

# BLOOD BOWL<sup>®</sup>

# SPIKE!

THE FANTASY FOOTBALL JOURNAL



ISSUE  
08

**G**UTS AND GLUTTONY!  
THE OGRES TRAMPLE ONTO THE PITCH!

**G**OLDEN OGRES!  
DISCOVER THE LEGEND OF BOB BIFFORD  
AND MORE!

# ISSUE EIGHT!

EVEN MORE OFFICIAL CONTENT FOR THE GAME OF FANTASY FOOTBALL!







**PRULG STONEFIST  
OGRE, FIRE MOUNTAIN  
GUT-BUSTERS**



**'FURIOUS' SKRUC  
OGRE, FIRE MOUNTAIN  
GUT-BUSTERS**



**EGRUK BREAKER  
OGRE, FIRE MOUNTAIN  
GUT-BUSTERS**



**ZOGG 'CRAZY LEGS' FARKICKER  
RUNT PUNTER, FIRE MOUNTAIN  
GUT-BUSTERS**



**MUZUL TOOTHBITER  
GNOBLAR, FIRE MOUNTAIN  
GUT-BUSTERS**



**NAWER  
GNOBLAR, FIRE MOUNTAIN  
GUT-BUSTERS**



**'BIGARMS' NOGIT  
GNOBLAR, FIRE MOUNTAIN  
GUT-BUSTERS**

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# GREETINGS SPORTS FANS!

**W**elcome to the rugged pages of *Spike! Journal*, where you can overindulge in everything Ogre. Join us as we fill our bellies with all the tantalising tales of the largest teams in Blood Bowl. Tread carefully though, or you might find yourself on the menu!

**I**n this issue, we journey across the Worlds Edge Mountains and into the Ogre Kingdoms to observe the impact that rampaging tribes of migratory Ogres have upon the game. Universally brutish, bellicose and constantly on the lookout for a scrap, you'd be forgiven for believing Nuffle created the Ogres simply to spice up the game. Though they can be slow and they rarely threaten the more technically capable of teams, no one can deny the rush of excitement that ripples through the crowd at the sight of a charging Ogre team.

Tucked among the pages of this issue sit teams like the lesser-known Gnoblar Goblars, old favourites the Oldheim Ogres and up-and-comers the Fire Mountain Gut-Busters. In this issue of *Spike! Journal*, we cut away the blubber to get to the meat of what these teams are all about, dissecting their plays, players, histories and profiles like never before.

Of course, we wouldn't be doing our job if we didn't take a look at those Star Players hurled forth from the Ogre Kingdoms. Though they may be a rare breed, few can forget these towering behemoths

including such legends as the great Morg 'n' Thorg. Of course, in an issue about the Ogres we'd be remiss if we didn't discuss the most famous one of them all – Bob Bifford, the king of commentators himself!

But that's not all, folks! You'll also find all of our regular features: Chat with the Rat, where the Scribbler sits down with an irate Ogre to hear all about his beef. Mindy Pie whistle dishes up more Dirt from the Dugout – this time delving into the vicious world of Gnoblar fighting syndicates active in the underbelly of Ogre changing rooms. And let us not forget the fantastic collection of outrageous on-pitch fatalities in Coffin Corner for us all to guffaw at. As if that wasn't plenty, we even manage a look at the strange Ogre practice of bringing Slave Giants to the gridiron. It's a bumper issue, topped off by *Mighty Blow!*, drawn by 'Colossal' Carl Critchlow and written by 'Boisterous' Nick Kyme.

So, hungry reader, there you have it. Feel free to dive into the mountain of pages of this issue at your leisure – just be careful not to eat it no matter how tasty it might seem!

*C. Pollio*



**Christoph Pollio,**  
Guest Editor *Spike! Journal*

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# BIG IS BEAUTIFUL!

Ogres and Blood Bowl go together well. It's simple alchemy! Since the earliest days of the modern game, Ogres have gravitated towards the gridiron in great numbers. Their size, strength and simple love of violence make them natural players, whilst their mercenary mindset and willingness to work for anyone with money makes them readily available to most coaches. This month we at *Spike! Journal* decided to take a look at the giants of the game and, if we could avoid being eaten, to share our findings with our loyal readers!





**T**he origin of the Ogre race is one oft debated by sports-scholars. Many suggest that Ogres are the close kin of Halflings; they certainly share many similarities, both races being known to eat too much and exercise too little, it's true! What is widely known is that Ogres are a nomadic race that flock to the Old World in great numbers from their eastern homelands, drawn by the prospect of good eating and exciting sports violence.

Legend tells that, centuries ago, the Ogre tribes lived peacefully in their native lands on the borders of far Cathay. Supposedly their contented way of life changed rather suddenly when, for reasons unknown, the god of the Ogres, the Great Maw, crashed into the world atop a vast comet. This unexpected spiritual intervention into daily life proved quite revelatory for the Ogre tribes. It is a fine thing to worship a god from a safe distance but quite difficult to remain pious when one moves in next door and begins gobbling up all the available food, disrupting the neighbourhood with raucous banquets, and loudly demanding constant attention from its neighbours!

It wasn't long before many tribal groups began to migrate away from the area, and extended families of Ogres quickly came to settle in the Mountains of Mourn. This proved ideal; the natives of the region were everything the Ogres could hope to find. The Sky-titans, a near-mythical race of giants, provided much entertainment (*Unwillingly perhaps!* – Ed). They were not only happy to match the young Ogre bulls in feats of strength at every opportunity (*I'm not sure this is entirely accurate!* – Ed), they also gave the Ogre race its first taste of Blood Bowl in the form of a primitive passing game played amongst the high peaks. This simple sport proved revelatory to young Ogres, who are highly competitive! In direct contrast, the Gnoblar that dwelt in the caves and crevices welcomed the Ogres as masters and rulers – Gnoblar enjoy nothing more than serving hand and foot upon bigger, stronger individuals. For their part, the Ogres quickly took to treating their Gnoblar servants more like pets than as a food source. The situation really was ideal for everyone (*Where are you researching this stuff?* – Ed)!

From their new home in the mountains, Ogre tribes were free to rove ever further afield, following the trade routes to distant realms. Within a generation, the Ogres had become bold and adventurous travellers. Wandering tribes stopped and made new homes in all the distant corners of the world, settling down wherever they wished (*Who would stop an Ogre sitting where they wanted?* – Ed), quickly adapting to the local culture and, in many cases, adapting it to suit themselves! Ogres found ready work in the Old World as guardsmen, labourers and, most importantly, as Blood Bowl players with teams eager to add some muscle to the line of scrimmage!

On today's Blood Bowl pitches, Ogres are a common sight. They are drawn to Nuffle's great game in huge numbers and can be found playing for many and varied teams. Since the NAF introduced rules allowing teams to field 'Big Guys' as regular, contracted players rather than infrequent mercenaries back in the 2450s, Ogres have become mainstays of many Human teams. For decades, Ogres were a regular feature on many Halfling teams, though this fashion faded once the NAF agreed to allow Treemen to replace them. Quite how this came about is a subject of much conjecture, but most believe it was largely because Ogres consider Halfling steak to be quite the delicacy...

In recent years, all-Ogre teams have become increasingly popular with the fans and they compete in ever-greater numbers each year. In truth, 'all-Ogre' is something of a misnomer, as Ogre teams are never exclusively made up of Ogre players. In part this is due to draconian rules introduced by the NAF decades ago that prohibit all-Big Guy line-ups (*Yet the NAF allowed all-Giant teams to compete!* – Ed), but mostly this is because canny Ogre coaches quickly realised that smaller, more agile and, above all, more intelligent players were a necessity.

## OGRES

**O**gres are big, brutish and simple. Characteristics that make them ideal Blood Bowl players. They are also selfish bullies by nature, caring little for the wellbeing of others and judging success by how well they and they alone are doing. A team of Ogres that has enemies to fight, meat to eat and gold to spend will think themselves very well off indeed! Surprisingly, these characteristics are also desirable for players in Ogre teams, where the well-being of players drafted purely to make up the numbers is of little concern compared to the contentment of the Ogre players.

The players that make up the bulk (*Har, har!* – Ed) of the average Ogre team are usually less experienced players than those that sell their services to teams of other races and they invariably lack the tactical understanding such players usually learn from their non-Ogre team-mates. Rookie teams of "snow covered savages", as other players affectionately call them, usually take a very simple approach to the game – bash the opposition and score when there is no one left to hit. What's more, many Ogres quickly realise that if they let the opposition score, both teams have to line up in the middle and start again, making it harder for the opposition to run away! Sadly, this favoured tactic doesn't lead to many wins, but it does result in a great many casualties!



## RUNT PUNTERS

**G**noblar-kicking has long been an integral part of Ogre culture, used in ancient contests of strength and an effective, if unreliable, method of reconnaissance. In Blood Bowl, the smartest of Ogres realised the potential it offered for swiftly moving Gnoblars into position, although it took a couple of decades for the Ogres to realise it worked best if they gave the Gnoblar the ball first! As the technique has increased in popularity, the role of 'Runt Punter' has developed to become a specialism of those players that dedicate themselves to the art.

Sadly, few Ogres have what it takes to become a Runt Punter, for although booting a Gnoblar is easy enough, getting it to the correct spot with most of its bones unbroken is the challenge. Most Ogres are unable to actually learn the rules of the game, let alone think about gauging crosswinds or calculating the distance. Those Ogres that make the grade are never short of work, for a talented Runt Punter brings in thousands of new fans, all clamouring to watch a screaming Gnoblar soaring through the skies. While a Runt Punter is a spectacle waiting to happen, they also serve to increase the chances of victory, being capable of catching their opponents unaware with a rapid touchdown.

## GNOBLARS

**D**iminutive cousins to Goblinoids and native to the Mountains of Mourn, Gnoblars have long enjoyed a mutually beneficial relationship with the Ogre race. Small of stature, Gnoblars are of a similar size and build to Snotlings, yet there the similarities end. Where Snotlings are mischievous creatures, full of impish good humour and assured of their own self-worth, Gnoblars are melancholy and gloomily self-effacing. Their ridiculously large noses and downcast expressions only add to their mournful, put-upon character. Yet it is hardly surprising that Gnoblars appear dour. Their entire existence seems to revolve around servitude to their Ogre masters. Gnoblars wait on an Ogre's every need, performing the most mundane tasks so that their masters are free to enjoy their leisure (which means eating and fighting, in no particular order).

Sometimes, Ogres appear to grow fond of their Gnoblar attendants, treating them as favoured pets, but this fondness rarely saves the Gnoblars from being carelessly trodden on or devoured. The greatest worth of Gnoblars, though, lies in their willingness to follow their masters onto the Blood Bowl pitch. Despite their small size, they possess a bravado typical to all greenskins and will swarm onto the gridiron in great numbers to take on much larger opponents. Their speed and agility makes them a great boon to Ogre teams, whilst their general worthlessness to Ogre society makes them readily replaceable and seldom missed!





# FAMOUS OGRE TEAMS

## THE OLDHEIM OGRES

Many years before the collapse of the NAF and the wave of fresh Ogre teams that followed in its wake, the Oldheim Ogres were already tearing up tournaments. Their triumphant career reached its pinnacle when they won the 2475 Blood Bowl, snatching victory from the Reikland Reavers. Though no longer the competitive force they once were, partly due to their struggle in finding opponents brave enough to face them and partly due to them just growing fat and lazy, the Oldheim Ogres are still a team to be reckoned with – if they don't get lost on the way to the venue, that is!

## THE GNOBLAR GOBLARS

Even Ogres tell tales of the Gnoblar Goblars' corpulence, so immense are the Ogres that make up the team. Drawn to Blood Bowl with promises of endless feasts and adoring crowds, anything not nailed down is a possible snack for these gluttons. So great is their appetite and so terrible the hunger pangs should they miss a meal, the Gnoblar Goblars have killed and eaten more of their own players than all their opponents put together, snacking upon their diminutive servants when the assistant coaches fail to deliver food platters in time!

## THE BADLAND BRUISERS

Slicked-back hair, crude patterns shaved into their beards and a reputation for offensive fan chants, the Badland Bruisers are often touted as the bad boys of Blood Bowl, at least where Ogres are concerned. A group of 'Bruisers' seeking to create waves, they care little about winning so long as they leave fans aghast with their pre- and post-game antics. From the art of Gnobducken (*Don't ask – Ed*) to Reporter Rustling (*Don't ask! – Ed*), the Badland Bruisers desire infamy above all else, striving for their faces to be plastered across Cabalvision, even if the score 0-10 sits below them.

## THE TUSK PEAK TYRANTS

Hailing from, you guessed it, Tusk Peak, the Tyrants are as violent and aggressive as their name suggests. Not long ago the team was nothing more than a band of Hunters, wrangling Sabretusks and stalking herds of dangerous beasts. Growing bored of their dull lifestyle, the Tyrants tried playing Blood Bowl, deeming ball carriers a far more thrilling and occasionally dangerous prey. Though relative newcomers, fans flock to see them unleash Sabretusks on the pitch and the shrill cries of the ball carrier as they try to outrun the slaving beasts.





## TEAM ROSTER

QTY	POSITION	COST (GP)	MA	ST	AG	AV	SKILLS	NORMAL	DOUBLE
0-16	Gnoblars	20,000	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy	A	GSP
0-5	Ogres	140,000	5	5	2	9	Bone-head, Mighty Blow, Thick Skull, Throw Team-mate	S	GAP
0-1	Runt Punter	150,000	5	5	2	9	Bone-head, Kick Team-mate, Mighty Blow, Thick Skull	SP	GA
0-8	Re-roll counters: 70,000 gold pieces each								

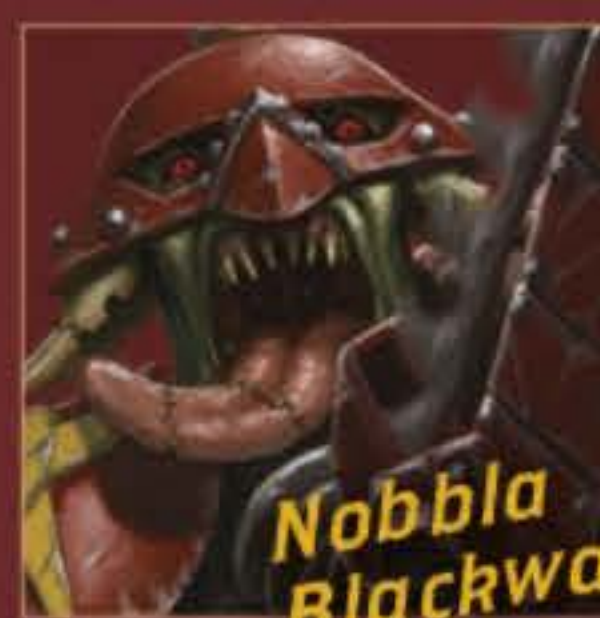
## STAR PLAYERS



**Big Jobo Hairyfoot**



**Bomber Dribblesnot**



**Nobbla Blackwart**



**Morg 'n' Thorg**



**Scrappa Sorehead**



**Bob Bifford**

NAME	PLAYS FOR	SKILLS	COST (GP)	MA	ST	AG	AV
<b>Big Jobo Hairyfoot</b>	Halfling, Ogre	Dirty Player, Loner, Stand Firm, Stunty, Tackle, Wrestle	120,000	4	3	2	8
<b>Bomber Dribblesnot</b>	Goblin, Ogre, Orc, Chaos Renegade, Underworld Denizens	Accurate, Bombardier, Dodge, Loner, Right Stuff, Secret Weapon, Stunty	60,000	6	2	3	7
<b>Nobbla Blackwart</b>	Chaos Dwarf, Goblin, Ogre, Underworld Denizens	Block, Chainsaw, Dodge, Loner, Secret Weapon, Stunty	130,000	6	2	3	7
<b>Morg 'n' Thorg</b>	Any except Necromantic Horror, Shambling Undead and Tomb Kings	Block, Loner, Mighty Blow, Thick Skull, Throw Team-mate	430,000	6	6	3	10
<b>Scrappa Sorehead</b>	Goblin, Ogre, Orc	Dirty Player, Dodge, Loner, Pogo Stick (grants Leap and Very Long Legs), Right Stuff, Sprint, Stunty, Sure Feet	150,000	7	2	3	7
<b>Golden Era Star Player</b>							
<b>Bob Bifford</b>	Any Team	Block, Break Tackle, Juggernaut, Loner, Mighty Blow, Multiple Block, Throw Team-mate, Thick Skull	380,000	5	6	2	10

### DID YOU KNOW...

A group of wizards once tried to quantify the force exhibited by a charging Ogre team. Their fatal mistake was staying in the tower they told the Ogres to tackle!



# TEAM SPOTLIGHT

## FIRE MOUNTAIN GUT-BUSTERS



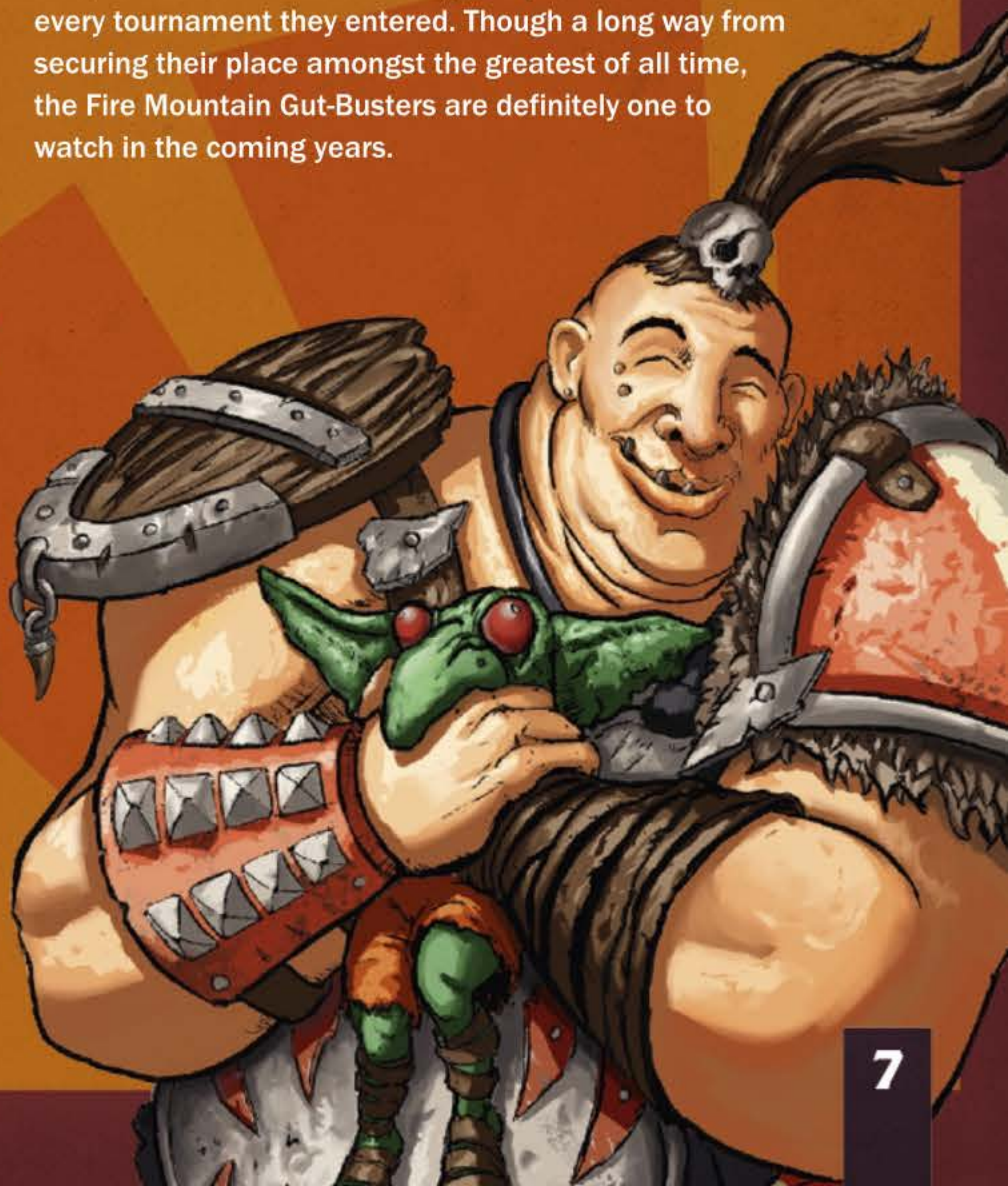
**I**t is rare indeed that the greatness of an Ogre team's performance can be said to match the greatness of the average Ogre's appetite, yet for the Fire Mountain Gut-Busters, the saying holds some truth. Virtually unheard of before the collapse of the NAF, the story of the Gut-Busters is a true underdog tale. Listen closely, readers, as we investigate the rapid expansion of quite literally the biggest Blood Bowl team on the circuit today, from virtual unknowns to the giddy heights of mid-table mediocrity!

**I**t is impossible to say if the stories told of the Fire Mountain Gut-Busters before they crossed the Worlds Edge Mountains are true. Sadly, the record-keeping of the Mountains of Mourn Mega-maul League officials is, at best, patchy. Legend has it they toppled the stadium of Zharr-Naggrund when a referee's questionable ruling resulted in them losing a game against the Zharr-Naggrund Ziggurats. Cave paintings (*rumoured to be thousands of years old but, according to experts, painted in modern emulsion! – Ed*) depict their crushing of an ill-fated Gnoblar uprising after cunningly challenging the rebel leaders to a game of Blood Bowl. Campfire songs sing of their successful defence of the Sabertusk Cup against not one but four teams, thrown forth from the Realm of Chaos in an attempt by the gods to steal victory from the mighty Gut-Busters. Considering the well-known Ogre love of tall tales, it is likely these stories hold only the smallest grain of truth, yet fans delight in the telling and re-telling of these myths all the same.

When the NAF collapsed, the Gut-Busters, who did not bear 'Fire Mountain' in their name at the time, deemed it a sign that the Old World Blood Bowl scene could use a bit more Ogre in it. Upon migrating westward into the Empire, their initial efforts to conquer all were disappointing. They made numerous errors, signing up for tournaments that would pit them against many more experienced and capable teams. From acrobatic Elves to backstabbing Skaven, the Gut-Busters were too

often on the receiving end of a miserable loss. Far more used to fighting teams that could take a punch and give one back, the Gut-Busters suffered at the hands of fast and agile opponents more concerned with scoring than scrapping until, fed up with repeated failures, the team ate their head coach and set about finding another one. After which they faded from the public eye, training in preparation for their glorious return.

Two seasons later, the team reappeared under the expert leadership of a new head coach, Jörmund Klobber, as the freshly rebranded Fire Mountain Gut-Busters, and they did so with such an admirable level of professionalism (*For Ogres anyway – Ed*) some claimed the Ogres were in fact human players wearing inflatable Ogre suits. Un-Ogre-like behaviour, such as skipping half-time lunch (so they weren't lethargic or overburdened), introducing regulations requiring all rookie players to be capable of counting to 11 (to decrease the occurrences of Ogres gorming out on the pitch), and bold, fresh tactics saw them regularly hit mid-table in every tournament they entered. Though a long way from securing their place amongst the greatest of all time, the Fire Mountain Gut-Busters are definitely one to watch in the coming years.





# TEAM PROFILE: FIRE MOUNTAIN GUT-BUSTERS

**TEAM COLOURS:** Orange and white

**OWNER:** Blubbart the Flayer (deceased)

**HEAD COACH:** Jörmund Klobber

**PLAYERS:** Ogres and Gnoblar

**TEAM HONOURS:** Mountains of Mourn Mega-maul League runners-up 2484, 2487;

Worlds Edge League runners-up 2491, 2494; Border Princes Cup winner 2494

**HALL OF FAME:** Zogg 'Crazy Legs' Farkicker, Prulg Stonefist

**SPIKE! TEAM RATING:** 135

## CAREER HIGHLIGHTS

**2489** The collapse of the NAF, though a massive blow to many established teams, opens the way for countless new teams to join the changing landscape of the sport.

Bored by facing the same opponents repeatedly, the Gut-Busters traverse the Worlds Edge Mountains, spurred on by the enthusiasm of their Head Coach and chief Butcher, Blubbart the Flayer, and his belief that the tragedy is a sign from the Great Maw itself. Many legends of woe are forged as the Gut-Busters cross the Mountains, the most notable being the destruction of several prized ancestral statues in Zhufbar when the Ogres 'borrow' a cannon to test out new tactics in a friendly game!

**2491** The Gut-Busters lose disastrously against the Sneaky Beakers when the Goblin team paint themselves to look like Gnoblar, causing the Gut-Busters to eat their whole team (*Double the amount they usually do – Ed*). Following this loss, the Gut-Busters struggle to book another fixture, becoming little more than a laughing stock on the circuit. Fed up with

Blubbart's continued false promises, the Gut-Busters devour the Butcher and disappear from the public eye. Many claim it is the end of the Gut-Busters' franchise.

**2494** The Gut-Busters return to Blood Bowl having spent the intervening years hauling boulders up Fire Mountain, wrestling Stonehorns and undertaking punishing mental challenges (*For an Ogre anyway – Ed*). The debut game of the Fire Mountain Gut-Busters is a mixed affair. Although the team uses tactics few Ogre teams could hope to grasp, the Gut-Busters find themselves outmanoeuvred by the Tide Riders, a team of Elven sailors moonlighting as a Blood Bowl team. The Gut-Busters force a draw when their Runt Punter kicks a Gnoblar into the face of an Elf out of sheer frustration. The resulting piercing shrieks of "My face, my beautiful face!" encourages the Ogres to spend the rest of the match throwing Gnoblar around the pitch to make the Elves cry, accidentally throwing the ball carrier into the End Zone in the process.



**PRESENT** In the years following their return, the Fire Mountain Gut-Busters build a respectable record of achievements, winning more than they lose. Although not yet winning a trophy in a major league, they obtain massive success in minor ones thanks partly to their Runt Punters having perfected and patented the 'Gnoblar Rocket' kicking technique, where the scratchiest and most bitey of Gnoblar is booted at the faces of key opposition players. In the past season alone, the team has repeatedly rubbed shoulders with some of Blood Bowl's most famous team. Pundits are predicting that the next decade could see them in contention for several major trophies, as long as the key players can maintain their focus!



# HALL OF FAME: FIRE MOUNTAIN GUT-BUSTERS 2494-2495 SQUAD

NAME	POSITION	MA	ST	AG	AV	Skills
'Furious' Skruc	Ogre	5	5	2	9	Block, Bone-head, Mighty Blow, Thick Skull, Throw Team-mate
Egruk Breaker	Ogre	5	5	3	9	Bone-head, Mighty Blow, Sure Hands, Thick Skull, Throw Team-mate
Prulg Stonefist	Ogre	5	6	2	9	Bone-head, Juggernaut, Mighty Blow, Thick Skull, Throw Team-mate
Zogg 'Crazy Legs' Farkicker	Runt Punter	5	5	2	10	Bone-head, Guard, Kick Team-mate, Leader, Mighty Blow, Thick Skull
'Bigarms' Nogit	Gnoblal	5	2	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy
Muzul Toothbiter	Gnoblal	5	1	3	5	Dauntless, Disposable, Dodge, Frenzy, Right Stuff, Side Step, Stunty, Titchy
Nawer	Gnoblal	5	1	3	5	Disposable, Dodge, Jump-Up, Right Stuff, Side Step, Stunty, Titchy
Gnibbler	Gnoblal	5	1	3	5	Dirty Player, Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy
'Threefeet' Strix	Gnoblal	6	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Sprint, Stunty, Titchy
Scritchit	Gnoblal	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy
Bezer	Gnoblal	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy
Grar	Gnoblal	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Sure Feet, Titchy
Oudr Bonechewer	Gnoblal	5	1	3	5	Disposable, Dodge, Right Stuff, Side Step, Stunty, Titchy
Scrappier	Gnoblal	5	1	3	5	Disposable, Dodge, Leap, Right Stuff, Side Step, Stunty, Titchy
Fire Mountain Gut-Busters	3 Assistant Coaches					4 Re-rolls
Ogre Team	4 Cheerleaders					8 Fan Factor
Head Coach	1 Riotous Rookies Inducement					Total Cost of Team: 1,950,000 gold pieces
Jörmund Klobber	1 Firebelly Inducement					

**BRAWLERS:** Like most Ogres, the Fire Mountain Gut-Busters love nothing more than violence (except perhaps food). Over time, the team has built a formidable reputation and commands considerable fear amongst opponents. This is hardly surprising as, thanks to their heavy fists and rigorous training regime, the average Gut-Busters player can swing a punch that crashes down like a falling mountain.

During their turn, when an Ogre player or a Runt Punter player belonging to the Gut-Busters throws a block (but not as part of a Blitz action), they may re-roll a single Both Down result.





## STAR PLAYER SPOTLIGHT

# MORG 'N' THORG

## 'THE BALLISTA'



"My fists might be like granite,  
but my cheeks are as soft as silk!  
That's why I use Juvenile Hound  
Bog Roll!"

*Morg 'n' Thorg, advertising Juvenile Hound  
Toilet Roll on Cabalvision*



**F**or all their bizarre magic and weird rites, the Chaos All-Stars are very popular with the Blood Bowl-watching public. Originally, this popularity was due to them being possibly the earliest recorded Chaos-aligned team to appear on the circuit. Indeed, the All-Stars first showed up in 2402, several years before Lord Borak led the first great incursion of Chaos teams into soft, southern competitions. In recent years this continued success has been due, at least in part, to the success of their hulking Ogre star Blocker, Morg 'n' Thorg.

Blood Bowl historians have never quite settled where Morg came from before he signed up with the Chaos All-Stars. Legends say he walked into a practice session one day, slapped fresh blood on his forehead and headbutted the first piece of paper offered to him in lieu of a signature. Whatever the truth, no one doubts Morg's natural aptitude for the game. Known for being both calculating and cruel, and blessed with a brutal-looking exterior, Morg remains a perfect fit for the Chaos All-Stars.

On the pitch Morg is a towering figure of strength and rage, infamous for his refined ball-stealing tactic involving pummelling the ball-carrier until their fingers stop twitching, then bludgeoning his way through anyone that tries to steal the ball back. Nicknamed 'The Ballista' for the sheer force delivered by his hits (*And because most commentators can't pronounce his name! – Ed*), the prospect of facing Morg, with his characterful Mohawk and tusk-filled maw, is enough to send shivers down the spine of even the hardest of players.

Despite holding a reputation for brutality on the pitch, off the field Morg is as gentle as a lamb and a great hit with the children. Indeed, Morg is a keen supporter of many a charitable cause, using his fame and firm following to champion altruistic causes. Morg also stands as the face of a series of award-winning road safety adverts known for the memorable catchphrase "*Look both ways or ya'll get smashed to bits by a fast moving carriage and eight, ya idiot!*". Some have even referred to Morg as shy when it comes to revealing

personal details, and many an invasive sports reporter looking for some celebrity gossip has found themselves being given a private demonstration of why his legions of adoring fans call him 'The Ballista'.

Following the collapse of the NAF, Morg chose not to renew his contract with the Chaos All-Stars, in favour of pursuing a career as a mercenary player on the growing freebooter market. In the years since, Morg has been in high demand and has been able to not only pick and choose the offers he wishes to accept, but he has been able to charge truly extortionate fees, far in excess of any other mercenary player active today. Yet the offers continue to pour in, and some have even claimed that Morg is not only the highest earning freebooter, but also the most in-demand!

## MORG 'N' THORG

**OGRE**  
430,000 GOLD PIECES




MA	ST	AG	AV
6	6	3	10

**SKILLS:**  
BLOCK, LONER, MIGHTY BLOW,  
THICK SKULL, THROW TEAM-MATE

**TEAMS:**  
ANY EXCEPT TOMB KINGS, NECROMANTIC HORROR  
AND SHAMBLING UNDEAD

MORG 'N' THORG




**AGE:** UNKNOWN  
**HEIGHT:** 7 FT 11 IN  
**WEIGHT:** 390 LBS  
**ORIGINATING TEAM:** CHAOS ALL-STARS  
**POSITION:** BLOCKER; TEAM CAPTAIN

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**CAREER TOTALS:** 48 PASSING TOUCHDOWNS,  
 54 RUSHING TOUCHDOWNS, 578 KILLS/  
 SERIOUS INJURIES INFLICTED

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**AWARDS:** 51 MOST VALUABLE PLAYER AWARDS;  
 SERVICES TO ORGAN TRANSPLANTS MEDAL  
 2479, 2491; ANTI-VIOLENCE WATCHDOG  
 COMMITTEE WORST TACKLE OF THE YEAR  
 2479, 2480, 2485, 2486, 2491; NFC PLAYER  
 OF THE YEAR 2485; CHAOS CUP WINNERS  
 MEDAL 2471, 2487





# CAREER HIGHLIGHTS

**2469** The newly recruited Morg 'n' Thorg excels in his first season playing for the Chaos All-Stars. Despite little formal training, he quickly breaks the record for 'Fatalities caused by a Rookie'. His first touchdown comes when an arrogant Wardancer, viewing the rookie Ogre as little threat due to his inexperience and assuming him to be as dull-witted as most Ogres, leaps directly into a career-ending clothesline. The surviving Elves are both unwilling and unable to steal the ball back from Morg, who takes his time to punch a few opponents on the way to his touchdown.

**2472** Following three successful seasons with the Chaos All-Stars, Morg 'n' Thorg sees an upcoming game against the Middenheim Marauders, who have hired Bob Bifford as a replacement for an injured player, as the perfect opportunity to cement his status as the toughest Blood Bowl Ogre around. The pre-game hype focuses largely on the impending showdown between Morg and Bob Bifford, yet the players fail to cross paths for much of the game. The showdown erupts when Morg grabs hold of the ball in the All-Stars half and sets off for the opposing end zone. He is promptly knocked flat by a charging Bob Bifford, who steals the ball off him and strolls into the end zone to secure victory for the Marauders, whistling the Middenheim city anthem along the way.

**2475** Morg 'n' Thorg is promoted to team captain of the Chaos All-Stars despite his relative youth. His combination of extreme violence and brutal cunning begins to whip the All-Stars into shape, inasmuch as a team known for their unpredictability can be whipped into anything at all. Increasing regulations enforced by the NAF mean the All-Stars have to invent ever more diabolical methods of influencing the game, from laughter-inducing blood rain to balls that spontaneously grow teeth and hunger for flesh!

**2487** Over a decade of stewardship by Morg 'n' Thorg, the Chaos All-Stars win the Chaos Cup, besting every other team to do so. Along the way, Morg adds nearly three dozen fatalities to his record, four rushing touchdowns, 82 injuries and the death of a herd of journalists who asked too many questions!

**PRESENT** The collapse of the NAF and many changes to the regulations it enforced has led to a resurgence in chaotic happenings in the matches of the Chaos All-Stars. Though their track record is patchy at best, Morg remains a well-known star. His road safety videos have resulted in a reduction in accidents by a quarter, while his prowess on the pitch has seen him become the only player ever to be elected to the Hall of Fame before his own retirement. This honour has inspired Morg to forego renewing his contract with the All-Stars and become a mercenary player for hire. He has quickly become the most expensive and in-demand freebooter in recorded history.





# DIRT FROM THE DUGOUT

**M**indy Piewhistle is our Halfling on the spot when it comes to digging up the dishy dirt and salacious scandals that our readers have come to know and love. This issue, Mindy tackles rumours of vicious Gnoblar fighting rings being run in the underbelly of Ogre Kingdoms changing rooms.

**SPIKE!:** Mindy, it seems you've traded the luxurious resorts of Lustria for the arid steppe and freezing mountains of the Ogre Kingdoms this month. What have you got for us today?

**MINDY:** Well, we've all been hearing tales of vicious Gnoblar fighting clubs organised in the bowels of many an Ogre team's headquarters, and I felt it my duty to look into these rumours!

**SPIKE!:** They're quite the rambunctious, entertaining affair (So we've heard – Ed).

**MINDY:** That is what they say. I've heard it suggested that this practice works as an initiation for prospective Gnoblars hoping to join an Ogre team, but it seems members of the RARG are now banding together to campaign for the end of such practices, especially before and during the games.

**SPIKE!:** Is the RARG so concerned about halting the exploitation of Gnoblars?

**MINDY:** Of course not. The main issue is few people can tell one Gnoblar apart from another, and many a canny Ogre coach uses this to their advantage, wrangling eager Gnoblar fans to duke it out for newly vacated spots on the team, often causing a squad to far exceed the 16 player limit enforced on each team during a single game!

**SPIKE!:** But if most referees can't tell one Gnoblar from the next, surely there isn't enough evidence to shut down these rip-roaring(ly awful – Ed) events?

**MINDY:** That would be the case if not for the fact that Gnoblars die with great frequency on the pitch, yet several recent instances have seen a first half fatality return in the second half without a scratch – most notably a recent game in which eight decapitated Gnoblars all came back feeling much better once their heads were stitched back on! (Who are we to judge the limits of Ogre Apothecaries? – Ed)

**SPIKE!:** Have the objectors tried anything to rectify this situation?

**MINDY:** Quite a few things. The first was Gnoblar tagging, where each Gnoblar player was marked to allow easy identification. Unfortunately for the first official to trial this method, one Mikael Vicorus, the Gnoblars in question weren't told what was going on. It's safe to say that fans have devoured the many Cabalvision replays of an angry Gnoblar swarm making a meal out of that referee!

**SPIKE!:** That was a sight to see. What else have they tried?

**MINDY:** Well, there was the Runt Whisperers, Wizards claiming they could read Gnoblar auras to determine their true identity. Those in charge were less than pleased to discover that this was just another expensive scam by the Colleges of Magic. Several harebrained schemes later, a delegation of irate referees attempted to hold diplomatic talks with the Ogres about resolving the issues. We're still trying to find out just what happened to them. Supporters of a ban on Gnoblar pit-fights during matches are now focused on organising peaceful protests to gain support.

**SPIKE!:** Peaceful protests?! (The coward's way out! – Ed) Any traction with their campaign?

**MINDY:** There were reports of hundreds of attendees at their first rally, though those in the know tell me that in reality there were only twelve protesters and that the appearance of large crowds was all down to clever Camra trickery!





# STAR PLAYER SPOTLIGHT

SPORTING LEGENDS:

## BOB BIFFORD



**B**lood Bowl history is overflowing with famous players, from the infamous Lord Borak to the elusive Eldril Sidewinder. Despite their storied histories there is one name every follower of Blood Bowl, whether casual or fanatical, can be guaranteed to know. That name is Bob Bifford. A towering Ogre known as much for his insightful commentary as his exploits upon the pitch, Bob was a freebooter long before it was chic. Across his extensive career Bob has played for countless renowned teams and bulldozed his way through nearly every race ever to step upon the gridiron. Join us readers as we dive into the past of Blood Bowl royalty.



**T**here once was a saying in Blood Bowl – “You can’t call yourself a player until you’ve taken a wallop from the Biff!” From the Lustrian Super League to the Blood Bowl itself, stands have long echoed with chants of ‘Biff’, the nickname chorused by Bob’s army of fans and been washed down with blood he himself has spilled. His name has been heard in nearly every stadium in the world, and in the quarter-finals, semi-finals and the finals themselves, in every single tournament, both minor and major, at least once.

Only the most ardent of Blood Bowl scholars can follow the entirety of Bob’s career, for even his highlight reel is longer than the lifespan of the average Vampire! Most know he started out on the Creeveland Crescents roster, a wide-eyed Ogre with dreams of stardom. What followed was a season of bone-crunching blocks, blood-pumping touchdowns and brazen displays of tactical prowess. By the end of his first year as a player, and the end of his Rookie contract, dozens of teams clamoured to hire him. In a display of business smarts far beyond most players, Bob did something few others did in those days – he went freelance, hired an agent and charged premium rates to any team in need of a bit of muscle.

In the early days of the NAF most teams favoured a secure roster, resorting to mercenaries only when unexpected injuries left them unable to field a full squad. This fact did little to hinder Bob’s career, for his bulging muscles and towering stature were backed up by a grit and determination that saw him batter his way through the staunchest of defences. When brute strength failed,

it seemed as if Nuffle himself was working in mysterious ways, as seemingly endless random acts of chaos created openings and opportunities on the pitch Bob never hesitated to exploit.

Year on year Bob’s fame grew, and so too did his coin purse. Tangling with the ‘Biff’ became a right of passage for new players dreaming of stardom, with most ending up flat on their back rethinking their life choices. Eventually, the years stretched into decades and Bob felt the call of retirement. Having faced nearly every race to take the field and flattened some of the toughest legends in Blood Bowl, lining up on the line of scrimmage no longer held quite the same thrill as it used to. After the obligatory book deals and advertising campaigns Bob found a new path – as a Blood Bowl commentator.

Today, Bob Bifford is a household name for a whole host of different reasons, working his way up from small-time pundit to the face of Blood Bowl on Cabalvision. After a wild night involving three kegs of Bugman’s XXXXXX, a blood sausage, and an offended delegation from Cathay, Bob formed an unlikely partnership with everyone’s favourite sport statistician, Jim Johnson. Soon after, Bob became beloved by Blood Bowl fans, known for his razor-sharp wit (for an Ogre! – Ed) and charismatic personality (for an Ogre! – Ed). Armed with a lifetime of experience and a knowledge of the game second only to Nuffle himself, Bob has been one half of the familiar duo fronting every major game for the past decade, acting as the grizzled voice of experience to Jim’s repertoire of jovial facts.

## BOB BIFFORD

### 'THE BIFF'

380,000 GOLD PIECES




MA	ST	AG	AV
5	6	2	10

**SKILLS:**  
BLOCK, BREAK TACKLE, JUGGERNAUT, LONER, MIGHTY BLOW, MULTIPLE BLOCK, THROW TEAM-MATE, THICK SKULL

**TEAMS:**  
ANY TEAM


## BOB BIFFORD



**AGE:** 78 **HEIGHT:** 7 FT 10 IN  
**WEIGHT:** 401 LBS  
**ORIGINATING TEAM:** CREEVELAND CRESCENTS  
**POSITION:** COMFORTABLY SAT IN THE PRESS BOX

**CAREER TOTALS:** CAREER TOTAL OF 31 PASSING TOUCHDOWNS AND 164 RUSHING TOUCHDOWNS, 208 SERIOUS INJURIES AND 79 PLAYER FATALITIES

**AWARDS:** BLOOD BOWL WINNERS MEDAL 2447, 2453; CHAOS CUP WINNERS MEDAL 2445; SPIKE! MAGAZINE TROPHY OPEN WINNER MEDAL 2456; FINEST FORM 2462; SCARIEST GAME FACE 2465; SPIKE! MAGAZINE STRONG ARM AWARD 2457, 2462; LAURIEL ELFLOCKS FABULOUS FOLLICLES AWARD 2463 (WITHDRAWN); BLOODWEISER BEST NEWCOMERS MEDAL 2438; SERVICES TO ORGAN TRANSPLANTS MEDAL 2461, 2466





# CAREER HIGHLIGHTS

**2438** A young Bob Bifford is signed up by the Creeveland Crescents and takes his first foray into the professional world of Blood Bowl. Through a combination of brute strength and cunning tactics, Bob rapidly builds a fan following and a reputation for being the number one rookie to watch after winning the Bloodweiser Best Newcomer medal, and breaking several records for a player in their first season. Surprisingly, Bob decides not to renew his contract with the Crescents, making the rare decision to go freelance and risk it on the open market.

**2439** Though a fan favourite, few teams are willing to hire a player with only one season under their belt, especially without a lengthy contract. As the transfer window closes, the Hochland Lumberjacks, a down-on-their-luck Human team infamous for their poor fortune, announces they have signed up Bob after their previous Ogre died of consumption. With Bob on their team the Lumberjacks turn themselves around, finishing fourth in the Drakwald League instead of their usual last. Once more Bob leaves the team but this time offers of employment pour in thick and fast.

**2462** With over two decades of experience under his belt, Bob has built himself a reputation as a valuable addition to any team. Accompanying this is an endless line of rookies seeking to make their mark upon the game by taking down the Biff. Towards the end of the season a strange, red robe-wearing figure approaches Bob on the then-premium news show Bowly Moly. Before security drag the figure out Bob is gifted a medal, supposedly bestowed by Khorne himself, awarded for the 'Most Beautiful Decapitation With a Single Blow'.

**2471** Although still highly sought-after, Bob retires from Blood Bowl, deciding instead to focus on his burgeoning side career as a pundit and commentator. With 33 years of experience behind him, Bob has plenty to say about everything Blood Bowl. Utilising the network of contacts he's built over his career and demonstrating a superb on-screen chemistry with sports statistician Jim Johnson, Bob soon finds himself on the fast track to becoming a top-billed Blood Bowl commentator.

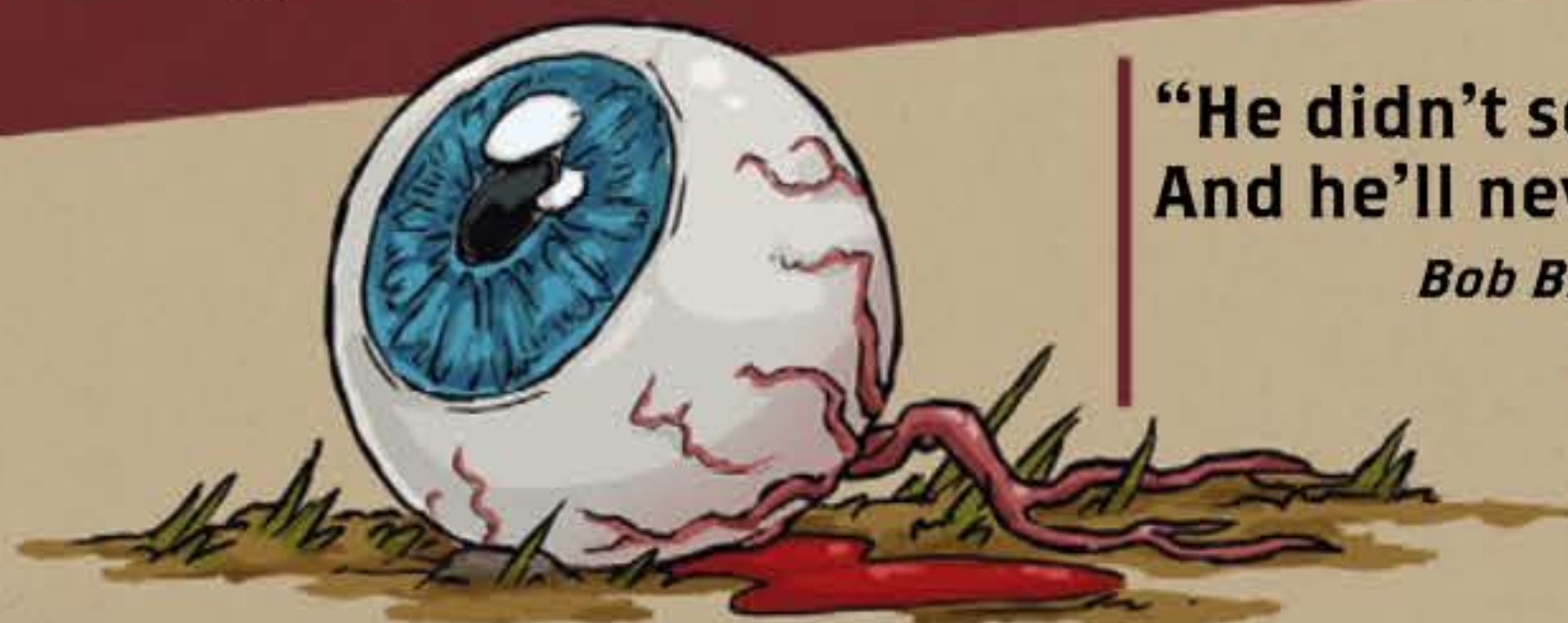
**PRESENT** Still working closely with Jim Johnson, Bob Bifford has become the commentator of choice for any Blood Bowl game deemed even slightly important. Even the collapse of the NAF does little to stall their career, with the pair quickly signing to host the Orcidas Team of the Year league on behalf of Network 7. Though the Blood Bowl scene might be changing, the face of the sport remains the same, fronted by a pasty-faced Vampire and a surprisingly eloquent Ogre still able to bring the pain – physically AND verbally!

## GOLDEN ERA STAR PLAYERS

**A**s a general rule, Star Players are still active and still play the game, meaning they can be hired as Inducements with tremendous ease and no particular restrictions on their use beyond any an individual league or event wishes to impose on their use in general. However, some Star Players may be historical characters who have retired from the game or, in some cases, shuffled off this mortal coil, and hiring them may prove problematic! It also opens the door to the possibility of a certain element of rose-tinted reminiscence, and there is a risk that their skills and abilities may be a bit over the top, exaggerated through the retelling of their fantastic prowess as players.

League Commissioners and event organisers should specify which, if any, Golden Era Star Players may be included in their league or event separately to any guidelines on the use of normal Star Players.

Coaches preparing for an exhibition match should decide between themselves which, if any, Golden Era Star Players will be included and it must be said that in time such legendary characters will present coaches with the opportunity to try out some incredible "What if..." scenarios.



**"He didn't see that coming. And he'll never see again!"**

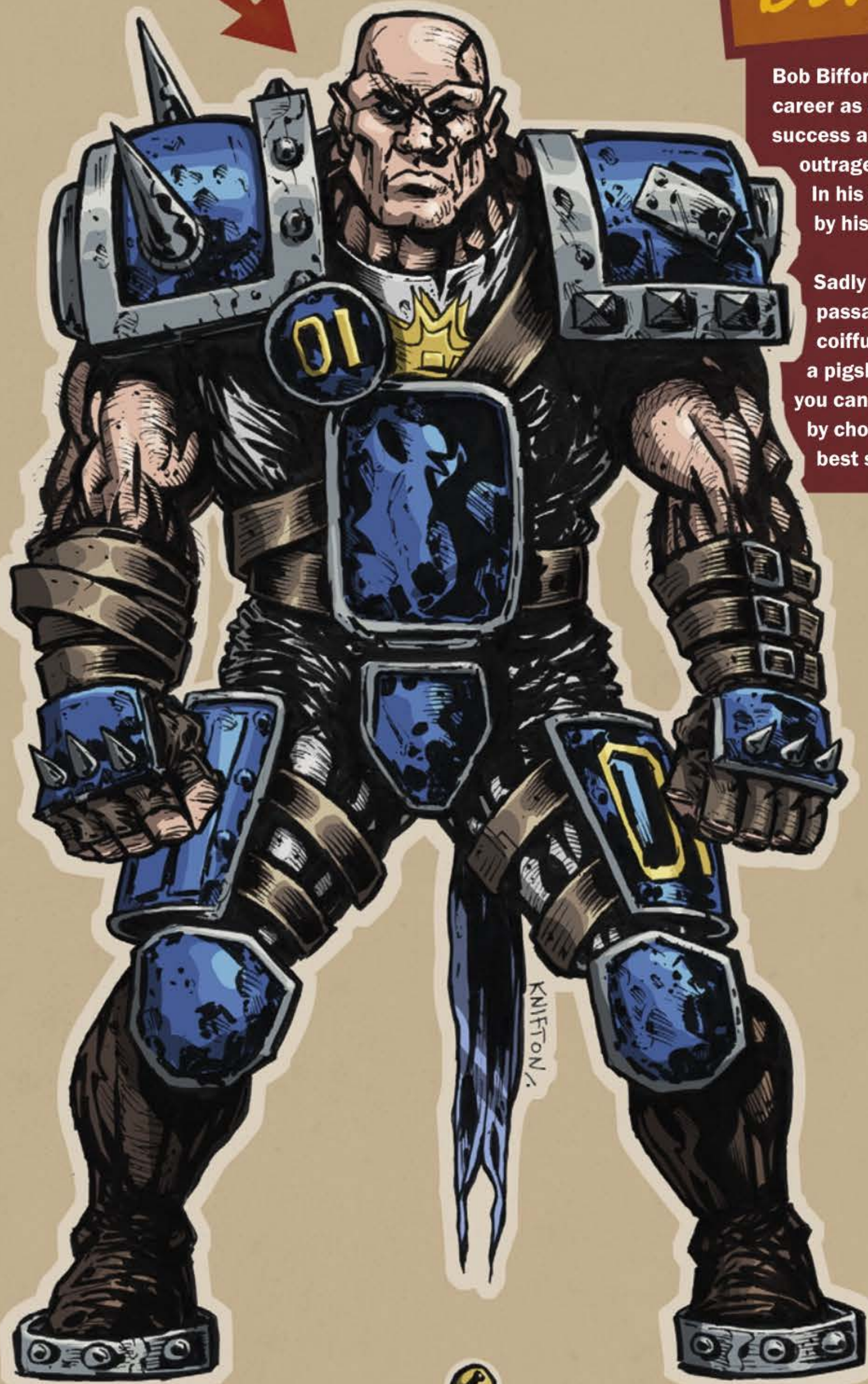
*Bob Bifford, Commentating on the 2495 Blood Bowl semi-final*



# BUILD A BOB

Bob Bifford is famous for two things: his incredible career as a Blood Bowl player, his spectacular success as a Cabalvision commentator, and his outrageous hairdos (*That's three things! – Ed*). In his youth, fans of Blood Bowl were enthralled by his ever-changing style.

Sadly these days, thanks to the inexorable passage of time, gone are the extravagant coiffures of the past because Bob is as bald as a pigskin ball! But thanks to *Spike! Journal*, now you can recreate the excitement of Bob's youth by choosing the haircut and headgear you think best suits the Biff!







# TITANIC EFFORT

## THE BIGGEST OF THE BIG GUYS

**L**ong ago, in a time when war was preferred to Blood Bowl and wanton destruction on the battlefield occupied the hearts and minds of every mortal across the world (*These days, it's wanton destruction on the terraces that occupies most mere mortals' minds! – Ed*), there lived a race known as the Sky-titans. As befitting of such a grandiose title, the Sky-titans lived atop the tallest peaks, building their halls and towering castles at the top of the world. Solitary beings, the Sky-titans would gather once a year to renew their kinship, throwing and catching boulders in a contest of athleticism that many believe was rooted in worship of Nuffle!



**T**oday, there are no more Sky-titans. Their tale ended in tragedy, for most were consumed, quite literally, by a great migration of Ogres fleeing the destruction of their tribal lands. Those few Sky-titans that survived were forced into small, huddled tribes that dispersed across the Old World, and over time degenerated into the race of Giants we know today. Historically, many Giants were kept as slaves by Ogre tribes, the mightiest Tyrants (as Ogre tribal chieftains are called) enjoyed taking Giants captive and wrestling them to prove their prowess. In less enlightened times, these captives were prized for their destructiveness in battle. In later years, thanks in part to strict NAF regulations regarding the inclusion of Giants in Blood Bowl teams, Giants came to be viewed as too expensive to keep around, due largely to the damage they do to stadia and the outrageous expense of equipping them with official, branded kit. Consequently, possession of such brutes fell out of favour in Ogre society. Until, that is, a coach known as Skorag Gristlebrook took a fresh look at ancient Sky-titan carvings.

In mosaics depicting the Sky-titans' games, Skorag saw a form of Blood Bowl. Proclaiming that Nuffle, himself a tooth of the Great Maw, wished Giants to walk upon the gridiron in larger numbers, Skorag set about making it so. Following the collapse of the NAF in 2489, the only known all-Giant team of the era, the Bifrost Berserkers, were invited to play a string of friendly games against the Ogre teams of the Mountains of Mourn Mega-maul league. Sadly for the trusting Giants of Norsca, the invitation was little more than a trick to lure the skilled Giant players into a trap...

Welcomed by coach Skorag and his team, the Tusk Peak Tyrants, the Bifrost Berserkers were treated to a great feast. Sadly for the Giants, this feast was actually the cover for a cunning ruse. Well-fed and extremely drunk, the Giants were fallen upon by Ogres from a dozen teams. The fighting lasted many hours, but the outcome was never really in any doubt. In the space of a single evening the Bifrost Berserkers team was taken over by the Tusk Peak Tyrants!

With a healthy stock of Slave Giants acquired, coach Skorag first experimented with forming a full team, largely in the hope of recreating the Bifrost Berserkers' former glory. This ended in disaster as 11 shackled, clumsy Giants crammed onto a pitch, all rather determined to undermine their coach at every opportunity, resulting in a collapsed stadium and thousands dead. Coach Skorag quickly worked out that a single Slave Giant could just about be controlled, and that it was rather profitable to rent out individual Slave Giants to other teams. Thus was founded Gristlebrook's Giant Emporium (*"We put the 'Big' in The Big Leagues" as the advertising slogan goes – Ed*).

Over the next few seasons a glut of Giants (*I don't think that's the proper collective noun – Ed*) took to the field as part of the Mountains of Mourn Mega-maul league, and countless unfortunate Goblins became permanent features embedded in the astrogranite of many a pitch. After a lengthy litigation period involving accusations of a rogue Slave Giant running off with the heiress of an Imperial noble family, Slave Giants were banned from regular play on the orders of the RARG.

Today, Gristlebrook's Giant Emporium caters to teams with gold enough to hire a Giant, but which are lacking in both caution and scruples. Whilst the number of leagues or tournaments that allow such brutes is quite low, the market for their services in exhibition games and grand events is most lucrative. Many celebrations, sacred holidays and feast days are marked by a Blood Bowl game where one (or both!) sides include a Slave Giant, a format especially loved by northern fans and Ogre tribes. Though cumbersome and far from coordinated, the sight of a Slave Giant crushing players and tossing ball carriers into the stands is one few fans will miss. One thing is sure – the death toll will be high when a Slave Giant takes to the field!





# GIANTS ON THE GRIDIRON

**T**he following pages contain rules for using Slave Giant players in your games of Blood Bowl. Coaches should note that these rules are entirely optional. Their inclusion in a league or tournament is at the discretion of the league commissioner or tournament organiser. Otherwise, coaches who wish to use these rules for an exhibition game should decide this between themselves.

## INDUCING A SLAVE GIANT

**U**nlike regular players, Slave Giants are not hired as permanent additions to a team. Instead they are Induced during the pre-game sequence in exactly the same way as Star Players.

Slave Giants have the following profile:



## NEW EXTRAORDINARY SKILL: SPORTING GIANT

**S**lave Giants are big. Bigger than Ogres, Minotaurs, Trolls or any of the other Big Guys that regularly take to the Blood Bowl pitch. Any player with the Sporting Giant Extraordinary skill is subject to the following rules:

### BASE SIZE AND TACKLE ZONES

Unlike other players, a Sporting Giant occupies not one but four squares on the pitch. Such players will always occupy four squares; when they are standing up, when they are Prone and when they are Stunned.

Additionally, the direction in which a Sporting Giant faces is important as, due to their immense size, such players do not exert Tackle Zones on every square adjacent to the four squares they occupy. Instead, they only exert Tackle Zones over the squares adjacent to their front and sides. The four squares to the Sporting Giant's rear, those directly behind the Sporting Giant, are not included. The controlling player must make it clear to their opponent which direction the Sporting Giant is facing and where its rear lies.



Finally, should any of the four squares occupied by a Sporting Giant's base be targeted by an in-game effect (such as a spell cast by a Wizard or by the effects of a Special Play card), the player is considered to have been hit by the effect just as any other player would be.



## MOVEMENT

When a Sporting Giant moves it does so just like any other player, moving a number of squares equal to its Movement Allowance. A Sporting Giant may move in any direction or combination of directions, including diagonally, as long as they do not enter a square occupied by another, standing player (from either team).

If any of the four squares a Sporting Giant occupies are within the Tackle Zone of an opposition player, the Sporting Giant must Dodge to leave that square, just like any other player. If when dodging any part of a Sporting Giant's base moves into a square within the Tackle Zone of an opposing player, the Dodge roll is modified as normal.

However, unlike other players, a Sporting Giant is large enough to simply step over downed players that would block the path of other players. A Sporting Giant may move over Prone or Stunned players if it has sufficient Movement Allowance to do so. A Sporting Giant may not end its movement with any part of its base occupying a square that contains another player.

Note that, due to the large size of Sporting Giants, they may find it impossible to move through small gaps. If at any point during its movement a Sporting Giant finds one or more of the four squares its base occupies obstructed by a standing player, it cannot move into that square.

**PUSH BACKS:** Just like any other player, a Sporting Giant must be pushed back into empty squares. If this is not possible then the Sporting Giant is pushed into one or more occupied squares and any players that originally occupied the square or squares are pushed back in turn.

**PUSHED INTO THE CROWD:** If any part of a Sporting Giant's base is pushed off the pitch, the player is pushed into the crowd and removed from play. In other words, it doesn't matter how big they are, a Sporting Giant cannot be half-on and half-off the pitch. They are either entirely on the pitch, or they are off it!

## THROW TEAM-MATE

Sporting Giants are particularly effective at throwing smaller players. When a Sporting Giant attempts to throw a team-mate, you may re-roll a fumbled throw.

## A GIANT OBSTRUCTION

Sporting Giants do tend to get in the way of other teams' passing plays. When a Sporting Giant attempts an Interception, it does not suffer the usual -2 modifier.


## SCATTER

As Sporting Giants occupy four squares rather than the usual one, the normal Scatter template cannot be used for them. Instead, Sporting Giants use the Scatter template shown below. To use this template, simply roll a D16 rather than a D8, re-rolling any rolls of 13 or above.





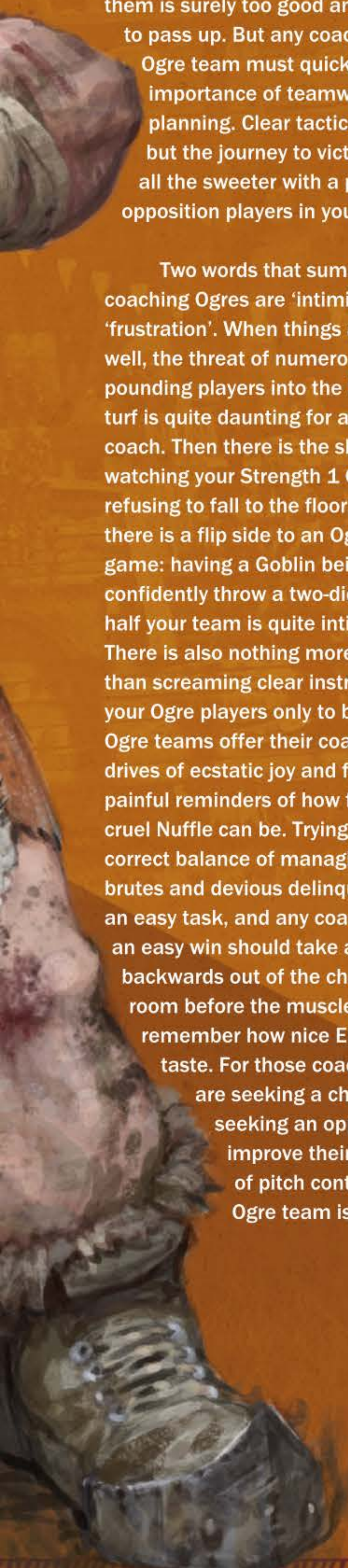
## PRO PLAYBOOK



**O**gre teams are a terrifying prospect for many a coach. Facing a line of scrimmage crowded by high strength, man-eating monsters is intimidating to say the least! But Ogres aren't the brightest of players, and their teams fill out their ranks with Gnoblar of all things, some of the smallest and weakest players around! We here at *Spike! Journal* approached Watch Commander Peo of the Newcastle constabulary, a city renowned for its large Ogre population. He had plenty to say on the subject of the large locals and their love of Blood Bowl. This is what we could print...

**THEY THINK  
IT'S ALL  
OGRE...**





**O**gres lie at the heart and soul of Blood Bowl. They are prevalent in the artwork and imagery, and they are a regular sight on the tabletop. Being able to use a team of them is surely too good an opportunity to pass up. But any coach using an Ogre team must quickly learn the importance of teamwork and planning. Clear tactics are vital, but the journey to victory is made all the sweeter with a pile of injured opposition players in your wake!

Two words that sum up coaching Ogres are 'intimidation' and 'frustration'. When things are going well, the threat of numerous Ogres pounding players into the blood-soaked turf is quite daunting for any opposition coach. Then there is the sheer joy of watching your Strength 1 Gnoblar refusing to fall to the floor. However, there is a flip side to an Ogre coach's game: having a Goblin being able to confidently throw a two-dice block at half your team is quite intimidating. There is also nothing more frustrating than screaming clear instructions to your Ogre players only to be ignored. Ogre teams offer their coaches both drives of ecstatic joy and frequent, painful reminders of how fickle and cruel Nuffle can be. Trying to find the correct balance of managing brainless brutes and devious delinquents is not an easy task, and any coach seeking an easy win should take a slow step backwards out of the changing room before the muscle mountains remember how nice Elf coaches taste. For those coaches who are seeking a challenge, or seeking an opportunity to improve their mastery of pitch control, then an Ogre team is perfect.

## THE PLAYERS

### OGRES

Between Bone-head, low Movement and poor Agility, coupled with limited skill access making development a challenge, Ogres are not perfect. However, none of these are reasons to write them off; an Ogre team has strengths that are unrivalled by any other team. Firstly, there is no other team that can field up to six Strength 5 players all with Mighty Blow. Combined with a high Armour Value and Thick Skull, these guys are extremely difficult to get off the pitch, if the opposing team can even get them to the floor!

Strength skills such as Break Tackle and Juggernaut help make Ogres extremely mobile players, while Grab can create gaps in the opposition's defences that are difficult to plug. The biggest benefit for an Ogre coach is that none of these Big Guys have Loner. That's right, they are one of only two types of Big Guys in the sport that can use a team re-roll whenever they wish! This can inspire huge confidence as, once the Bone-head roll is out of the way, the odds of Ogre players being successful dramatically increase.

### RUNT PUNTER

If a pitch full of behemoth brutes isn't temptation enough, the Ogre team offers the unique prospect of a Runt Punter. These players can be utilised to maximum effect for getting a Gnoblar quickly down the pitch with a cheeky D6 kick, or blasting them a whopping 2D6 squares down the field. Of course, this does not come without risk as the 'lucky' Gnoblar is potentially going to become a red stain on the Punter's cleats! But even so, watching the colour drain from an opponent's face as the realisation sinks in that the Ogre team can actually score from deep in its own half is priceless!

### GNOBLARS

Gnoblars are, to put it mildly, not natural athletes. They are neither fast nor strong and they lack the stature to exert any negative modifiers when opposition players dodge into their tackle zones. But as any Ogre coach quickly learns, Gnoblars are the lifeblood of the team. To start with, Gnoblars are ridiculously cheap. At only 20,000 gold pieces they can easily be replaced. What's more, they are 'Disposable', meaning that their cost to hire doesn't count towards Team Value.

They also come with an extremely useful skill set – which is both a bargain and a beautiful combination. Dodge and Titchy combine so that these guys, while slow, can get anywhere with tremendous ease! Having the speed of a Gutter Runner is useful for running around a scrum, but who needs speed when you can just stroll through the middle? This makes fouling opponents a breeze as multiple Gnoblars can descend almost effortlessly to stick several tiny but deadly accurate boots in. Even if caught by the ref, the team only loses 20,000 gold pieces per player. The opposition is likely to suffer a greater loss. The combination of Dodge and Sidestep is what makes these guys a joy to coach. The majority of teams do not start with Tackle or any significant amount of Block, so whilst most players will get to throw three-dice Block, against a Gnoblar it is surprisingly difficult to get these tiny dancers to the ground. This means an Ogre coach can strategically tie up key opposition players and pull them out of position, creating gaps for the Ogres to come charging through.

Finally, in times of dire straits or sometimes just for fun, the Right Stuff skill means that these bundles of potential can be thrown down the field, sometimes with the ball to score, sometimes as missiles to smash open cages. Gnoblars have a number of uses in an Ogre team and any coach should respect their versatility... just avoid becoming too emotionally attached.





## OVERVIEW

### STRENGTHS

The greatest strength of an Ogre team is the strength of the Ogres (*Really? Not their good looks and charm!? – Ed*). There is little an opposition coach can do to stop a moving cage of Ogres. And they cause no end of issues for an opponent trying to score as they aren't easy road blocks to cast aside. The obvious tactic (and the most fun!) is to bash everything in sight and stomp on what's left. But the real key to maximising this strength is through intimidation and patience. Five Ogres can cover the width of the pitch in tackle zones, forcing an opponent to make a choice and commit to a direction in which to go. By being patient and letting the fight come to them, an Ogre coach can slowly close the vice on their opponent's advance before crushing a cage that has no way of escape.

On attack, one or two Ogres can clear a path for their own advancing cage without much issue. Even a Gnoblar holding the ball is going to feel relatively safe surrounded by multiple Strength 5 players, especially with Guard thrown into the mix. Due to their small size and ability to jog easily through multiple tackle zones, Gnoblars always pose the threat of being able to score once they are halfway into the opposing half, as normal defensive tactics are nullified thanks to the Titchy skill.

The biggest threat an Ogre team presents is that of a one turn touchdown. Ogre teams can achieve this with (relative) ease and can turn the tide of a game with a play that is exceptionally difficult to stop. Whether it be a thrown Gnoblar or one kicked the length of the field, this presents untold dilemmas for an opponent. If they try to stall, the Ogres can beat them up and still have an opportunity to score! The reality, of course, is that Throw Team-mate requires a lot of dice rolls and the scatter of the thrown player has to be favourable, so it is by no means a certainty. But the threat will often provide a huge psychological advantage. So, pray to Nuffle and punt that runt!

One key thing to remember with a thrown team-mate is that unless they were carrying the ball, a failed landing doesn't cause a turnover, and if their armour isn't broken then they can get up and move! This allows a thrown player to receive a hand-off and keep running, enabling a crafty Ogre coach to move the ball a good distance and to safety in a single turn.

## WEAKNESS

The weaknesses of an Ogre team are clear: Ogres are Bone-heads and Gnoblars go squish! That these weaknesses are so obvious is no bad thing; allowances can be made.

Bone-head can cause the best thought-out plans to quickly come undone, leaving gaps and causing missed opportunities. The general rule of thumb is don't move an Ogre if it doesn't need to move! Re-rolling Bone-head rolls will remove team re-rolls extremely quickly. One way of mitigating the risk is to start a turn by trying to move the least important Ogre first and, when moving a cage, move the back ones first. If they fail their Bone-head rolls, consider being patient or changing tack. Any movement with an Ogre team consequently takes planning, with contingency plans in place for if (or when) things go wrong.

While a ball-carrying Ogre is a possibility and is going to be a challenge to bring down, especially if protected by a cage, it does come with risks. It reduces muscle available to create gaps and score. Once marked by an opposing player, unless they have Break Tackle, getting away is harder. Finally, should the Ogre with the ball make it down the field, they still need to pass their Bone-head rolls otherwise scoring becomes completely impossible!

This leaves Gnoblars as the best bet for carrying the ball... and the opposition knows it. Gnoblars will be targets and they will die or, at the very least, be stretchered off the pitch. While they are cheap, there is not a never-ending supply of them. An Ogre coach therefore really needs to carefully consider where to position these fragile players at all times.

The final issue is that an Ogre team is really slow. Everyone moves a maximum of five squares, so if the team gets pulled out of position in defence, or becomes split on offence, there is little hope of catching even a Dwarf who manages to break away from the scrum. This makes an Ogre team extremely unforgiving if mistakes are made and demands strong positional play at all times, which is challenging should half your team fail their Bone-head rolls, leaving their tiny team-mates to do the hard work!



## STARTING OUT IN A LEAGUE

**T**he dilemma of any Ogre coach when starting out is how many Ogres to actually hire. With two re-rolls costing the same as one Ogre, it is a tough call to make. Having four Ogres will mean being able to start with four re-rolls. This is exceptionally beneficial to a team that suffers frequent turnovers due to difficult dice rolls. There is also the added issue that once a league starts, one re-roll costs the same as an Ogre! Alternatively, a coach could take six of the big guys, embrace Nuffle's good (or bad... most likely bad) graces and play without any re-rolls at all. This would give a very intimidating line up, but in reality is probably a bit 'Ogre' the top (*I'll be amazed if that poor pun slips in... oh - Ed*). The more balanced approach is to take a team of four Ogres, one Runt Punter, seven Gnoblar and two re-rolls. Re-rolls are a must with Ogres, but having only two means a coach must learn and understand the importance of using them at the right time. Using a re-roll on an acceptable Block dice roll in order to try to knock down a really irritating Lineman is a waste, but having a re-roll saved for that all important Go For It to score is priceless.

## PLAYER PROGRESSION

POSITION	SINGLE	DOUBLE
Movement Ogre	Break Tackle, Juggernaut, Grab	Block, Pro, Dodge
Defensive Ogre	Guard, Stand Firm, Grab	Block, Leader, Pro
Blitzer Ogre	Juggernaut, Break Tackle, Grab	Block, Tackle, Frenzy, Pro
Thrower Ogre	Strong Arm, Break Tackle	Nerves of Steel, Pro, Accurate
Frustration Gnoblar	Diving Tackle, Jump Up	Wrestle, Dauntless, Strip Ball
Scoring Gnoblar	Sprint, Catch, Sure Feet, Jump Up	Block, Fend, Nerves of Steel, Sure Hands
Fouling Gnoblar	Sneaky Git, Sprint, Sure Feet	Dirty Player, Block, Dauntless

## DID YOU KNOW...

*Heftonne Bluetootul, team Butcher for the Gnoblar Goblars, became an overnight sensation with his first cookbook, 'To Feed a Kingdom: The Ogre's Approach to Cooking', thanks to recipes that brought together ingredients into unusual combinations, such as quadruple-roasted beef and Snotling bile. The sequel to this book 'In Search of Food Worthy of the Maw' was a spectacular failure as nearly everyone who had bought Heftonne's first book had died due to food-related illnesses.*





## TOURNAMENT AND EXHIBITION PLAY ROSTERS

**I**n exhibition play, Ogre teams can really come into their own as a coach can mould the team in a way that suits them. Being classed as a 'Stunty' team means that, in tournaments, Ogre teams often find they usually have extra skills to give to their players. Tournaments usually have a greater budget to spend when recruiting a team, meaning that the dream of a full Ogre line-up with three re-rolls sometimes becomes a glorious reality. Added to this delight is the prospect of giving some (if not all!) of your Ogres the Block skill. This means that the coach can throw Block dice to their heart's content with little regard for the odds. If the game can't be won, at least the Ogre coach can leave the tournament clutching the Most Casualties trophy, right? If winning games is the goal then a balanced selection including skills such as Block, Break Tackle and Guard works well.

Tournaments are a great opportunity to include one or two Star Players in the roster. These crowd favourites can really assist and add depth. The temptation is often to build a game plan around the Star Player, pinning the team's hopes on them pulling off what they are designed to do. While this is a tactic, an Ogre coach does not need to do this. Instead, use Star Players as an additional intimidation tactic, an added potential that an opponent will have to manage and plan around. Holding back a Star Player transfers the pressure onto the other coach. Star Players can then be utilised with surgical precision to either get the ball or dish out destruction!

## SET-UPS OFFENCE

While an all-out offensive set-up with every single Ogre on the line of scrimmage is extremely tempting to maximise blocking (and therefore injury) potential, an Ogre coach must consider that a deep kick or a Blitz! result on the Kick-off table will leave the team very vulnerable. The idea of this set-up is to use the two Ogres in the wide zones to cover the ball, providing some much needed protection, with Gnoblar's plugging gaps so that the ball can be collected. Block with the two Ogres on the line of scrimmage and Blitz to move the third Ogre back for extra coverage. This will hopefully set you up for a nice cage to go grinding down the field with.



## DEFENCE

The tactic for this defensive set-up is to try to create a wall of Ogres in their own half spread across the full width of the pitch, with one Ogre in the centre of the line of scrimmage and two sacrificial Gnoblar's on either side. The first turn will ideally end with the Ogre on the line still on the pitch (and maybe a Gnoblar too). While the opposition is busy collecting and protecting the ball, move the Ogre at the front by means of Blitz or Dodge (yes, Ogres can Dodge!), ideally bringing this Ogre back to help the others form an unbroken line. Gnoblar's take up a position behind the Ogres, and wait... While not the most exciting start to a drive, this forces an opponent to pick a direction against (ideally) five very active Ogres.



## DID YOU KNOW...

*Tryouts for most Ogre teams involve surprisingly few tests of Blood Bowl skill. Instead, prospective Ogres engage in a day-long eating contest after which those still standing must pick up a ball and run down the pitch. Those that manage to at least reach the line of scrimmage are accepted onto the team.*





## SUMMARY

Ogres are not an easy option, but what they do provide is a way to improve your overall game. You quickly learn that success only really comes by working as a team rather than through individual players. The key is an ability to plan ahead. With so few re-rolls, an Ogre coach learns the importance of preserving them. The team provides unique tactical options, like throwing team-mates at a confused opponent. While most teams will be able to easily outpace them, Ogre teams have the ability to dole out a level of pain and suffering that helps reassert control and return a score with speed. This is a team of extremes, one turn it is all going wrong, but then comes a turn of sheer brilliance that helps a coach fall in love with their Ogres all over again. Undoubtedly, a season playing with Ogres will improve any coach but they may vow in a fit of frustration never to play them again. However, most coaches return to their Ogres time and again. There's something special about an Ogre team!



## KEY

-  Ogre
-  Gnoblar








# SPECIAL DIETARY REQUIREMENTS

## OGRE RULES AND INDUCEMENTS

**W**e at *Spike! Journal* understand that, just like us, our readers are intrigued by the strange practices and culinary rituals displayed by the Ogre Kingdoms. Crowds adore the sight of waves of Gnoblars streaming onto the pitch and fire-belching Ogre priests lighting a flame under the derrière of their players.

To get the full experience, we slapped on the tribal warpaint and ate a sixteen course meal. So gather round readers as we tell you everything you need to know, and some things you don't, about Ogres teams!





**R**unning an Ogres team requires more finesse than one might realise. Though an Ogre can rarely count well enough to check if their wages are all there (*Even when they remove their boots – Ed*), they are never confused about how hungry they are. Massive feasts, grand ceremonies to the Great Maw, low survivability of Gnoblar and a hatred of shirts are all obstacles that a coach must overcome if they hope to make it managing Ogres. And let's not even think about the smell in their locker room!

To overcome these issues, Ogre coaches have devised all manner of tricks to keep their team running smoothly. Clever coaches can instil devotion in their players by hiring a Firebelly, lure the more encourageable fans on the pitch with whatever they find in their pockets to pump up their numbers, or a circus of Gnoblars to keep players fed and watered (*With ale – Ed*). Though the Ogres might be the biggest chaps around, it's the little ones on the sideline that keep everything running smoothly.

# NEW INDUCEMENTS

**R**iotous Rookies, Bottles of Heady Brew and Firebellies may be Induced by any of the teams listed in their entries below. The Firebelly 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.

## 0-1 RIOTOUS ROOKIES

(100,000 GOLD PIECES)

AVAILABLE TO OGRE TEAMS

**A**head of the game, the Head Coach ventures outside the stadium armed with handfuls of small change and dried beans, which they fling to the adoring crowd, telling them they have been hired and this game is their big break in Blood Bowl. Regardless of how many players are available for this game, and in addition to any Journeymen the team gains for free to make up for any lack of players, your team gains an additional 2D3+1 Journeymen for this game. These fresh-faced young hopefuls may take the number of players on your team's roster temporarily above 16. They are normal Journeyman players in every other respect and, unless hired in the post-game sequence, they will be sent on their merry way once the game has ended.

## 0-3 BOTTLES OF HEADY BREW

(40,000 GOLD PIECES EACH)

AVAILABLE TO HALFLING, OGRE, SNOTLING TEAMS

**H**alflings enjoy a fine ale every bit as much as they enjoy fine food. Many Halfling ales are particularly potent and prone to making the more diminutive players uncharacteristically fighty and troublesome! It is not uncommon for 'Stunty' Blood Bowl players to be dosed with a bottle before kick-off by a wily coach. The effect this can have on them is pretty extreme!

At the start of a drive, after setting up but before the Kick-off, the coach of the team with this Inducement may randomly select D3 players with the Stunty skill currently on the pitch. For the remainder of the drive those players gain the Dauntless, Frenzy and Really Stupid skills.



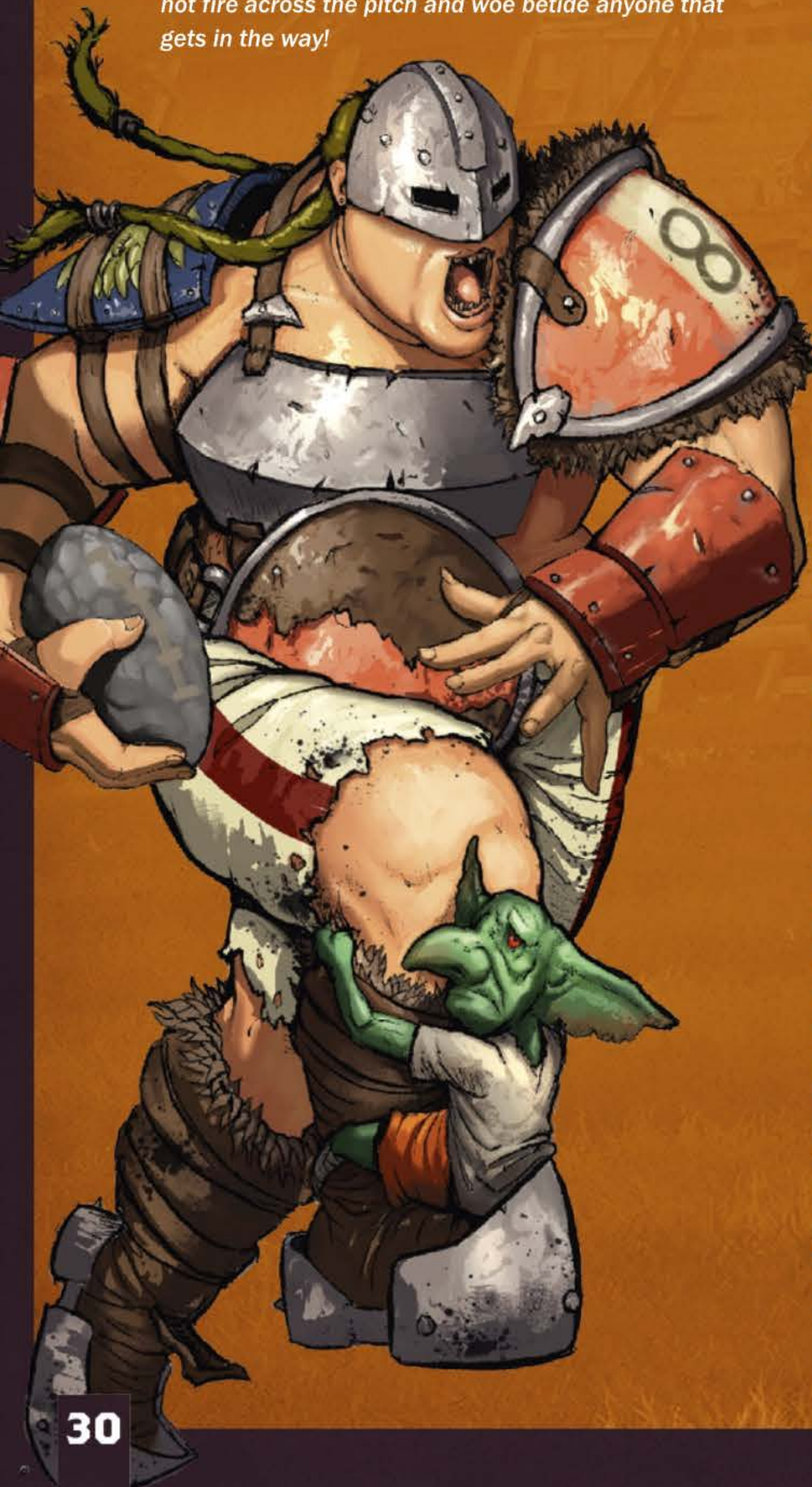


# FIREBELLY

(150,000 GOLD PIECES)

AVAILABLE TO CHAOS RENEGADES AND OGRE TEAMS

**W**hile many races find it appropriate to place their wizards and priests in hidebound colleges and rely on eccentric old coots to teach them, Ogres take a more flexible approach. For a Firebelly, this means a trial by fire that involves eating fiery spices, eating fiery beetles and, finally, eating the fiery lava of the Fire Mouth volcano (An Ogre's imagination is clearly not so hot! – Ed). Those few that survive become wandering barbecue chefs and many find ready employment at Blood Bowl stadia. Such individuals can easily be convinced to stand on the sidelines spitting hot fire across the pitch and woe betide anyone that gets in the way!



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

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

**FIREBALL:** 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 a target square anywhere on the pitch. Roll a D6 to hit each standing player (from either team) that is either in the target square or a square adjacent to it. If the 'to hit' roll is a 4 or more then the player is Knocked Down. If it is a 3 or lower, the player manages to dodge the Fireball's blast. Make an Armour roll (and possible Injury roll as well) for any player that is Knocked Down as if they had been Knocked Down by a player with the Mighty Blow skill. If a player on the moving team is Knocked Down by a Fireball then the moving team does not suffer a turnover unless the player was carrying the ball at the time.

**COLUMN OF FIRE:** Cast this spell immediately after your turn has ended, even if it ended with a turnover. Choose any square that is adjacent to one of the sidelines to be the Column of Fire's starting point. The Column of Fire moves in a straight line from its starting point directly towards the opposite sideline. Roll a D6 for each standing player (from either team) that occupies a square in the path of the Column of Fire. If the 'to hit' roll is a 4 or more then the player is Knocked Down. If it is a 3 or lower, the player manages to duck and avoid the Column of Fire. Make an Armour roll (and possible Injury roll as well) for any player that is Knocked Down as if they had been Knocked Down by a player with the Mighty Blow skill. If a player on the moving team is Knocked Down by a Column of Fire then the moving team does not suffer a turnover unless the player was carrying the ball at the time.



# NEW EXTRAORDINARY SKILLS

**O**gre teams are quite unique, even by the standards of Blood Bowl. To represent this, the following two new Extraordinary skills should be added to the list of skills contained in the *Inaugural Blood Bowl Almanac*.

## DISPOSABLE

**S**ome teams field players of great skill and ability. Other teams, however, do not. Whilst most teams will hire capable players and pay them a fair wage, some teams will happily take on the most useless of players to fill out their ranks. Readily available, easily replaceable and usually willing to work for a pittance, such players fill gaps in the rosters, but rarely do much more! When calculating Team Value, the amount of gold pieces spent to purchase a player with this skill is not included in the total.

## KICK TEAM-MATE

**W**hen a player with this skill makes a Blitz Action, they can kick an adjacent team-mate (who must have the Right Stuff skill) instead of throwing a Block. No Block roll is made; instead, the target player is kicked as though they were a ball! The coach declares whether they will roll a D6 for a short kick or 2D6 for a riskier long kick. If they rolled 2D6 and scored a double, the kicker has been a little too enthusiastic; make an Injury roll for the target player, treating Stunned results as KO'd (if they were carrying the ball it bounces from the square they were in).

Otherwise, the kicked player is moved (in a straight line) directly away from the kicking player's square a number of squares equal to the total that was rolled on the dice. Then they scatter three times. The kicked player does not count as entering any square they move through except the one they end up in after scattering. If the kicked player moves off the pitch, they land among the crowd (never a pleasant fate!) and are sent to the KO'd box of the team's Dugout. If they were carrying the ball, it will be thrown back on as normal, starting from the last square the player moved through before leaving play.

If the final square they scatter into is occupied by another player, treat the player landed on as Knocked Down and roll for Armour (even if already Prone or Stunned), and then the player being kicked will scatter one more square. If this moves them onto another player, continue to scatter them until they end up in an empty square or off the pitch. Note that only the first player they land on is Knocked Down.

Then see the Right Stuff entry to determine how gracefully the player lands – where that skill refers to thrown players, it should be read as also referring to kicked players. If the player moved 6, 7 or 8 squares (before scattering), the Landing roll has a -1 modifier; if they moved 9 or more (before scattering), the Landing roll has a -2 modifier.







# CHAT WITH THE RAT



**H**ackspit 'the Scribbler' Quillchewer is our ace Skaven reporter on the pitch, scratching about in all manner of places to bring us engrossing news from the sidelines. This issue, our spirited rat met with Gut Firey, Butcher and prophet of the Great Maw from the Ogre Kingdoms, and asked why he's calling for better quality catering and fairer prices within Blood Bowl stadia.

**QUILLCHEWER:** So Gut-Gut, you've been causing quite a stir in the gastromancy community with demands for an overhaul of food at Blood Bowl venues.

**GUT:** That's right, the frankly awful quality and, more importantly, pitifully small quantities of food found at many stadia are an insult to Ogre fans and the Great Maw itself.

**QUILLCHEWER:** An interesting take, yet it is only recently that Ogre fans have voiced their displeasure at the state of stand-side food vendors, is it not?

**GUT:** Yeah, but that's because many stadia have now brought in silly rules about what fans can and can't eat. I mean, if Troll players can eat their own Goblin team-mates, if Vampires can feed on the fans and if Beastmen and Minotaurs can eat whoever they like, why can't we bring our own rhinox steaks into a stadium to eat in the restaurant area?!

**QUILLCHEWER:** Why indeed. So, Gut, what do you think is the driving force behind these restrictions?

**GUT:** Well, it's nothing more than a cynical cash grab! The rich people who own the concession stands and eating establishments don't want customers bringing their own food because they would rather try to squeeze every copper out of fans, if you ask me. They claim that if customers bring their own food, they don't make any money, but they have lots of money, so why do they need more? I mean, I can't afford to buy a restaurant or employ staff, so they must be richer than me! That's basic economics! Next, we won't be able to eat sideline staff and, Maw-forbid, referees!

**QUILLCHEWER:** Yes-yes, let's hope that never happens! What do you say to claims that these new regulations stem from smaller fans refusing to attend games for fear of being eaten?

**GUT:** A load of old (We can't print that! – Ed). Back in my day it was an honour to get eaten by an Ogre. And you can't go round playing favourites. Banning the eating of smaller fans means you're telling Ogres what they can and can't eat, which is completely unfair! We can't help if we're hungry all the time – if the Food Attendant Tribunal want to take it up with the Great Maw then they're welcome to!

**QUILLCHEWER:** Yes-yes, that would be interesting. Now, you and your fellow Ogre foodies have various suggestions, I'm told.

**GUT:** Well, if we can't eat natural food while it's still wriggling then at the very least vendors should sell grid-kill, that being players who have been killed upon the pitch. Soak 'em in fat, deep fry 'em, maybe cut away the armour, and charge what you want, they'll be gone before you know it. Force it into their contracts if they complain, they knew what they were getting into!

And if people are too squeamish for such logical solutions then bigger portions and cheaper prices at the vendors are the only alternative! No more imports from halfway round the world. Buy local and you can lower the prices. And don't believe the fear-mongering that "Ogres eat too much to buy local, the lands will be starved after two games", those people aren't loving their country enough. They've lived there for hundreds of years, a few days of Ogres in town ain't going to make much of a difference. And another thing...

*(This goes on for several more pages of ever-more ludicrous suggestions that make about as much economical sense as appointing a servant of Ranald as your treasurer! – Ed)*

**QUILLCHEWER:** Well, thank you for your time, Gut. I'm guessing we won't be seeing you at any Blood Bowl games until some, or all, of your demands are met, yes-yes?

**GUT:** Oh, I mean, well, that's the best place to be heard innit. So I'll be there at every game I can attend no matter how miserable it makes me, to make sure they fix things!





# MIGHTY BLOW! THICKER THAN WATER

MORE TALL TALES OF SPORTING GLORY FROM THE CAREER OF ALL-TIME  
STAR PLAYER BOB BIFFORD!

**W**ell then readers, that's about it for another excellent edition of *Spike! Journal*. It's been a busy month, and we here at Spike! Publications are off to relax and unwind with a rhinox roast and a friendly five-a-side game of runt-punting!

But before we go there's just time for one more exciting instalment of our ongoing serialisation of the memoirs of the one, the only, Bob 'the Biff' Bifford! Penned as ever by famed literary Slave Giant, Nick Kyme, this edition is brought to life by the returning star illuminator, the barbaric Carl Critchlow!

In this instalment of the ongoing saga of the Biff, Bob returns to his childhood home; the icy peaks of the Mountains of Mourn, there to play once more at the very stadium of the team he supported as a young bull: the Oldheim Ogres!



## COFFIN CORNER

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

### GUTBUSTER

We remember Mulfang Stonetwister of the Mountain Gorgers. During a post-game celebration of their victory over the Baker's Dozen, Mulfang was overcome with an insatiable hunger. Having already devoured many of his Halfling opponents during the game, Mulfang ate the entire feast and anyone who tried to stop him! Tales of the subsequent explosion will be heard for generations to come.

### CURIOSITY KILLED THE GNOBLAR

We remember Scragglebeak, Gnoblar of the Golden Guts. Fed up of ill-treatment at the hands of his Ogre masters, Scragglebeak followed rumours of the 'freedom and paradise' said to exist in Snotling teams. Painting himself green in a poor attempt at camouflage, Scragglebeak's promising career was cut short after he downed a pint of fungus brew and picked a fight with a Troll!

### UNHEALTHY LIVING

We remember Guzlugger Brokenjaw, Runt Punter of the Darkland Eyebiter. After much bemoaning, Guzlugger gave in to his coach's requests to 'eat a little healthier'. His first healthy meal was to be his last however, following the discovery of his deadly lettuce allergy.

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



BOB: "ON TOUR, YOU VISIT A LOT OF STADIA,  
A LOT OF PLACES..."



"I KNEW THIS ONE, I KNEW IT LIKE THE BACK OF MY  
OWN SCARRED, LEATHERY HAND..."



"COLDER THAN A NORSCAN'S NETHER REGIONS, AS FOUL AS TROLL'S BREATH, NO MAN  
COMES HERE OF HIS OWN VOLITION, BUT I'M NO MAN. I'M BOB BIFFORD..."

HEY MURG, HURG...  
STEVE.

MURG: "WELCOME BACK, BIFFORD..."

"AND, FOR ME, THIS PLACE IS HOME.  
THE OLDHEIM OGRES..."

"THING ABOUT REUNIONS..."



"...IN OLDHEIM, THEY'RE  
ALWAYS PAINFUL."





HUFF, HUFF! GO,  
GO, GO!

NEARLY THERE... HURRY,  
HURRY, HURRY!

'ELPI!

SQUEEEELLTCHHH!

LATER, ELSEWHERE...

JIM JOHNSON:  
A CAREER HIGH CASUALTIES PER  
GAME RATE FOR OGRE BLITZER BOB  
BIFFORD WHEN THE NULN OILERS  
MET THE OLDHEIM OGRES ON THE  
STAR PLAYER'S OLD TURF.

A RECORD TRIUMPH FOR THE OILERS WHO  
CAME OUT 8-0 WINNERS THANKS TO THE FACT  
THAT OLDHEIM COULD ONLY FIELD GNOBLARS FOR  
MOST OF THE GAME.

LONGEST BLOOD BOWL CAREER  
ON RECORD FOR OI THE GNOBLAR... AN  
IMPRESSIVE SIXTEEN MINUTES ON THE FIELD.  
AH, WHAT A WORLD, WHAT A GAME!





**SCRAPPER**  
GNOBLAR, FIRE MOUNTAIN  
GUT-BUSTERS



**'THREEFEET' STRIX**  
GNOBLAR, FIRE MOUNTAIN  
GUT-BUSTERS



**BIZGIT**  
GNOBLAR, FIRE MOUNTAIN  
GUT-BUSTERS



**OUDR BONECHEWER**  
GNOBLAR, FIRE MOUNTAIN  
GUT-BUSTERS



**'DRAMATIC' PIP**  
GNOBLAR, FIRE MOUNTAIN  
GUT-BUSTERS



**BEZER**  
GNOBLAR, FIRE MOUNTAIN  
GUT-BUSTERS



**SCRITCHIT**  
GNOBLAR, FIRE MOUNTAIN  
GUT-BUSTERS



**GNOBBLER**  
GNOBLAR, FIRE MOUNTAIN  
GUT-BUSTERS



**GRAR**  
GNOBLAR, FIRE MOUNTAIN  
GUT-BUSTERS



**GLORIANA THUNDERFIST**  
OGRE, FIRE MOUNTAIN  
GUT-BUSTERS



**ALGIE**  
GNOBLAR, FIRE MOUNTAIN  
GUT-BUSTERS



**'BRAWLER' GLADIG**  
OGRE, FIRE MOUNTAIN  
GUT-BUSTERS



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THE GAME OF FANTASY FOOTBALL

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INTRODUCING THE OGRES TEAM: FED UP OF BEING BULLIED BY THOSE BIGGER THAN YOU? HATE ALL THOSE FAD DIETS? OR MAYBE YOU WANT THE CHALLENGE OF A HALFLING TEAM WITHOUT THE DIMINUTIVE STATURE? THEN THE OGRES TEAM IS FOR YOU! INSIDE YOU'LL FIND ALL THE RULES TO RECRUIT AN OGRES TEAM READY TO TAKE TO THE PITCH!

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LANGUAGE



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*This is a supplement.  
You will need a copy of the Blood Bowl  
rulebook to use the contents of this book.*



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