TOTALS: 260 PLAYER FATALITIES, 365 SERIOUS INJURIES, 52 PLAYERS BITTEN, 18 CITATIONS FOR POST-GAME INTERVIEW CONDUCT

AWARDS: LEO SWERES FINE DINING AWARD 2466, 2474, 2481, 2492, SPIKE! MAGAZINE CHEEKIEST INNUENDO AWARD 2492, 2495, MOST BLOOD SPILLED 2481



ANQI PANQI CAREER HIGHLIGHTS

2464 While guarding Xlu'hotex, the head coach of the Tlaxtlan Stegadons, Anqi Panqi finds himself in the thick of a crowd intent on taking the Slann's head. Putting his prodigious strength to good use, Anqi smashes his way through the crowd with ease in an effort to quell the uprising. Along the way he collects the ball, using it to bludgeon angry fans, before accidentally scoring a touchdown that puts the Stegadons back in contention! The roar of the crowd ignites a fire within Anqi Panqi's blood.

2469 After signing a contract drafted by Xlu'hotex, Anqi joins the roster for the Tlaxtlan Stegadons. With Anqi's help the Stegadons rise from a running joke to a middle of the table team, delighting their fans, many of who see Anqi as the catalyst for this rise. The influx of fanmail and interviews sees Anqi quickly learn multiple languages, developing into an extremely talkative Saurus, albeit one with the crude vocabulary of a rowdy Blood Bowl fan.

2481 Following his third citation for biting, Anqi showcases his new-found charm when he tells his interviewers that the pitch isn't the only place he bites people. Worried that the Saurus was becoming a little too free-thinking, Xlu'hotex attempts to hinder his popularity by sending him back to Zlatlan, away from the public eye. When word of this reaches the fans, they protest, recreating the 2464 riots. This time, without Anqi to protect him, Xlu'hotex capitulates to their demands before fleeing back to Zlatlan. The Tlaxtlan Stegadons are soon disbanded and Anqi is free to play Blood Bowl for whoever he chooses.

2496 Flush with gold from various sponsorships, Anqi Panqi opens the 'Little Carnosaur School of Blood Bowl' where newly-spawned Saurus come to learn about the game. Having emerged from their spawning pools with an innate knowledge of how to play, these young rookies invariably take to the game of Blood Bowl with remarkable speed.

"I would like to thank the fans who helped me see just how far I can go. Almost makes me feel warm-blooded."

Anqi Panqi, hours after he went freelance

CHAT WITH THE RAT

Hackspit 'the Scribbler' Quillchewer is our ace Skaven investigative reporter, digging about in dark places to uncover all the newest news, both real and fake. This month, Hackspit journeyed far along the secret Skaven Underway to the distant land of Lustria, there to meet with famed adventurer-archeologist Georgia Johns, to discover the truth behind the enmity between Lizardmen and Skaven.



QUILLCHEWER: Good afternoon Ms. Johns-Johns. It's a pleasure to meet you.

MS. JOHNS: And you Hackflem. I must say, you don't smell nearly as bad as the Skaven native to Lustria!

QUILLCHEWER: Ha ha ha! You stink of soap.

MS. JOHNS: ...Thank you...

QUILLCHEWER: I'm told you have, in your exciting career as a tomb robber-robber, studied the history of conflict between the Lizardmen and Clan Pestilens. Can you tell our readers why these two are such bitter rivals?

MS. JOHNS: Well, I'm not a tomb robber, I'm an adventuring archeologist, but...

QUILLCHEWER: *whispering* Whatever helps you sleep!

MS. JOHNS: ...BUT, yes, I have made an extensive study of Lustrian history, particularly the long war with Clan Pestilens!

QUILLCHEWER: Ah! Good-good, perhaps you'd care to tell our readers of the history of persecution the poor, innocent subjects of mighty Clan Pestilens suffered at the hands of the evil Lizardmen hordes?

MS. JOHNS: Well, yes, it would be my pleasure, but unfortunately it isn't true. You see, when Clan Pestilens arrived in Lustria they were the aggressors, bent upon spreading their contagions and laying waste to the continent. The Lizardmen did indeed fight ferociously for many centuries to turn back the vicious invaders but, as is their way as a peaceful folk, they didn't start the fight!

QUILLCHEWER: Well, that's just nonsense. I thought you were an expert?

MS. JOHNS: It's not nonsense and I am an expert! I've studied long and hard, and I can assure you that Clan Pestilens started the war with their aggressive hunger to conquer fresh lands and their twisted desire to spread disease and plague! Yet it was the Lizardmen who finished it. After many centuries of bitter war, the Skaven menace was all but defeated by the might of the Lizardmen.

However, the Lizardmen are nothing if not civilised and sympathetic. Rather than harry Clan Pestilens to extinction, the Lizardmen's omnipotent leaders, the Slann, offered them a truce. They could stay and flourish within the rainforest, provided they promised to stop poisoning the waterways.

With peace assured, the two races began to flourish and, in due course, Clan Pestilens began to take note of the Lizardmen pastime of Blood Bowl and soon began to field teams of their own. Some of these were even invited to join the Lustrian Superleague. They proved most competent, winning many cups and forcing the Lizardmen to change their game and adapt to fresh challenges. But change their game they did, and it has been many years since any Skaven team has lifted the Superleague Cup! Indeed, there are many who say that the era of Skaven Blood Bowl supremacy in Lustria has come to an end, and with it that Clan Pestilens is a spent force!

QUILLCHEWER: Well Ms. Johns-Johns, based on that statement, I think it's clear why our readers have had enough of 'experts'! Thank you for your time-time, good day!

STAR PLAYER SPOTLIGHT

GLOTL STOP

TERMINALLY VIOLENT



GLOTL STOP

KROXIGOR
360,000 GOLD PIECES



MA	ST	AG	AV
6	6	1	9

SKILLS:
FRENZY, LONER, MIGHTY BLOW,
PILING ON, PREHENSILE TAIL,
THICK SKULL, WILD ANIMAL

TEAMS:
AMAZON, LIZARDMEN

GLOTL STOP

SPIKE!
THE FANTASY FOOTBALL JOURNAL

AGE: 16 SOLAR REVOLUTIONS
HEIGHT: 9 FT 3 INCHES
WEIGHT: 514 LBS
ORIGINATING TEAM: FEATHERED JAGUARS
POSITION: BLOCKER

CAREER TOTALS: 189 FATALITIES (157
OPPOSITION FATALITIES, 32 FRIENDLY
FATALITIES).

AWARDS: LEO SWERES FINE DINING
AWARD 2485, 2494, SPIKE! MAGAZINE
ANGER MANAGEMENT AWARD 2485, 2492,
MESMERISING MUTILATION AWARD 2490



Glotl Stop has often been described as a primordial nightmare. Spawned alone in the ruins of a long-abandoned temple-city, Glotl emerged looking rather different from other Kroxigor. With a longer jaw, harder scales and even more powerful limbs than most Kroxigor, the young Glotl tore its way through the jungle to quickly become the alpha predator. Its echoing roars drew the attention of an Amazon tribe practising Blood Bowl nearby who saw the potential of the savage Kroxigor. After an intense hunt and even more intense battle to subdue the beast, Glotl Stop found itself in a cage and set for a new life upon the gridiron.

Glotl Stop represents the definitive answer to the question you never asked: 'Can you teach a lizard to play fetch?' and that answer is a resounding 'sort of'. After a short

spell of tutelage on not eating players dressed in certain colours, and that the player with the brown egg-shaped thing was extra tasty, Glotl was unleashed upon the pitch alongside the Feathered Jaguars. Though hard to control, Glotl quickly proved a valuable asset, adding some much-needed muscle to the athletic Amazons' line-up and only rarely eating a team-mate (*who were considerably harder to catch than the fans in the stands! – Ed*).

Owing to the savagery of Glotl Stop, the Feathered Jaguars enjoyed unprecedented success for several seasons before heading to the shores of the Old World for a greater challenge. There, overwhelmed by the sounds and smells of the Old World's more unsavoury places (*read every city in the Old World! – Ed*) Glotl's behaviour became ever more unstable and temperamental, resulting in a massacre in the streets of Altdorf and the death of every Feathered Jaguar

in a bout of confusion over kit colours. Without a dedicated team to play with, Glotl Stop was taken freelance.

With anger, strength and unimaginable violence being in constant demand upon a Blood Bowl pitch, Glotl has never been short of work. After initial teething problems (*the dentist says she removed 679 bone fragments in one session – Ed*), Glotl found its niche playing alongside both Lizardmen and Amazon teams, calmed by the scent of home. A firm favourite amongst those fans who believe the ball aspect of Blood Bowl detracts from the fun of the game, Glotl Stop is a ball carrier's worst nightmare and a Troll Slayer's ideal playmate! Although unsubtle in its method, and lacking a true understanding of the rules, few can criticise the efficiency with which Glotl Stop dominates the centre field, slaughtering anyone foolish enough to take it on.



CAREER HIGHLIGHTS

2482 Glotl Stop is spawned amongst the ruins of a temple-city, emerging alone from a long-forgotten spawning pool. Exhibiting several differences in both appearance and temperament compared to regular Kroxigor, Glotl quickly clears the temple-city of life before taking up residence in the surrounding jungles and carving out a large territory. The creature's savagery quickly draws the attention of a nearby Amazon tribe who see its potential for Blood Bowl. Glotl claims the lives of 24 Amazon hunters before it is captured and carted back to the Amazon tribe's home to begin its training.

2484 After nearly two years of training, 32 experienced coaches devoured and several dozen maimed players, Ithalea, head coach of the Feathered Jaguars, finally manages to teach Glotl the basics of Blood Bowl. Although the

training is crude and far from foolproof, it is enough to ensure Glotl is more dangerous to the opposing team than its own. After several seasons of mediocre performance, the Feathered Jaguars begin to enjoy a period of success that is to continue for the next six years.

2490 After a particularly brutal game in which 13 players and dozens of fans are savaged, Glotl breaks out from the stadium and runs riot in the streets of Altdorf. In doing so, the Kroxigor slaughters a group of Reiksguard Knights that try to contain it. In response, a group of young knights seeking glory, led by Sir Geoffri Prodd, declare an (unofficial) crusade of vengeance upon the Kroxigor. Having never played Blood Bowl before, the Reiksguard fail to grasp many of the less-honourable aspects of the sport. Glotl spends the following two

weeks with the Apothecary owing to internal injuries due to excessive consumption of plate mail.

2492 The Feathered Jaguars are disbanded after all the players meet their untimely end on the pitch. Facing off against the Lightfoots, an abysmal team even by Halfling standards, the Jaguars are doomed by a fashion faux pas. With their regular kit matching the team colours of the Lightfoots, the Jaguars are forced to wear their secondary strip – a new colour scheme Glotl hadn't been trained to recognise yet. Both teams are subsequently slaughtered as they line up for the coin toss! Ithalea decides to hire Glotl out as a mercenary and, despite the risks of playing alongside the brute, Ithalea receives a steady stream of offers from teams seeking to add the savage Kroxigor to their line-up.

LUSTRIAN LEAGUES

RUMBLE IN THE JUNGLE

Our sister publication, *Spike! Magazine*, has given extensive coverage to the leagues and championships of Lustria for many a year. Indeed, regular readers will be familiar with the teams and stars of the game thanks to our award-winning reporting! Yet we here at *Spike! Journal* were surprised and delighted in equal measure to learn of the many and varied ways in which the game differs here in the New World. It actually came as quite a shock!

Back home in the Old World, there is very little that really surprises a veteran sports reporter any more. But while enjoying our holiday in the primordial heat and humidity of the Lustrian rainforests, we encountered a game unlike anything we had seen before! Be it the impenetrable strategising of ancient Slann, Terradons dropping rocks from above, giant boulders rolling across the pitch, even rampaging Carnosaurs – the hazards that face players and fans alike are quite breathtaking. So read on sports fans, as your favourite sports entertainment journal recounts the weird and wonderful events that set Blood Bowl in Lustria apart as something truly special!



THE KROXIDON CUP

This is a variation on a normal Blood Bowl league season, as described in the *Inaugural Blood Bowl Almanac*. How the league itself is organised, number of teams, how many divisions there are, how many rounds are played and so forth, should all be decided upon by the League Commissioner based upon how many coaches take part and what is best for everyone participating. It differs from a normal season, however, in a few key aspects:

OPEN TO ALL

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

INDUCEMENTS

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

0-1 TEAM MASCOT

(50,000 GOLD PIECES)

AVAILABLE TO ANY TEAM: The mascot works as a bonus team re-roll (add the model to your Team Re-roll track along with the normal Re-roll counter). However, to use the Mascot re-roll you must first roll a D6. On a roll of 4+, the re-roll can be used as normal. If the roll is a 3 or less, the Mascot re-roll is lost for the half but you may use a normal team re-roll instead.

MANY GLORIOUS PRIZES!

Teams that win big in Lustria are rewarded with mountains of gold, not all of which is cursed! The top placed teams of the Kroxidon Cup league season are rewarded as follows:

GLITTERING PRIZES: As usual, the teams that finish 1st, 2nd and 3rd receive cash prizes as described on page 58 of the *Inaugural Blood Bowl Almanac*.

THE KROXIDON CUP: In addition to the usual prizes, the victor will receive the shimmering Kroxidon Cup, a most sought-after and valuable trophy! As well as looking amazing in your team's trophy cabinet, the cup emits a strange and powerful energy – which has the ability to heal and rejuvenate players. The team that holds the trophy gains one of the following Inducements for free ahead of each game:

- Igor, Mortuary Assistant (Shambling Undead, Necromantic Horror, Tomb Kings and Vampire teams)
- Plague Doctor (Nurgle teams)
- Wandering Apothecary (all other teams)



21st Of Nachgeheim 2476 IC
After days trekking around the jungle looking for the fabled Stadium of the Old Ones, we have just gotten back to Xlanhuapec. And what a disaster our excursion was. It rained endlessly, the 'stadium' turned out to be a bunch of lines in the dirt that, according to our guide, 'look amazing if you're a thousand feet in the air, and our office boy Fritz ate a purple frog and spent the whole trip running around in his pants claiming to be the legendary Estalian Blood Bowl player Quan Yorbelevit!



PRIMORDIAL RAINFOREST WEATHER

The jungles of Lustria are hot, humid and deeply hostile environments! The heat is ever-present and utterly exhausting for all but the fittest of players. But it's not just the heat that teams must contend with. The rain is almost constant, a near-continual deluge that can flood a stadium in mere moments!

To represent the unique conditions teams must face in Lustria, the following Weather table is used throughout the Kroxidon Cup:

2D6 RESULT

- 2** ***Praise the Sun Gods:*** The sun beats down upon the jungle canopy, heating the air below into a furnace and turning the ground to rock! If a player fails a GFI roll and is Knocked Down, add +1 to the Armour roll. Additionally, apply all of the **Heat Wave** weather condition as well.
- 3** ***Heat Wave:*** A glorious day but the temperature begins to rise! It becomes harder for players to push themselves. Players attempting to GFI will fail on a roll of 1-2. Players also find it harder to get motivated and get back on the pitch – apply a -1 modifier to all dice rolls when rolling to see if KO'd players recover.
- 4-10** ***Nice:*** It's muggy and the mosquitos are out but otherwise it's perfect Blood Bowl weather.
- 11** ***Jungle Showers:*** It's raining those big fat jungle raindrops, making the ball slippery and difficult to hold. A -1 modifier applies to all Catch, Intercept, or Pick-up rolls.
- 12** ***Tropical Monsoon:*** Sheets of rain pour through the tree canopy, creating a wall of water. The ground becomes boggy and visibility is severely reduced. While the monsoon persists, only Quick or Short Passes can be attempted and the amount of GFI attempts a player can make is reduced by 1 (to a minimum of 1).

DID YOU KNOW...

The Tlanxla Tacklers are an all-Skink team that only play in a season that follows the appearance of Sotek's Tongue, otherwise known as the Twin-tailed Comet. Their biggest rivals are the Altdorf Hammers, a Human team that also sticks to the same astrologically determined schedule.



LUSTRIAN KICK-OFF TABLE

To represent the dangers of playing Blood Bowl in a stadium located in an ancient temple-city deep within a tropical rainforest home to many strange creatures, the following Kick-off table is used throughout the Kroxidon Cup:

2D6 RESULT

- 2 **Blessing of the Ancient Star Gods:** The Slann Mage-Priests watch over the matches of the Lustrian League. On this occasion, they see fit to channel their ancient powers, changing the nature of reality itself so their favourite team has an advantage. Both coaches roll a D6 and add their FAME. The team with the highest score receives an extra re-roll this half. If both teams have the same score then both teams get a re-roll.
- 3 **Chameleon Skinks:** Many dangers lurk in the jungle. Here, a band of Chameleon Skinks has infiltrated the stadium. Each coach rolls a D6 and adds their FAME. The team with the highest score gains the favour of the Skinks, who will fire poison darts at one randomly determined player on the opposing team (only players on the pitch are eligible). Roll a D6 for the hit player immediately. On a roll of 1-5, the player becomes sluggish from the poison and their MA is reduced by 1 until the end of this drive. On the roll of a 6, the player is KO'd by the poison dart.
- 4 **Perfect Defence:** Apply the Perfect Defence Event as normal.
- 5 **High Kick:** Apply the High Kick Event as normal.
- 6 **Cheering Fans:** Apply the Cheering Fans Event as normal.
- 7 **Changing Weather:** Apply the Changing Weather Event as normal.
- 8 **Brilliant Coaching:** Apply the Brilliant Coaching Event as normal.
- 9 **Quick Snap:** Apply the Quick Snap Event as normal.
- 10 **Blitz!:** Apply the Blitz! Event as normal.
- 11 **Terradon Flock:** A flock of angry Terradons circle above and begin to drop their deadly payload onto the pitch. Each coach rolls a D3 and adds their FAME; this is how many Ancient Boulder Attacks each coach can make. Taking it in turns, starting with the coach of the kicking team, pick a square on the pitch for the boulder to fall in and then roll for Scatter three times. If the boulder lands on any player from either team, make an unmodified Armour roll against that player's armour and resolve any injuries as normal. Once all the boulders have been dropped, the Terradons disperse and play continues as normal.
- 12 **Carnosaur Invasion:** The unmistakable roar of an ancient Carnosaur can be heard above the cheers of the crowd. Celebrations soon go quiet and panic sets in as the terrifying scaled beast bursts through the stands. Both coaches roll a D6 for each opposing player on the pitch (these rolls are not modified by FAME, the Carnosaur isn't really fussy as to who is the most popular team). On a roll of 5 or more, the player becomes Stunned. Players with the **Stunty** or **Titchy** extraordinary skills are able to get away from the Carnosaur due to their size (or are considered not substantial enough to eat) – do not roll for **Stunty** or **Titchy** players.

17th Of Nachgeheim 2476 IC
After weeks at sea, the so-called Vampire Coast hasn't lived up to the hype at all. Described as having a vibrant nightlife that will be sure to 'get the blood flowing', we were disappointed to discover a distinct lack of vampires. The ones we did see seemed more concerned with signing autographs for adoring Blood Bowl fans than attacking locals, much to the disappointment of our youngest reporter, Bella Bauer (though I blame some of this on her obsession with those damn Sylvannian Sunset novels... Team Konrad indeed!).



STADIA OF THE OLD ONES

Many of the stadia of Lustria are ancient temples erected many millennia ago. Whilst most are well-maintained by the servants of the Slann, others are not. Some stadia are beset with perils: booby-trapped against interlopers (away teams are often *unpopular in Lustria* – Ed). Many are little more than jungle clearings, swampy spaces where the jungle canopy is thin and the footing treacherous!

To represent the unique nature of stadia in Lustria, the following stadium rules are in use throughout the Kroxidon Cup. A D16 is rolled prior to each match to determine the attribute of the stadium in use. However, teams may not become resident or attempt to take ownership of a stadium:

D16 RESULT

- 1-3 *The Great Ziggurat:*** With golden, gem-encrusted effigies lining the stands, this is a most luxurious stadium for both praising the Old Ones and Nuffle alike – the blood sacrifices work either way!
During the post-match sequence, each team receives +10,000 gold pieces winnings from the offerings of the crowds. This isn't without risk though as there is a distinct lack of grass in this stadium. The stone pitch grants +1 bonus to all Armour rolls.
- 4 *Catacombs of Doom:*** Beneath the Great Ziggurat lies an ancient labyrinth, a perfect place for Blood Bowl! We can't promise we deactivated all the traps though.
At the start of each coach's turn (just after moving the turn marker, but before taking any actions) both coaches roll a D6. If the result is a double, a player has triggered an ancient pressure pad! Consult the table below to see which trap is triggered. If a player holding the ball is hit by a trap, the ball will bounce as normal – this does not cause a turnover.
- 11 *Dart Trap:*** Randomly select a player on each team and immediately make an Injury roll against each of the players.
- 22 *"Why'd it have to be snakes?!"*** Both coaches roll a D6. Whoever rolls lowest (re-rolling ties) must randomly select one of their players. This player has fallen into a snake pit! Fortunately, the resident snake is rather elderly and is not looking for trouble. The player immediately becomes Stunned, representing the time wasted to climb out of the snake pit.
- 33 *Spike Pit:*** Both coaches roll a D6. Whoever rolls lowest (re-rolling ties) must randomly select one of their players. This player has fallen into a pit lined with spikes (*and not the good sort, eh readers? *wink* – Ed*)! Make an Armour roll and possible Injury roll against the player as if they had been hit by a player with the Mighty Blow skill.
- 44 *Sloping Floor:*** The whole pitch suddenly begins to tilt! The coach of the active team rolls a D6 – on a 1-3 the pitch tips towards their End Zone and on a 4-6 towards their opponent's. All players immediately slide one square in that direction, starting with the player nearest the End Zone and ending with the player furthest away (go from the active coach's left to right if there are several players on the same line of squares). If any player leaves the pitch, resolve it as if they had been pushed into the crowd. If the ball carrier scores a touchdown as a result of this, count the touchdown as normal but only after all players have been moved and any crowd pushes have been resolved.
- 55 *Swinging Blade:*** Both coaches roll a D6. Whoever rolls highest (re-rolling ties) can pick a row of the pitch (from the outer edge of one wide zone to the outer edge of the other wide zone). A huge blade swings across the row hitting any player who doesn't get out of the way. Every player (from both teams) that is standing in that row must immediately make an unmodified AG roll. If they fail, make an Armour roll and possible Injury roll against the player as if they had been hit by a player with the Mighty Blow skill.
- 66 *Rolling Boulder!:*** Roll a D6 and consult the diagram below (re-roll any results of 6). A giant boulder falls from the ceiling and rolls from End Zone to End Zone in the indicated '3 square' section. All players (from both teams) in that part of the pitch must make an unmodified AG roll to avoid being crushed. If they fail, the player becomes Stunned immediately (no Armour roll or Injury roll required).





23rd Of Nachgeheim 2476 IC

Well, that is just typical. The Heart of Chaos has left without us. Apparently, after we disembarked, its perfectly gentlemanly captain, Wulfrik, sacked some towns or something and then sailed off into another realm of existence. So our remaining team of Spike! reporters (down to just three from the eight we left the Old World with) have been forced to hitch a ride on the Sea Worm with the Grimmach Gravespaw, an Undead team from Solland. I don't mind the smell, if it means getting home, but I don't like the way Bella is looking at their Vampire Blitzer...

5-6 The Sticky Swamp: The stagnant waters and mud-pits of the swamp don't really provide the best footing to play Blood Bowl but it is fun all the same, though!

The fans aren't really interested in sitting in a rancid swamp. Both teams reduce their winnings by 10,000 gold pieces at the end of the match to reflect how repulsive the stands are. Additionally, as it's pretty hard to wade through all that mud, the amount of GFI attempts a player can make is reduced by 1 (to a minimum of 1).

7-8 The Forbidden Jungle: A trek through the dark rainforests and dense undergrowth brings the visiting teams to an almost tranquil clearing. Things aren't quite as peaceful as they seem, for this far into the jungle strange noises come from the trees as a beast stalks its prey.

At the start of each drive, after resolving the kick-off event but before the ball lands, both coaches roll a D6. If the result is a double, a wild Troglodon storms onto the pitch, spraying noxious spittle at players. Randomly select a player on each team (only players on the pitch are eligible). Both players become Stunned by the toxic spray.

9 Fire Mountain: Upon the treacherous mountain slopes of an active volcano stands this rough-hewn stadium. The views across the rainforest are spectacular... at least, they are when the air isn't full of scorching ash and molten lava! What could possibly go wrong?!

Both coaches roll a D6 at the start of each of their own turns (before an Action). If the result is a 1 then that coach can make D3 boulder attacks. Pick a square on the pitch for each boulder to fall in then roll for Scatter three times. If the boulder lands on any player from either team that player must make an unmodified AG roll to avoid being hit. If they fail, they are immediately placed Prone. Once all the boulders have been dropped, play continues as normal.

10-12 Golden Sands: No time for silly tourist pastimes today on this golden, mosquito-infested strip of beach. The league is in town and they have taken over this patch of paradise!

During the post-match sequence, each team receives +10,000 gold pieces winnings from the extra income that the crowds of sun-seeking tourists generate. Additionally, during the Inducements step of the pre-match sequence, Star Players are 50,000 gold pieces cheaper (it's easy to persuade those show-offs to come here when they think they are getting a free holiday).

Time and Tide: Towards the end of each half (when both players' turn markers have reached 5) the tide closes in (Mannsleib's tide in the first and Morrsleib's in the second). Shallow sea water covers the pitch causing a -1 modifier to all attempts to pick up the ball. The tide goes out for the start of the second half and then repeat the process again.

13-15 Average Jungle Stadium: This is as 'normal' as it gets for a Blood Bowl Stadium in Lustria!

Other than the drone of biting insects and the odd bloodleech stuck somewhere uncomfortable, there are no additional effects in play for this match.


16 Temple of the Stars: This would normally be considered sacred ground, with only the blessed Slann and their attendant Skink Priests permitted to set foot here. For Nuffle, though, exceptions can always be made. Both teams receive Nuffle's blessing for playing on sacred ground. Both teams also gain an additional team re-roll at the start of each half.



“A SKINK IN THE PLAN”

19th Of Nachgeheim 2476 IC

We visited the market at Xlanhuapec today to scope out some of the local Blood Bowl merchandise. Hegrad Heinbelly, Spike! Journal's noted stadium food writer, decided to try a 'Boiled Skink Surprise' burger from a rather shady looking vendor. It turns out the 'surprise' is that Hegard spent the rest of the trip in our room babbling about the Old Ones and coughing up tiny snakes.



Lizardmen teams combine numerous game-winning traits together into one neat package: they're strong, fast and durable with good access to skills. What's more, the players are affordable, enabling a Lizardmen coach to build a rookie team without having to choose between players or having to scrimp on re-rolls. Because of this, Lizardmen teams are enduringly popular but coaches should be aware that Lizardmen teams can pose many challenges for a rookie. Saurus are strong but are among the least agile players in the game. Skinks, in contrast, are fast and agile but often their speed can leave them far from the protection of their team-mates. We here at *Spike! Journal* felt newcomers to the jungle would need a reliable guide, so once again we approached the legendary coach, Joemanji, to see if he had any words of advice. As always, he had plenty...

Nuffle's beautiful game has long been popular in the depths of the Lustrian jungle and, in recent years, teams of Lizardmen have been an increasingly common sight in the stadia of the Old World. Saurus, Skink and Kroxigor alike seem perfectly suited to the sport. Brutish Saurus and Kroxigor perform the role of Blockers with single-minded ferocity, whilst the nimble and quick-witted Skinks look after both the ball and the game plan. And who can deny the obvious boon of having the same head coach guide their team over many centuries? There are Slann who have carefully managed every aspect of their team's performance for thousands of years. We shouldn't really be surprised then that Lizardmen teams are always strong contenders – they've got advantages that other teams can only dream of!

THE PLAYERS

The Lizardmen team is one of two distinct parts, consisting of two main types of player that excel in completely opposite aspects of the game.

Saurus are pure Blockers. They are amazing players when it comes to a fight but are lost if they're ever asked to handle the ball. Skinks are brilliant runners. They are able to escape even the tightest scrum and the most efficient marking with ease but are not much more use than a Snotling when it comes to throwing punches. Succeeding with a Lizardmen team is all about making sure the team's players are performing the role on the pitch best suited to their talents!

SAURUS

Saurus might arguably be the most cost-effective players in the entire game, perhaps rivalled only by a Skaven Gutter Runner in value for gold pieces. These brutes have none of that needless agility and concentrate solely on the task they were designed for: hitting things! Stronger

than most, tougher than most and no slouch in a foot race either, they are reminiscent of dinosaurs on the hunt, relentlessly chasing down their prey. A fast team can often outpace lumbering Blockers but there is no escape from a pack of Movement 6 Saurus! They can be taken in a pack too, with six Strength 4 players – more high Strength players than almost any other team has access to – and that's even before you count the Kroxigor. Whilst their rock-bottom Agility means they have a poor chance of dodging, their high Strength means that marking them in the first place is unlikely to end well for any opposing players foolish enough to try.

SKINKS

Boy, are these guys fast! A Movement of 8 is quite extraordinary in itself but add to that the ability to dodge through Tackle Zones using Stunty and it all adds up to make one of the most manoeuvrable players around. The downside is that they are extremely fragile and must spend the majority of their time hiding behind their larger cousins. An exposed Skink is quite often a dead Skink. The downside to having so many high-Strength players on the team for a Lizardman coach is having to try extremely hard to protect the weaker players. Whilst a Human or Orc coach can afford to put just about any player in a risky position, this is definitely not true for Lizardmen.

CHAMELEON SKINKS

A new addition to the team, or one that was there all along but we just couldn't see it? The Chameleon Skink offers an interesting new option for a Lizardmen coach. A Movement Value of 7 is still quite nippy and with Shadowing and Pass Block, they can be of use against passing teams in particular. Shadowing might not seem of immediate value as it requires a Strength 2 player to enter contact with a likely much stronger opponent! But it is quite often the case that a gang of Skinks are sent to deal with a single threatening receiver whilst the Saurus tie up the rest of the opposing team, and the skill becomes really rather annoying for the opposition to deal with.

THE KROXIGOR

The Kroxigor's greatest value probably lies in having another high-Strength player on the pitch. Hiding four little guys behind seven big, tough players is much easier than five behind six. But with a Strength of 5, Prehensile Tail and a decent turn of speed for a Big Guy (MA6), Kroxigors start out as a highly effective fixed point around which the rest of the team can pivot. As a Bonehead, they are one of the least unreliable big guys but still have the potential to undermine their coach's best-laid plans. Still, a Kroxigor that does what it is told can be the difference between winning and losing.

OVERVIEW

The advice for getting the most from a Lizardmen team can be reduced to a fairly simple maxim: hide the little guys behind the big ones. Skinks are as squishy as a well-fed Halfling and if a coach exposes them to the attention of the opposing team's ruffians then they are likely to disappear into the dugout at constant and regular intervals! Thankfully, the Saurus and Kroxigor are ideally suited to this task and if a coach can force the opposition to go through, rather than around, the Saurus then the battle for attrition will turn in the Lizardmen's favour.

STRENGTHS

Without much aptitude for the passing game, Lizardmen are a classic running team, hoping to get the ball behind a screen and trundle on down the pitch with it protected by a cage. Every cage has a back as well as a front, and so by keeping the Saurus to the fore and Skinks to the rear it should be possible to prevent the opposition from ever getting a chance to throw a block against the Skinks. Don't be afraid to huddle the Skinks together into a small space where those mean old bullies on the opposing team can't get to them!

There is generally no need to send Skinks out as potential receivers as the incredible speed and the ability of these Stunty players to dodge means that a cage only needs to inch slightly into the opposition's half for the team to have a realistic chance of scoring. This threat makes the standard defence of walling off to prevent progress much less effective against Lizardmen and this can be used to panic many an opposing coach into making a mistake. The team is devastatingly fast and switching from flank to flank early in a drive is often enough to leave the opposition far behind the play, gasping to keep up. Speed is really the team's greatest strength, allowing them to get their high Strength players to places where they can be of most use. Blood Bowl is mostly a positional game and getting your players into the best position is highly dependent on them having the Movement Allowance to be able to reach them. Speed is king and Lizardmen have the searing pace to take advantage of even the slightest mistake or mishap in an opponent's formation.

DID YOU KNOW...

Some say that Cabalvision replays are the memories of sleeping Slann conjured forth for our enjoyment.

On defence a canny opponent will often try to mark up the Saurus and Kroxigor one for one, either to go Skink hunting or to make a break for a touchdown. There are a couple of tricks to help mitigate against this. Firstly, remember there is always strength in numbers. Should the opposition run a player or two into the Lizardmen half as potential receivers, a gang of Skinks working in unison is absolutely capable of taking them on. Or at the very least bogging them down for a bit! The 'Skink hit squad' is a classic tactic and, with a Movement Allowance of 8, Skink Runners have the speed to get just about anywhere. More generally, it can often be useful to keep Saurus together in pairs – or even threes – so that somewhere there is the opportunity where one can throw a block to free up another to blitz without requiring a Dodge roll.

WEAKNESSES

Lizardmen are not all upside though and perhaps their biggest weakness is the low Strength of their only viable ball carriers, the Skinks. Whilst it is never a coach's intention to let their ball carrier be blocked, the occasion seems to crop up nonetheless on a rather frequent basis. Having a Strength 2 ball carrier is unavoidable but it does unfortunately invite the opposition into taking on even the narrowest of chances if the reward is a block on the ball carrier – and Nuffle often rewards bold play and crazy gambles! Lizardmen are, in such cases, quite vulnerable to Elf teams that can leap or dodge into a cage with half-decent odds of success, and it is often sensible to take this into consideration when building a cage. Luckily, this tallies rather well with the previously mentioned ploy of huddling all the Skinks together in a quivering mass. Against truly aggressive opposition, it can be effective to build the cage close to one of the sidelines, threatening to push any Elf into the crowd who dares to try to sneak their way in to get to the ball carrier.

Another consideration with Lizardmen teams stems from the high Armour Values of their Saurus and Kroxigor. Should they encounter an opponent with ready access to the Claw skill, they can suddenly find this advantage taken away and low Agility can become a burden. In both leagues and exhibition games, the Break Tackle skill can be a handy option to have. It offers the team mobility and flexibility should it start to run out of players, allowing players to dodge away using their Strength characteristic and thus making them comparable to the average Elf when attempting to break free.

STARTING OUT IN A LEAGUE

There are two common paths when selecting your first 11 players for a league team: maximise re-rolls and save up for a Kroxigor, or take all the heavy hitters including a Kroxigor from the start and sacrifice a re-roll or two. The roster shown leaves 30,000 gold pieces spare, which is best kept in the Treasury to save up for the Kroxigor. Alternatively, the team can spend this gold, take only two re-rolls and one fewer Skink in order to include the Kroxigor from the outset. With no ball handling skills and not a single player with Block to begin with, this is definitely a more risky prospect for a rookie team which might often find itself longing for a third re-roll – remember, re-rolls cost double once the team has played its first game of the league.

As a team progresses, it is probably best to concentrate the MVP rolls on the Saurus and Kroxigor. Not only are Skinks the only players likely to earn Star Player Points for scoring or passing, but when they do earn Improvements, the skills they can take are much less useful to the team as a whole. Team Value increases by the same amount for a skill on a Saurus as it does for a skill given to a Skink, but the value of that skill to the team does not!



PLAYER PROGRESSION

Block is an outstanding first skill for any Saurus and really takes them to a new level of threat and reliability. Having players who can reliably throw two-dice blocks is transformative and their high Strength means that they can usually do so without needing a team-mate to lend an assist. Once the team has a firm foundation of Block Saurus, or you're thinking of second skills for a player then Break Tackle, Guard, Tackle and Mighty Blow are all fine choices. A good mix of these skills will probably serve the team best.

Skinks only have easy access to Agility skills and, as such, their improvement path is slightly more straight-forward. Side Step and Diving Tackle are probably the best options available but these are rarely crucial to the team's strategies. These choices work well for a Chameleon Skink, however, as they combine nicely with Shadowing. A coach will be best served being unsentimental with his or her Skinks and saving the team's Apothecary for more important players is highly advisable.

A Kroxigor has a couple of attractive choices for self-improvement, with Stand Firm combining well with Prehensile Tail to increase its nuisance factor dramatically. Juggernaut is also a strong choice as it decreases the risk of the user falling over when Blitzing, and a Strength 5 player with Mighty Blow that can reliably Blitz is a frightening prospect for many foes! Guard can also be a useful addition and, against another team that enjoys the 'bash' game, allows a Lizardmen coach to use the Kroxigor in a more passive and risk-free role.

PLAYER TYPE	COST (GP)
Saurus Blocker	80,000
Saurus Blocker	80,000
Saurus Blocker	80,000
Saurus Blocker	80,000
Saurus Blocker	80,000
Saurus Blocker	80,000
Chameleon Skink	70,000
Skink Runner	60,000
Skink Runner	60,000
Skink Runner	60,000
Skink Runner	60,000
3x Re-roll	60,000 (180,000)

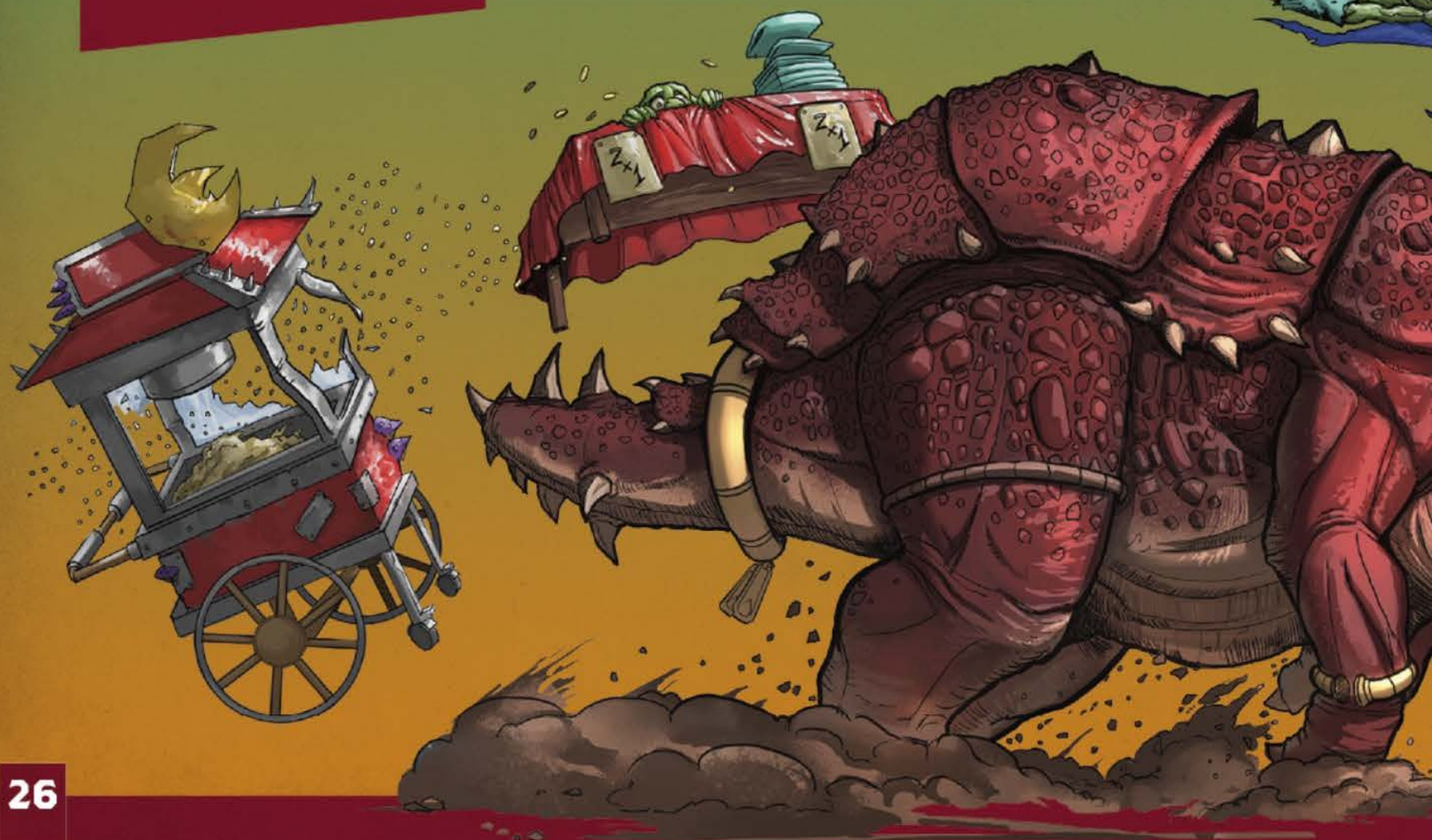
18th Of Nachgeheim 2476 IC
 So our team of Spike! reporters finally got to the hotel in Xlanhuapec and surprise, surprise the porters seem to have misplaced our bags. Apparently this is a common occurrence in the city, the magical mists that protect Xlanhuapec a real problem for haulage companies. I have also never seen a lazier hotel staff. For instance, the manager just sits all day behind the front desk on some kind of palanquin. You know, I don't think I've ever seen him awake! Finally, we were promised a room with a view of the magical mists but, looking out the window, all I can see is white — very disappointed!

TOURNAMENT AND EXHIBITION PLAY ROSTERS

Tournament and exhibition games usually offer a little more money to spend on creating a roster, which means the team can always include the Kroxigor. The roster below is a very common selection for the typical 1,100,000 gold pieces tournament budget. Although the team could include a fifth Skink over the Apothecary, given that every player on the team costs more than 50,000 gold pieces, the chance to sometimes save a skilled Saurus instead is very appealing.

If a team is allowed to give some skills to its players then, just as in league play, the Saurus will take priority. Block is a strong first, second, third and fourth pick here! After that a coach can always plump for more Block, or alternatively Break Tackle is a sound choice. Tackle is another common choice for those coaches who are concerned about games against the Elven teams. Should a team be lucky enough to have a Doubles skill then Block on the Kroxigor makes for a truly fearsome option!

PLAYER TYPE	COST (GP)
Kroxigor	140,000
Saurus Blocker	80,000
Saurus Blocker	80,000
Saurus Blocker	80,000
Saurus Blocker	80,000
Saurus Blocker	80,000
Saurus Blocker	80,000
Chameleon Skink	70,000
Skink Runner	60,000
Skink Runner	60,000
Skink Runner	60,000
Skink Runner	60,000
Apothecary	50,000
3x Re-roll	60,000 (180,000)

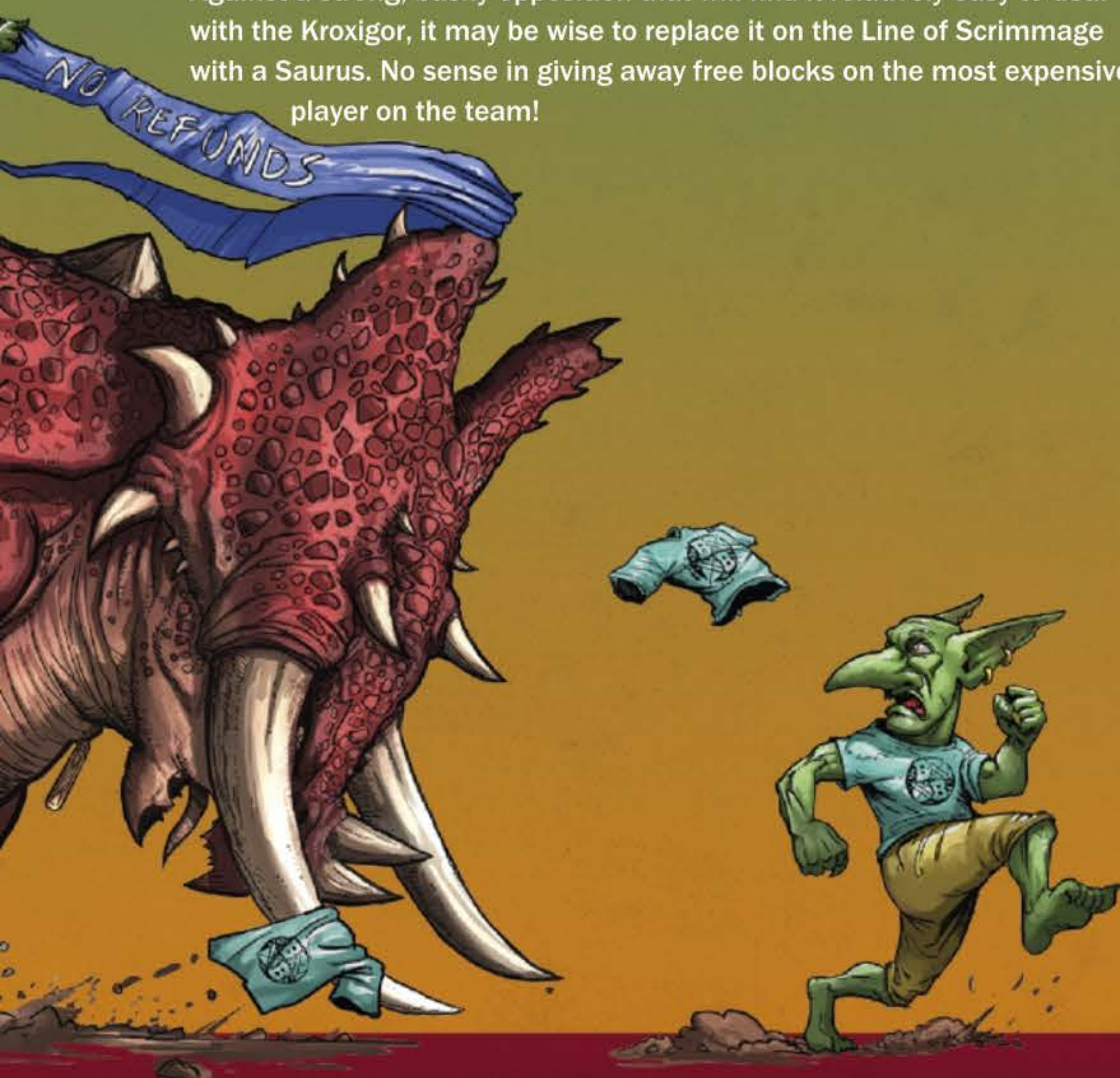


SET-UPS

Below is depicted a common basic defensive set-up for a Lizardmen team for either league or exhibition games. The intention is to cover as much of the width of the pitch without exposing the Skinks to an easy blitz action on the opposition's first turn. Having the Kroxigor on the Line of Scrimmage bolsters the defence's strength there and many teams may not be able to take on blocks against the three players on the line at all! The line of Saurus not on the Line of Scrimmage is set two squares back to avoid the risk of giving away free blocks to a Quick Snap! roll on the Kick-off table.



Against a strong, bashy opposition that will find it relatively easy to deal with the Kroxigor, it may be wise to replace it on the Line of Scrimmage with a Saurus. No sense in giving away free blocks on the most expensive player on the team!



SUMMARY

The Lizardmen team is extremely strong, with speed being its major asset backed up in no small part by an abundance of high Strength players. They can sometimes be quite punishing for an inexperienced coach who is not careful enough to protect the Skinks. However, once a coach can master that, they will have one of the most powerful teams in the game at their disposal. For the glory of Sotek, go forth and bash some heads!

KEY

○ Skink Runner

○ Saurus Blocker

Ⓚ Kroxigor

STAR PLAYER SPOTLIGHT

DRULL AND DRIBL

DOUBLE TROUBLE

The Great Plan called us to the pitch...
...and we will destroy any who get
in our way!

Drull and Dribl, finishing each other's sentences

DRULL

SKINK

190,000 GOLD PIECES (INCLUDES DRIBL)



MA	ST	AG	AV
8	2	3	7

SKILLS:
DODGE, LONER, SIDE STEP,
STAB, STUNTY

TEAMS:
LIZARDMEN

DRIBL

SKINK

190,000 GOLD PIECES (INCLUDES DRULL)



MA	ST	AG	AV
8	2	3	7

SKILLS:
DIRTY PLAYER, DODGE, LONER,
SIDE STEP, SNEAKY GIT, STUNTY

TEAMS:
LIZARDMEN

Skinks have always been a subject of much contention within the game of Blood Bowl. Possessing the stature of a Halfling combined with the razor-thin profile of an Elf, pundits once theorised that these two features would result in little more than a red smear upon the pitch! Against the odds, Skinks hold a special place in the fans' hearts for they out-perform every expectation placed upon them. As is always the case, some Skinks rise above others and the dynamic duo known as Drull and Dribl are the perfect example: a pair of Skinks no one would want to meet in a dark alley!

It is a fact little-known to those outside Lustria that Lizardmen are not born – at least not in the conventional sense. Instead they emerge from spawning pools fully formed, hundreds of Lizardmen taking their first steps together. In the case of Drull and Dribl, their spawning was unique for it produced a pair of twins rather than hundreds of young. According to the Slann, such spawnings are rare events and often herald the coming of great heroes – or great doom.

As it turned out, Drull and Dribl were to become heroes of Blood Bowl and the doom of many an opponent. Having been identified as suitable candidates for the gridiron, the pair were assigned to the Sotek Vipers and took quickly to the game. The unique nature of their spawning gave the pair a seemingly symbiotic partnership, each able to predict the other's actions without verbal communication. Perhaps most surprisingly was their un-Skink-like conduct, preferring to shiv a player

and kick them when they fell over instead of dashing the length of the pitch. Unable to curb these tendencies and loath to waste players of such portentous potential, their coach decided to throw the pair into a real game and let fate decide their future.

Aided by an obsidian dagger stolen from the belt of a distracted stadium-temple guard prior to their first match, the pair earned themselves a reputation for vicious tactics over the course of several seasons, built upon a foundation of severed hamstrings, skewered kidneys and broken ribs. Combining the artistic flair of Drull's dagger strikes with Dribl's delight at (*literally* – Ed) kicking a player when down, the pair became famous within Lustria. Following a heated disagreement with their coach over transfer deals, Drull and Dribl went freelance, hiring themselves out as a pair to any Lizardmen team who would take them. Soon they were introduced to the delights of the world beyond Lustria and all the lesser races they could hope to brutalise.

CAREER HIGHLIGHTS

2479 Drull and Dribl emerge from the spawning pool alone, surprising the Slann who were expecting a spawning of hundreds of Skinks marked for bureaucratic duties. The pair are soon identified as destined for something greater. After assessment, the pair are signed up to the Sotek Vipers to train in the art of Blood Bowl. Inseparable both on and off the field, Drull and Dribl forge a reputation for being dirty players.

2486 The Skink pair unleash their now-patented move, the Skink Sidewinder. Four players are taken down as Drull weaves between their legs, toppling them with rapid stabs of his knife to calf and thigh, before Dribl knocks them out with a series of kicks and stomps. The pair are ejected by an angry referee, but not before arguing that their work is ordained by the Old Ones. Two minutes later their sending-off is overruled when the sun turns red and, fearing for his life, the referee calls the pair back onto the pitch to placate this 'Omen of Destruction'.

2488 Rumours surface that the Sotek Vipers are looking for a buyer for Dribl, intent on cashing in on the fame of the Skink pair. When these rumours reach the pair, they are reportedly furious. Days later a sale falls through and the twins are instead released from their contract when the agents involved suddenly suffer a string of unfortunate stab wounds and dental mishaps. Suspicion falls upon Drull and Dribl but the pair have alibis, with no less than several thousand sightings of Skinks matching their description reported across the world at the time of the attack.

DRULL AND DRIBL

SPIKE!
THE FANTASY FOOTBALL JOURNAL

AGE: 18 SOLAR REVOLUTIONS
HEIGHT: 3FT 6 INCHES (DRULL),
3FT 6 INCHES (DRIBL)
WEIGHT: 83 LBS (DRULL), 83 LBS (DRIBL)
ORIGINATING TEAM: SOTEK VIPERS
POSITION: RUNNER (DRULL),
RUNNER (DRIBL)

COMBINED CAREER TOTALS: 17 RUSHING
TOUCHDOWNS, 5 CATCHING TOUCHDOWNS,
38 KILLS/SERIOUS INJURIES, 86 SENDING
OFFS AVOIDED ON 'RELIGIOUS GROUNDS'

AWARDS: MOST VICIOUS PLAYER(S) 2480,
DIRTY DAN'S FOUL PLAY AWARD 2480, 2486

132
PLAYER RATING

TRAVELLERS FROM BEYOND THE STARS



Enigmatic and ancient beyond comprehension, Slann are a source of constant fascination to Blood Bowl fans the world over. Their mysterious origins, unrivalled mysticism and tendency to nap for hundreds, if not thousands, of years at a time all combine to make them a fertile subject for the fantasies of football's most fanatical followers. We here at *Spike! Journal* felt compelled, as if by some extraterrestrial force, to cut through the wild rumours and crazy conspiracy theories, and share with our readers some facts about Slann!

Slann are, if nothing else, surprisingly few in number. Indeed, there would appear to be fewer than a hundred in the world today. This would make them, in the parlance of today's youth, an 'endangered species'. This is a somewhat misleading term in truth as, for all their low numbers, Slann are functionally immortal – they do not age and die as other races of the world do. Even the longest lived of Elves or the most enduring of Chaos champions live no longer than mayflies when compared to the Slann.

The very oldest of the Slann, those of the First Generation, are supposedly not even native to our world. Apparently, they were created elsewhere in unknowable realms and brought here by the mythical Old Ones – those god-like beings that came to our world at the dawn of time and remodelled it the better to support life. These Slann wielded the raw power of magic on a scale undreamed of. Raising and levelling mountain ranges, moving continents, even bringing the very world itself closer to the sun. Nothing was beyond the power of the Slann of the First Generation!

Later generations followed, spawned over a period of many thousands of years to fulfil different roles in the ongoing renovation of our world. In this golden epoch, the Slann and their servants existed in contentment. Their role was simple: to follow the plans of the Old Ones and to guide the development of the world and the younger races. In this age of peace, the Slann were able to pursue their hobbies. Chief amongst these was Blood Bowl, a game played in honour of Nuffle, who was either one of the Old Ones or a god of a different sort (*no-one knows – Ed*).

Yet the Slann didn't play Blood Bowl themselves. Ever a sedentary species, Slann are neither athletic nor agile. Their huge, bloated forms crackle with magical potential to the extent that, rather than stand up and cross a room, a Slann would find it easier to change reality so that they were already there. Slann enjoy Blood Bowl in the same way that we might play a board game. Not for them the physical exhilaration of running the length of the pitch – to a Slann, Blood Bowl is a metaphysical puzzle, played out without magical aid and over many games and seasons. When a Slann wishes to play Blood Bowl, the first thing they will do is create a team that they can set to work on and train extensively, coaching it to excellence over many years.

Sadly, the golden age of the Slann did not last forever. As we know, the polar gates through which the Old Ones came and went collapsed, unleashing upon our world an age of chaos and confusion. War dominated for many millennia and in these dark times the oldest of the Slann were lost, laid low as they battled against daemoniac hosts of unimaginable scale. Eventually, Chaos was defeated by the combined efforts of the Slann and the young races, and pushed back to the poles. A sort of peace settled upon the world, but sadly, the Old Ones had gone and would not return, and the oldest and mightiest of the Slann were lost to the world. All that remained were younger, less powerful Slann of later generations, none of whom had ever even met the Old Ones and who didn't fully understand their great plan...

In the long years since, the Slann have done their best to guide the world along the right path, keeping it true to the plans of their lost masters. But above all this, in the long, dark years, the Slann kept Blood Bowl alive in their jungle realms, coaching their Lizardmen teams and patiently awaiting Nuffle's return to our world!

22nd Of Nachgeheim 2476 IC
After almost a week in Lustria, we finally made it to a Blood Bowl game, though I must say the way they play the game matches up to everything else in this Sigmar-forsaken country. We couldn't understand a thing the announcers were hissing and, halfway through, when it started raining, both teams stopped and did a dance to the sun god until it stopped!

NEW INDUCEMENTS

A Slann Mage-Priest may be Induced by any of the teams listed in the entry that follows. The Slann Mage-Priest is a type of Wizard.

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

The stately Slann of the Second Spawning slumbered serenely under the searing sky, sitting on the sun-soaked sideline, surrounded by silent Skink servants and sycophants, sleepily speculating upon the slithering snakes of the sacred serpent, Sotek, as several sacramental sacrifices swung sedately from the sougling saplings surrounding this solemn and sanctified space, a spiritual shrine to Blood Bowl where the players practiced, their professional postures and prancing performances a pleasure to perceive as they plotted and pondered their profound plays (*and that, dear readers, is why we no longer employ interns! – Ed*).



0-1 WIZARD INDUCEMENT: SLANN MAGE-PRIEST (150,000 GOLD PIECES)

AVAILABLE TO AMAZON AND LIZARDMEN TEAMS

A Slann Mage-Priest 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 by 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.

TECTONIC SHIFT

Cast either at the start of any of your turns, before any player performs an Action, or immediately after your turn has ended, even if it ended with a turnover. Roll a D6. If the score is 3 or higher, the floor of the stadium begins to shift. Roll another D6; on a 1-2 the pitch tips towards your End Zone and on a 3-5 towards your opponent's. On a roll of 6, the pitch tips towards an End Zone or sideline of your choice. All players immediately slide one square in that direction, starting with the player nearest the End Zone and ending with the player furthest away (if there are several players on the same line of squares, you may choose the order in which they are moved). If any player leaves the pitch, resolve it as if they had been pushed into the crowd. If the ball carrier scores a touchdown as a result of this, count the touchdown as normal but only after all players have been moved and any crowd pushes resolved.

REALITY BLINKS

Cast either at the start of any of your turns, before any player performs an Action, or immediately after your turn has ended, even if it ended with a turnover. Choose two Standing players from your team that do not have the Loner skill and that are not in possession of the ball from among those on the pitch and roll a D6. If the score is 3 or higher, these two players immediately switch places. If it is 2 or lower, the players become slightly transparent as they waver between realities! Until the start of your next team turn, these two players lose their Tackle Zones and gain the No Hands skill.

DIRT FROM THE DUGOUT

FLIES AND SLANNDER

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 sheds some light on the clash between Priests of the Old Ones and Priests of Nuffle.



SPIKE!: We welcome back, Mindy, to the pages of *Spike! Journal*, and might I say you seem to have picked up a fabulous tan on your travels!

MINDY: Well, Lustria is good for the skin but let me tell you it wasn't all just sun loungers, Stegadon steaks and jugs of ice cold Frog Cutter!

SPIKE!: We're sure it wasn't! So tell us, what took you to the murky depths of the Lustrian jungles?

MINDY: I tagged along with a delegation of Priests of Nuffle as they visited a bunch of temple-cities seeking to build relationships between the Old World and the New, and to educate the locals on how Blood Bowl is played these days!

SPIKE!: Do tell!

MINDY: Well, with more and more Lizardmen teams venturing across the Great Ocean and joining leagues in the Old World, some Slann have been making waves by saying Nuffle's teachings aren't being interpreted right. They claim it was the Slann who brought down Blood Bowl and Nuffle was left behind by the Old Ones to watch over the game.

SPIKE!: I bet that rustled some beards!

MINDY: You bet right! The shouting matches were loud enough to wake a slumbering Slann – and they were none too happy in having their 'meditations' disturbed.

SPIKE!: An angry Slann? The thought alone is enough to make my blood run cold.

MINDY: I have it on good authority that the Slann apparently produced a number of tablets that reportedly showed the Old Ones creating Nuffle by breaking open a ball-shaped egg.

SPIKE!: And how did the Priests of Nuffle respond to those allegations?

MINDY: Well, once they'd stopped drooling over the gold the tablets were carved from, the priests raised all kinds of objections, claiming that, if anything, Nuffle would be an Old One and not just any Old One but the Oldest of Old Ones!

SPIKE!: I bet they did. Did the two sides ever settle their differences?

MINDY: From what I hear, the Slann eventually settled it by telling the priests to ask the Old Ones themselves before promptly tossing them into a sacrificial pit filled with snakes. Now the worshippers of Nuffle are demanding an honour match against the offending Slann to settle the issue once and for all.

SPIKE!: Well, we all know no self-respecting Slann would ever leave their palanquin, so I guess the issue will never be solved!

DID YOU KNOW...

The Lizardmen have all manner of strange variants of Blood Bowl played exclusively in Lustria. These include Ziggurat Bowl, where the game is played up the sides of a Ziggurat; Celestial Bowl, where the pitch is formed of interlocking sections that change shape during the game; and Sotek Bowl, where teams of Skinks chase bound Blood Bowl players around a pitch and attempt to throw them into sacrificial pits.



COFFIN CORNER

In Coffin Corner we remember those players that are no longer with us – because they were poisoned by jungle snakes, skewered by spiked pit traps and possibly torn apart by a Carnosaur's jaws!

NOT A GREAT PLAN

We remember Xlectic, enthusiastic and youthful Slann of the Fifth Generation and head coach of the Ziggurat Slithers. During a game against the Karond Cutters, Xlectic lurched from his palanquin intent upon taking to the pitch himself. Displaying a level of exertion at odds with most Slann, Xlectic's heart promptly gave out, ending his extremely short career in an instant.

HOT BENEATH THE COLLAR

We remember the entirety of the Lustrian Serpents team who, after travelling to Araby as part of the Shifting Sands League, collapsed due to dehydration despite the best efforts of the resident water mages.

A STAMPEDE OF IDEAS

We remember Itchidea, infamous Skink inventor. After several unsuccessful attempts to revolutionise how Lizardmen teams played Blood Bowl, Itchidea convinced his team to take to the field atop young Stegadons. The game, and Itchidea's life, was abruptly ended by a stampeding Stegadon herd searching for their stolen young.

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

LUSTRIAN STYLE

Tatzina Babarini is world-renowned for her truly-tropical sense of style. Every season, she tours the fashion houses of the world looking for what's hot and humid to share with her legions of dedicated followers. Anything that doesn't measure up gets treated to a veritable monsoon of scorn! Tatzina travelled with *Spike! Journal* to Lustria, to see for herself what goes well with a lizard skin birthday suit!

TATZINA: Oh. My. Goodness. The natives here are, like, totally covered in lizard skin from head to foot! They have all these scales in the most vivid and vibrant of colours. It's, like, they're covered in sapphires! I was blown away. But remember, Lizardmen skin is for looking at, not touching! They don't like it when you touch them, so don't be tempted, no matter how tantalising the texture or captivating the colour!

COLOUR CHOICE

Most Lizardmen are a deep blue, like the Lustrian sky at dusk. It's ah-mazing! However, blue is not the only colour. Many are turquoise, some are emerald green, and almost all display a secondary colour. These secondary colours, often worn proudly on a crest or down their spine, are usually hot and fiery colours, ranging from vivid red to bright orange. Yet cool colours are also popular, particularly white, and some Lizardmen are able to change their colour to suit their mood! Imagine that! Feeling blue? So's your hue. Feeling mellow? Turn yourself yellow! This bold attitude towards colour is a joy to behold!

ACCESSORISING

So what goes with lizard skin? Well, that's easy – gold, darling, and lots of it! Lizardmen favour antique gold of a strong and lustrous yellow hue. Not for them the white or rose gold of the Old World. If you're a Lizardman, you want your gold yellow. And why not? It creates the most fabulous contrast against that wonderful skin!

Lustrian gold jewellery is heavy and angular – thick gold bands and heavy piercings. Decoration is almost always bold as well, with hieroglyphics and the pictographic language of the Old Ones a common theme. Add to this fine and precious jewels and the effect is striking – not unlike the rings many famous Lizardmen players wear on the pitch!

LEAVE IT ON THE LIZARD!

One thing the Lizardmen don't like is sharing! As far as they're concerned, lizard skin belongs on lizards and they don't want to give it up! Believe me, I tried asking politely and they were most rude in response. Most rude! So as tempted as you may be to snag yourself some Saurus skin boots or a Skink skin jacket, you'll just have to go without. But never fear, you can enjoy their incredible style in generous abundance as they take to the Blood Bowl pitch to strut their stuff!



CLASSIC COMMENTARIES

As part of our ongoing serialisation of Bob Bifford's memoirs, this month *Spike! Journal* takes a look back at one of Bob's most memorable matches as a commentator. Back in 2494, the Bad Bay Hackers journeyed to Lustria in search of fame and glory. What they found was a hot and humid land full of strange and unusual locals. Among the Hackers' strangest of encounters was a match against the Ssservants of the Ssslann.

'Oh!' Bob's voice reverberated across the crater atop the Tobazco Volcano. 'Have you ever seen a hit like that?'

Dunk had to agree that he hadn't encountered anything like that in a game before. The match against the Ssservants of the Ssslann had been going well. The Hackers had scored the first touchdown just a few minutes into the game. Then all hell had broken loose.

The lizardmen had come out onto the field dressed in nothing at all, not even a loincloth. The only thing they wore was a leather harness emblazoned with the vibrant, jungle-green logo of the Ssservants: a fat, ugly slann. Dunk wondered if there were any other kind.

Of course, they didn't need any armour. Their scales served that function just fine, and the sharp crests along their backs and the backs of their limbs worked just as well as the spikes on a traditional suit of game armour. They swung their massive tails all around, using them almost as a set of separate blockers, clearing paths wide enough for any lizardman with the ball to race through.

One of the lizardmen, a particularly blue one called Sssam Gaash, grabbed the ball from a team-mate Spinne was tackling, and then turned and found daylight. He spun past Guillermo and Spiel, and leapt straight over Big Richard.

Then he tried to get past M'Grash. He stiff-armed the ogre, but that only partially deflected M'Grash's efforts to bring the lizardman down. The ogre's grasp missed Gaash's waist and came down around his tail.

Happy to have his hands on any part of a foe, M'Grash planted his feet and held on. Dunk had seen him do this before. If he managed to stop Gaash, he'd swing the creature around and hurl him back towards the Hacker end zone. The landing would knock the air clean out of him and make him easy prey for the Hackers' attacks.





Instead, when M'Grash gave Gaash's tail a yank, the whole thing came off in his hands. The ogre fell back on his rump, stunned, and when he sat back up he had the whole of Gaash's tail wriggling in his hands. He screamed like a halfling.

'I think K'Thragsh is going to be having nightmares for weeks!' Bob said.

'I might have them myself!' said Jim. 'Hey, you think he's going to eat that? If not, I'm planning a barbeque after the game, and that would look great on the spit!'

'I thought you said it scared you!'

'Most of what I eat scares me! I don't let that make me go hungry!'

Terrified, M'Grash flung the tail off, and then got up and stomped up and down on the fleshy thing until it had turned into a red and blue paste.

'Well, if Gaash was hoping to get that back, I think he's out of luck!' said Bob.

'It's no problem!' said Jim. 'He's a lizard! He can grow a new one!'

'Touchdown, Ssservants!'

The crowd went nuts to see one of the local teams take the legendary Hackers down a notch.

'Amazing!' Bob said. 'I had money on Hackers goose-egging the Ssservants, and I'm shocked to see how wrong I was. This could be a real game!'

'If the Ssservants are counting on the Hackers to fall for that trick every time, they may be out of luck. They only have so many tails to go around! Those things take some time to grow back!'

Dunk came over and collected M'Grash as he finished up with his gruesome work. The ogre still shivered with disgust, something Dunk had never seen. He suspected the surprise of finding a squirming limb in his hands might have put M'Grash over the edge. After all, it wasn't the first time he'd dismembered someone by accident.

At halftime, the Hackers went into their locker room with the score tied 2-2 and their heads hung low. Pegleg was so disappointed in them that none of them could meet his eyes.

'At least no one got hurt,' Dunk said as he filed past the coach.

'No one got hurt, Mr Hoffnung?' The captain's voice strained with amazement. 'And that's a good thing? How in Nuffle's name did I ever let you on my team? What kind of attitude is that?'

'I meant none of us, coach. Isn't that a good thing?' Pegleg scowled. 'If you're worried about people getting hurt, perhaps we should all go to the temple instead? Or perhaps you'd like to just lie on the beach?' 'That's not what I meant, coach.'

'I thought we were here to play in a tournament, Mr Hoffnung, not lie around on some half-arsed vacation.'

'We are, coach.' Dunk felt his determination growing. 'We're not just here to play. We're here to win.'

Pegleg slapped Dunk on the back with the blunt side of his hook. *'I'm glad to hear that, Mr Hoffnung. Now, let's see what we can do to make that happen.'*

The Hackers burst out of the locker room as if Pegleg had dropped hot coals in their shorts. They kicked the ball off to the Ssservants, but instead of concentrating on the ball, they spent the next few minutes tearing off any tail they could get their hands on. Edgar even removed the tail of one Lizardman fan who'd sat a little too close to the field.

The lizardmen scored in the middle of the Hackers' dismemberment efforts, but with the Ssservants' only real edge blunted, Dunk had high hopes that this wouldn't last long.

'Look,' Cavre said to Dunk as they awaited the kickoff. 'The Ssservants' coach is trying to get some of the lizardmen players to come in off the bench, but they're refusing to go.'

Dunk shaded his eyes and stared into the opposing dugout. The suited-up lizardmen each held his tail wrapped around him as if it might disappear in a painful puff of smoke.

With the Ssservants more concerned about their hides than the pigskin, Spinne was able to run through and score behind some solid blocking from Dirk and M'Grash. That tied the score, which put the lizardman coach Kill Parssselmouth into a tail whipping frenzy.

After he slaughtered his starting blitzer and tried to swallow his severed head whole, his players were more afraid of him than the Hackers, and Pegleg's players had a game on their hands once more.

Late in the game, the lizardmen barrelled down at Edgar who had the ball. The treeman tried to fake left and move right, but treemen don't jink that well. He ended up going left and not fooling anyone.

Three lizardmen crashed into Edgar. One grabbed his left leg, another grabbed the right, and the third scrambled straight up him like a cat chasing a bird.

Edgar spun around and hurled something downfield. The lizardman clambering up his branches leapt after it, and the two creatures clinging to his legs pushed off and chased after their team-mate, hoping to help him out or provide him with some blocks.

Dunk had been racing up behind Edgar to lend him a hand with the lizardmen, and found his targets racing away faster than he could follow. He stopped for a moment to check on Edgar, and the treeman looked down at him, rustling his upper branches.

The ball dropped out into Dunk's hands.

Dunk stared at it for a moment before he realised what he had. Then, without bothering to ask what Edgar had thrown away, turned and sprinted down the field.

'Look at that!' Jim's voice said. 'Hoffnung has the ball!'

'If that's the case, then what's Brew Dreesss swallowed whole down at the other end of the field?'

'I don't know, but it seems to me that's a rotten way to carry a ball down the field! Most players don't have the stomach for it!'

'Not Dreesss! He's on a swallow-them-wholesome diet! Whoa! It looks like he's coughed up Big Richard!'

'All but his helmet! I can see its spikes sticking out through the front of his neck! That's gotta smart!'

'Smart's not the word I'd use there, Jim!'

While most of the players watched the Jumboball that sat over the middle of the eastern side of the field, if only to see the replay of Big Richard being regurgitated, Dunk had a clear shot at the end zone. Just as he was about to hit it, though, a silvery mist enveloped the end of the field, and he felt a horrible, biting chill cut through him to the bone.

Dunk kept running towards the end zone, although every bit of his heart told him to turn around and sprint in the other direction.

If you wish to find out more about the Bad Bay Hackers and their adventures, visit BlackLibrary.com and check out the novels: *Blood Bowl*, *Dead Ball*, *Death Match*, and *Rumble in the Jungle* – from which this extract is taken.



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ISBN 978-1-78581-883-7



200-75-60

ENGLISH
LANGUAGE



DESIGNED
IN THE UK

Product Code
60040999012

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rulebook to use the contents of this book.*



Printed in China and distributed by:
Games Workshop Limited.
Willow Road, Nottingham,
NG7 2WS, UK