

# BLOOD BOWL

# SPIKE!

THE FANTASY FOOTBALL JOURNAL

ISSUE

II

## NEFARIOUS NECROMANCY!

THE UNDEAD RISE ONCE MORE TO RUN RAMPANT ACROSS THE PITCHES OF THE OLD WORLD!

## ROTTING RETURNS!

STAR PLAYERS OF YESTERYEAR RETURN FROM THE GRAVE TO WRITE THE NEXT CHAPTER IN THEIR STORIED CAREERS!

## ISSUE ELEVEN!

THIS TIME WE'RE TURNING IT UP TO II!

EVEN MORE OFFICIAL CONTENT FOR THE GAME OF FANTASY FOOTBALL!





# GREETINGS SPORTS FANS!

**W**elcome once more to the hallowed pages of the Old World's favourite sports periodical! Join us as we travel into the darkest reaches of Sylvania in order to dig up the dirt on one of the more unusual teams in Blood Bowl! Mind your step, though – the darkness can be treacherous and there are plenty of things that go bump in the night!

In this issue, we venture back into the dimly-lit streets of Sylvania, this time to investigate the tactics and intricate workings that go on behind the scenes of Necromantic Horror teams. To the untrained eye, these teams may seem no different to Shambling Undead teams, but those with more sense know the two are quite different! The Necromancers in charge of Necromantic Horror teams do more than simply raise the dead from their slumber, they pride themselves on their ability to craft players from the body parts of others, creating twisted monstrosities driven by violence – perfect for (un)life on the gridiron! So, read on if you want to be able to tell your Wraiths from your Werewolves, your Ghouls from your ghosts, or your Zombies from, well, other Zombies!

Buried within the pages of this issue are all the gory details about some of the most famous Necromantic Horror teams ever to grace the pitch. From one of the dominant forces of the Sylvanian Night-time Leagues, the Werewolphenheim Wanderers, to fresh(ish) up-and-coming teams like the Pumpkin Patch Petrifiers and Crimson Cadavers, and even the likes of the Bruendar Grimjacks – though we still don't know exactly what happened to them back

in 2489! We also take an in-depth look at the Wolfenburg Crypt-stealers as they push to once more reach the Blood Bowl finals.

Of course, with many players from Necromantic Horror teams playing for years, even after their deaths, there are many who have had long and storied careers and carved their names into legend. We have profiled some of the most iconic ever to play for the Undead: the most electrifying monstrosity in Blood Bowl history (and Lightningade spokesperson) Frank 'n' Stein; the quick-witted and rabid catcher, 'Wolfman' Wilhelm Chaney; and Bryce 'the Slice' Cambuel, who has been cutting swathes through opposition defences with his trusty chainsaw!

As well as all these tasty morsels, all our regular features are here too: Hackspit Quillchewer sits down with the head coach of the Bruendar Grimjacks to find out how they *really* go about recruiting new players in Chat with the Rat; Tatzina Babarini is back with all the tips on how to turn those rags into riches in the world of fashion; Mindy Pie whistle has been unearthing the truth behind the rumours of Frank 'n' Stein's impending retirement; Coffin Corner returns with more hilarious deaths,

maimings, and fatalities; and if that wasn't enough, the issue concludes with the always-entertaining *Mighty Blow!* drawn by 'Cackling' Christian Schwager and written by 'Near-dead' Nick Kyme.

I'm sure you'll agree, readers, that this really is an issue to die for!

**Jacques O'Lanterne**  
Guest Editor *Spike! Journal*

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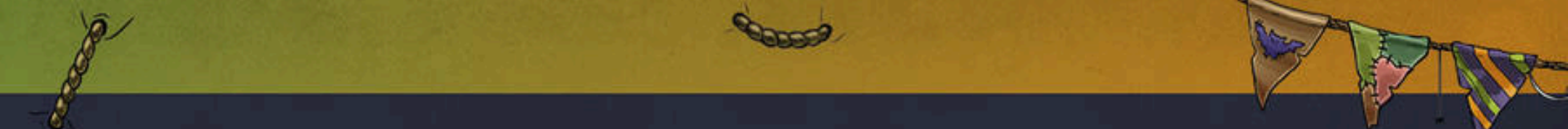
## NECROMANTIC HORROR TEAMS

# THINGS THAT GO BUMP IN THE NIGHT!



**J**ust because a player has died doesn't mean that they'll stop playing Blood Bowl; just ask the coaches of Necromantic Horror teams! Their rosters are packed with those players who died in underwhelming mediocrity on the pitch, only to be raised, stitched together or returned to this mortal plane once more to play the great game. In this issue, *Spike! Journal* takes a look inside (Not literally, though it would be easy in the case of us Zombies... – Ed) the workings of Necromantic Horror teams, from wretched Wraiths to wily Werewolves, to discover exactly what makes them tick...





**C**onsider the situation: you are a budding Blood Bowl player making your debut for your hometown team; finally fulfilling your lifelong dream of running out onto the pitch as part of the side you had followed since your youth. Then BAM! Less than half a game in and you are being carried off the pitch following a cripplingly brutal tackle from the opposition and dumped into a makeshift coffin. Such has been the fate of many young would-be talents over the course of Blood Bowl's history.

Yet death is not always the end for those determined enough to make a name for themselves. Ever since there have been casualties in Blood Bowl, there have been opportunistic Necromancers scouting from the sidelines for 'new talent' and taking notes on the potential of those who meet a tragic end. Quite why Necromancers started raising dead players is debated amongst experts of the game. Some say that they are actually big softies at heart and took pity on young players snuffed out before their time, giving them the chance to live out their dreams! Other, more cynical, voices claim that Necromancers simply wanted to cash in on the potential of those who could turn out to be future stars and use them to fill their coffers, or coffins, with plenty of gold.

Even so, the first Necromantic Horror teams only appeared around half a century ago, though soon many leagues began to feature them; and those who many had thought would never play again were gracing Blood Bowl stadia across the Old World. However, at first such teams were made up solely of shambling Zombies – which it's fair to say have never made for the most adept of Blood Bowl players (*How dare you, sir!* – Ed). Owners of Necromantic Horror teams began to become sick of watching their teams slump to loss

after loss, and so it wasn't long before Necromancer coaches were told to pick their brains (*Mmmmm...brains... – Ed*) to innovate new ways to improve results, or the team's Zombies would be 'picking' their brains!

Coaches began searching for new players that they could recruit to their ranks to improve their team's standing. Some Necromancers managed to tempt the cannibalistic Ghouls that fed on the remains of the dead to join their rosters. The ravenous Ghouls soon became prolific runners, possessed as they are with agility and speed that the standard walking dead are much bereft of. What's more, and much to the pleasure of team owners, Ghouls cared not for gold pieces; instead requesting to be paid in fresh cadavers for each touchdown they scored.

The success of Ghouls in Necromantic Horror teams saw the rise of other Undead players being recruited to play Blood Bowl. Sometimes the body of a talented youngster, or veteran player who had run their course, had been mangled far beyond the point of being raised, and so Necromancers called upon their spirits to return and take up the game once more, unleashing their spectral horror upon the opposition.

Other coaches began to create huge abominations of flesh, stitching together parts from multiple former players so as to create the 'perfect' Blood Bowl player. These Flesh Golems soon became a force to be reckoned with, smashing through enemy lines with ease and often creating more 'willing recruits' for their teams.

Yet it was the introduction of Werewolves to the starting line-ups that finally saw Necromantic Horror teams become the feared Blood Bowl teams that we know today. Willing to play Blood Bowl in exchange for a place in society, and a tasty bone to chew following a good game,

Werewolves were a welcome addition to Necromantic Horror teams – their speed and outright savagery making them a firm favourite of fans and undertakers alike!

Necromantic Horror teams have certainly stood the test of time, and are still very much a common sight in leagues today. Many of them are still made up of the same players who were there at the foundation of their team – though some may have had to replace an arm or leg along the way (*Too true... – Ed*). The athletes that once thought their careers had ended prematurely are still able to grace the pitch in all their undying glory, granted a new lease of unlife by the Necromancers who worked tirelessly to recruit them. Necromantic Horror teams are proof that, even in death, some players are having the time of their lives!

## POSITIONS

### ZOMBIE LINEMEN

No Necromantic Horror team would be complete without a selection of Zombies on their roster. In fact, Zombies make for ideal Linemen, blessed as they are with an obedient nature, and the fact they can literally be re-raised should they meet an unfortunate end on the pitch! Cunning Necromancer coaches would often scout players for their team well before they were eligible to play for a Necromantic Horror team; mainly due to them still being alive. Upon their death, the Necromancer would raise them once more and 'recruit' them to continue their playing career as a member of a Necromantic Horror team.

Unsurprisingly, this led to plenty of controversies with players being raised instead of being laid to rest! Nowadays, many players have a clause in their contract stating whether or not they wish to be raised should they die. In fact, some actually sign up on the books of a Necromantic Horror team well before their death for a lucrative, brain-filled deal in the event they meet their untimely end mid-match!



## GHOUL RUNNERS

Long ago, the Ghouls that roamed the dark places of the world were nothing more than deranged cannibals cursed to live in the bone pits and charnel houses of the Old World. Though not much has changed about a Ghoul's nature in today's world (they are still every bit as ferocious and hungry as their forebears), they enjoy a much more profitable life than their ancestors could ever have hoped for.

When Necromancers were first tasked with improving the results of their Necromantic Horror teams, it was to Ghouls that they first turned. The Ghouls were drawn to the stench of dead and rotting flesh that hung around the Zombie players (*I think I smell quite nice, actually!* – Ed), and immediately Necromancer coaches saw potential in the creatures. Quicker and far more agile than the humble Zombie, Ghouls make for excellent runners on a Necromantic Horror team, darting past opposition players as they carry the ball towards the end zone – and the piles of dead flesh that serve as their rewards should they score that all-important touchdown!

## WRAITHS

It is not unheard of for a Blood Bowl player who has signed a deal with a Necromantic Horror team to be on the wrong end of a tackle so fierce (and probably illegal!) that their body is left in no fit state for even the most talented of Necromancers to do anything with post-mortem, and so they would need to find another way to sign the player to their team. In cases such as these, Necromancers will resort to calling upon the spirit of the recently deceased to fulfil the terms of their contract!

These players will return to the land of the living as Wraiths, spectral shadows of their former selves that do not fully exist on the mortal plane. This doesn't stop them from playing Blood Bowl though, quite the opposite, in fact! Though they may not be able to hold the ball – as it simply slips through their incorporeal bodies – Wraiths are more than capable of packing quite a punch upon an unsuspecting opposition player; appearing behind them and giving them quite a scare when they least expect it! Unsurprisingly, Wraiths are notoriously hard to pin down; well, think about it, have you ever tried to grab hold of a ghost?

## WEREWOLVES

Having been shunned for years, Werewolves saw the rise of Necromantic Horror teams as a chance to finally earn their place in society. Offering their services to Necromancers, Werewolves soon became key players in Necromantic Horror teams. Their speed and agility were a welcome change to that of the shambling corpses who shuffled across the pitch and this, coupled with their frenzied ferocity, quickly saw Werewolves become firm favourites of the fans that poured out to see them play. Fans would flock to Necromantic Horror stadia in the hope of seeing their favourite Werewolf player score another spectacular touchdown or, more likely, disembowel an opposition player in a fit of rabid rage – which could lead to a feeding frenzy on the pitch if it happened too close to the Zombie fans!

With Werewolves on their rosters, Necromantic Horror teams began to rise up the leagues, and even saw them win the odd cup here and there. The increased success led to

star Werewolf players demanding more from the team owners. Though they didn't ask for increased pay like the top players of other teams; instead the Werewolves simply wanted higher quality and fresher meat, and the best bones to chew on should they win a match – terms that team owners were more than happy to provide to retain such exceptional players!

## FLESH GOLEMS

After years of re-stitching together Zombies that had fallen apart mid-game, Necromancers began to wonder if there might be a better way of using corpses to create more durable players. One particularly innovative Necromancer (whose name has, sadly, been lost to sporting history) had the idea of stitching together multiple cadavers to form a single, much larger, player – and, after a few failed attempts, the first Flesh Golem was born, or made at least!

As Flesh Golems were made of multiple former players they proved to be far stronger than the sum of their rotting parts, and they soon started to become a mainstay of Necromantic Horror teams as they provided some much-needed muscle. Yet, much like Zombies, Flesh Golems were prone to deteriorating over time with limbs, eyes, or other body parts falling off at the most inconvenient of moments. Eventually, Necromancers began to develop a foolproof plan for gathering replacement parts for their monstrous creations. If there was a player on the opposition team that had the required body part in good condition, the Flesh Golem was tasked with, shall we say, 'recruiting' them for their team – that way they could use the desired body part for their own!

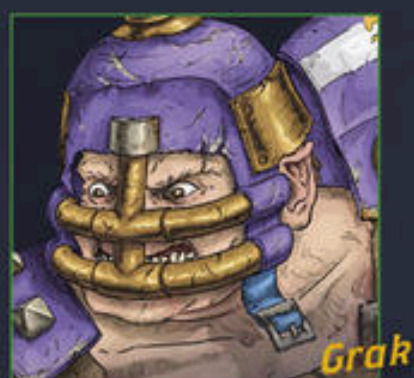




## NECROMANTIC HORROR TEAM ROSTER

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Zombie Linemen	40,000	4	3	4+	-	9+	Regeneration	G	AS
0-2	Ghoul Runners	75,000	7	3	3+	4+	8+	Dodge	AG	PS
0-2	Wraiths	95,000	6	3	3+	-	9+	Block, Foul Appearance, No Hands, Regeneration, Sidestep	GS	A
0-2	Werewolves	125,000	8	3	3+	4+	9+	Claws, Frenzy, Regeneration	AG	PS
0-2	Flesh Golems	115,000	4	4	4+	-	10+	Regeneration, Stand Firm, Thick Skull	GS	A
0-8 team re-rolls: 70,000 gold pieces each									Tier: 2	
Special Rules: Masters of Undeath, Sylvanian Spotlight									Apothecary: NO	

## ELIGIBLE STAR PLAYERS



The rules for Frank 'n' Stein, Wilhelm Chaney, and Bryce 'The Slice' Cambuel can be found later in this issue. The rules for the other Star Players listed above can be found in the *Blood Bowl* rulebook.





# FAMOUS NECROMANTIC HORROR TEAMS

## THE BRUENDAR GRIMJACKS

Originally, the Bruendar Grimjacks were a Human team and part of the Western Division of the AFC. Though they had some sporadic successes, and also kick-started the career of famed chainsaw-wielding loonie, Helmut Wulf, the Grimjacks underwent a transformation of sorts following the collapse of the NAF. Having to seek out their own games, in order to bring in revenue, the Grimjacks were invited on a tour of the Sylvanian Night-time Leagues. Quite what happened upon that tour remains a mystery, but upon their return the Grimjacks had a new head coach and their players had either been turned into some form of wild creatures, or were all seemingly more dead than they had previously been!

## THE PUMPKIN PATCH PETRIFIERS

While many Necromantic Horror teams prefer to play their games in graveyards, ruined stadia, or even the likes of haunted amusement parks, the Petrifiers play their home games in (yep, you guessed it!) a pumpkin patch. This unusual home ground became such a talking point across the leagues that the Petrifiers began to play up to the gimmick; changing their kit to bright orange, and taking to wearing pumpkins as helmets – though they were far less effective! Halfling teams were especially fond of visiting the Petrifiers' ground, the Pumpkin Pie Pit, for a game, something that the head Necromancer was particularly pleased about as it meant that he was never short of 'volunteers' to provide spare parts to repair the team's Flesh Golems!

## WEREWOLFENHEIM WANDERERS

Before Werewolves were a common sight in Necromantic Horror teams, the thought of them being included on a team's roster was considered a barking mad idea (Yes, *very funny* – Ed). Yet the head coach of the struggling Wolfenheim Wanderers saw potential in them, hiring a few to play for his team. Following a huge upswing in results, and hounding from the fans (*Ok, enough now* – Ed), the team was renamed after the new stars. In recent years, the Werewolfenheim Wanderers have fetched (*Really?* – Ed) a great deal of success in the Night-time Sylvanian Leagues, and even reached the last eight in the 2496 Blood Bowl – proving to doubters that the team has anything but gone to the dogs (*Sigh...* – Ed)!

## THE CRIMSON CADAVERS

The head coach of the Crimson Cadavers has long believed that Necromantic Horror teams should be comprised entirely out of those players raised from the dead, and so the Cadavers' roster consists entirely of Flesh Golems and Zombies (*And quite right too!* – Ed). Though they now play in their now in-famous all-red kit, the Cadavers actually used to play in all-white. Their kits kept getting stained with so much blood (both their opponents' and their own) that it saved a huge amount of gold to simply change kits rather than racking up a huge laundry bill after each game!





# THE WOLFENBURG CRYPT-STEALERS



**T**hough nowadays there are numerous Necromantic Horror teams that take part in the various Sylvanian leagues and beyond, few have had as much success as that of the Wolfenburg Crypt-stealers. Most of this success can be attributed to their head coach who, since his appointment, has guided the Crypt-stealers to multiple championship titles and even to the final of the 2497 Blood Bowl. So readers, as the Crypt-stealers prepare for a fresh season, sit down and join us at *Spike! Journal* as we disembowel the tale of this storied team.

**T**he city of Wolfenburg is no stranger to the sport of Blood Bowl. Many teams have cropped up within the city, but almost all have folded within a few seasons, mainly due to the fact that the city lies on the edge of the Forest of Shadows and many players quickly become spooked enough to transfer to a team somewhere less 'ghoul-y'. This originally led to teams having a string of terrible results, and losing any income from sponsorships they might have garnered.

Being a diehard fan of the game, Mayor Eike von Raukov of Wolfenburg was desperate to get his city onto the Blood Bowl map; so a new tactic was needed to bring about success. Sensing an opportunity, a Necromancer known as Vyktor Cryptborn approached von Raukov and claimed that he could create a team that would not cower in fear of the Forest of Shadows, and could finally bring Blood Bowl fame to Wolfenburg.

Almost biting Vyktor's hand off in excitement (not literally, of course),

von Raukov offered him any resource the city could spare to ensure that this new team would be a success. Vyktor asked for a laboratory and unrestricted access to any graveyard, morgue and crypt from which to 'construct' his team. Though initially taken aback by such a request, von Raukov was so desperate for a Blood Bowl team that he agreed to Vyktor's terms and the Wolfenburg Crypt-stealers were born (*Well, raised actually! – Ed*).

With Wolfenburg's dead at his disposal, Vyktor was able to raise the freshest and best-equipped corpses for the Crypt-stealers. Even von Raukov's son, who had been tragically killed by a mistimed Minotaur tackle whilst watching the Chaos All-stars, was raised to join the Crypt-stealers. Though initially horrified, von Raukov soon came round to his son playing Blood Bowl; especially given his natural talent within the team – for a Zombie, at least!

Initially, results were hard to come by. The recently raised were not the most agile of players on the

pitch, and the introduction of Flesh Golems didn't improve the team's fortunes. Yet even with their abysmal winning record, the players did not transfer, as had happened with teams in the past; they seemingly liked the surroundings of the Forest of Shadows – many of them even owned holiday chalets in the region! Knowing that results needed to improve, Cryptborn began to look for new players. It was during 2484 that a breakthrough was made; Cryptborn signing some Ghouls and Werewolves to long-term contracts – in return for plenty of fresh meat and old bones – proving to be a turning point for the Crypt-stealers.

After the passing of Mayor von Raukov in 2494, who was subsequently raised so he could continue supporting his favourite team, the Crypt-stealers began to join higher-profile leagues and cups in order to test their mettle against a better calibre of opponents; even managing to enter the likes of the Chaos Cup!

Yet the highlight of the Wolfenburg Crypt-stealers' career was undoubtedly in the year 2497 when they made it all the way to the final of the Blood Bowl; narrowly losing 3-2 to the Naggaroth Nightmares in extra time. Though they haven't quite reached those heights since, there is little doubt amongst pundits that the Wolfenburg Crypt-stealers are a force to be reckoned with on the pitch!





# TEAM PROFILE: THE WOLFENBURG CRYPT-STEALERS

**TEAM COLOURS:** Orange and Black

**OWNER:** Mayor Eike von Raukov

**HEAD COACH:** Vyktor Cryptborn

**PLAYERS:** Zombie Linemen, Ghoul Runners, Wraiths, Werewolves, Flesh Golems

**TEAM HONOURS:** Sylvanian Night-time League runners-up 2485, 2487, 2491; Sylvanian Night-time League winners 2488, 2492; Undead Open Cup winners 2486; Pumpkin Trophy winners 2490, 2493; Blood Bowl runners-up 2497.

**HALL OF FAME:** Doran von Raukov, Gnaw-vile Rogers, Boo-stone the Spook

**SPIKE! TEAM RATING:** 136



## CAREER HIGHLIGHTS

**2475** The Wolfenburg Crypt-stealers are formed when the Necromancer raises the dead from the graveyards and crypts of Wolfenburg. Many citizens are wary of the formation of this new team at first, primarily as they are concerned for their own safety with the Undead now roaming around. Initially, results are poor as it transpires that Zombies and Flesh Golems are difficult to train in the ways of Blood Bowl. However, Doran von Raukov shows real promise on the pitch and is soon promoted to team captain, much to the delight of his father!

**2485** After a decade of mediocrity in the Sylvanian Night-time Leagues, the Crypt-stealers begin to recruit new kinds of players in order to improve results on the pitch; and reduce the number of fans eaten by Zombies! The likes of Werewolves, Ghouls and Wraiths begin to make an appearance in the starting line-up, and immediately have an impact on results; becoming the driving factor behind the Crypt-stealers' sharp rise up the Sylvanian Night-time League standings. The Crypt-stealers make it all the way to the Sylvanian Night-time League final in 2485, narrowly missing out on the title by losing 2-1 to the Hel Fenn Helions when the Crypt-stealers' Zombies all got distracted when the referee suddenly dropped dead, beginning a feeding frenzy and allowing the Grimjacks to run in the winning touchdown!

**2497** The Crypt-stealers have established themselves as a powerhouse of the Blood Bowl scene, winning numerous cups and trophies. Though he passed away in 2494, Mayor von Raukov is himself raised when the Crypt-stealers manage to reach the last 16 of the XXXVII Blood Bowl. The Crypt-stealers surprise many experts and pundits when they defeat the Reikland Reavers, the Athelorn Avengers and the Grudge-Bearers along the way to the Blood Bowl final. Though they ultimately lose the final 3-2 to the Naggaroth Nightmares, the Wolfenburg Crypt-stealers have proved beyond any doubt that they are a true force within Blood Bowl. This brings with it a slew of new sponsorship deals to the team; much to the delight of von Raukov!

**PRESENT** The Wolfenburg Crypt-stealers have become a household name within the world of Blood Bowl, building up an impressive following of fans both dead and living alike. In the years following reaching the Blood Bowl final, and coming so close to victory, the Crypt-stealers have focused their efforts on once more reaching those lofty heights. In their hunt for glory, the Crypt-stealers have entered numerous tournaments of high renown, including the Chaos Cup and the *Spike! Magazine* Trophy. Though they have not yet reached another major final, it is a widely held opinion that it's just a matter of time before the Crypt-stealers win a major accolade; they just need to keep their ever-hungry Zombies in check!



# HALL OF FAME: THE WOLFENBURG CRYPT-STEALERS

## 2496-2497 SQUAD

NAME	POSITION	MA	ST	AG	PA	AV	SKILLS & TRAITS
Luca Greyfang	Werewolf	9	3	3+	4+	9+	Claws, Frenzy, Jump Up, Regeneration, Sprint
Grawl 'Wolfie' Kessler	Werewolf	8	3	2+	4+	9+	Block, Claws, Frenzy, Leap, Regeneration
Vilga Fleshchewer	Ghoul Runner	7	3	3+	4+	8+	Catch, Dodge, Sidestep
Grash Spleengouger	Ghoul Runner	8	3	3+	4+	8+	Dodge, Pass
Boo-stone the Spook	Wraith	6	3	3+	-	9+	Block, Foul Appearance, Guard, No Hands, Regeneration, Sidestep
Kasper the Unfriendly	Wraith	6	3	3+	-	9+	Block, Foul Appearance, Frenzy, No Hands, Pile Driver, Regeneration, Sidestep
Doran von Raukov	Zombie Lineman	4	3	4+	-	9+	Block, Pro, Regeneration
Gnaw-vile Rogers	Zombie Lineman	4	3	4+	-	9+	Kick, Regeneration
'Thrilling' Jack	Zombie Lineman	4	3	3+	-	9+	Regeneration
Gregor von Romargo	Zombie Lineman	4	3	4+	-	9+	Frenzy, Regeneration
Brains Strawman	Zombie Lineman	4	4	4+	-	9+	Regeneration, Wrestle
Johan 'Scare' Crone	Zombie Lineman	4	3	4+	-	9+	Block, Regeneration
Bob 'the Brain' Grimman	Flesh Golem	5	4	4+	-	10+	Guard, Mighty Blow (+1), Regeneration, Stand Firm, Thick Skull
Karl Borisov	Flesh Golem	4	5	4+	-	10+	Break Tackle, Mighty Blow (+1), Regeneration, Stand Firm, Thick Skull

4 Re-rolls

2 Cheerleaders

3 Assistant coaches

7 Dedicated Fans

**Total Cost of Team:** 1,880,000 gold pieces

**THEY'RE GONNA GET YA!:** The Wolfenburg Crypt-stealers have garnered themselves a reputation as a scary team for anyone to face; something Crypt-stealers' fans love to remind their opponents. Chants of "They're gonna get ya!" often ring out at any Wolfenburg home game, causing much distress for the opposition!

During the opposing team's first turn of any drive, any Standing player from the Wolfenburg Crypt-stealers is counted as having the Disturbing Presence skill.








# STAR PLAYER SPOTLIGHT

## FRANK 'N' STEIN

### WHEN TWO BECOME ONE



**F**rank 'n' Stein hasn't always been the hulking brute of a Flesh Golem that has become a household name in Blood Bowl, oh no! In fact, before the strange happenings of the Grimjacks' 2489 Sylvanian tour, he actually used to be two separate players! The squad that made up Grimjacks' roster for that fateful tour into Sylvania was made up of rookies, and those players who hadn't been snapped up to lucrative deals following the collapse of the NAF. On this team were two such players: Franklyn Smyth and Steiner S. Scottward, two blockers that had recently broken into the team, though neither of them had the makings of a true star individually. Franklyn had a keen grasp of tactics when it came to Blood Bowl, though his grasp of the ball (and other players!) was always somewhat lacking. In contrast, Steiner was blessed with impressive strength and stature for a Human – though he had a brain the size of a Snotling's fist when it came to grasping any plays put to him!



**D**uring the alleged (*But never proven! – Ed*) hostile takeover of the Bruendar Grimjacks during their tour of Sylvania, by a Necromancer after his own team, many of the players suffered a transformation of some description. Some were bitten by Werewolves, many were killed and then raised again as Zombies, and others were simply devoured and replaced by the Ghouls who had feasted upon them! However, Franklyn and Steiner suffered a very different fate; they were instead cut apart and re-stitched together as one player far greater than the sum of their parts! Boasting the intelligence, brains, and odd little extra of Franklyn, and the stature and most of the limbs of Steiner, Frank ‘n’ Stein was created and proved ready to hit the Blood Bowl pitch!

Upon his return from Sylvania with the rest of his team, Frank ‘n’ Stein soon became a firm favourite of Grimjacks fans. Blessed with a unique blend of intelligence and outright brutality, Frank ‘n’ Stein masterminded numerous complex plays and decisive victories, which were a huge hit with supporters; and caused plenty of casualties, which helped recruit new players and feed his Zombie team-mates at the same time!

Frank ‘n’ Stein enjoyed great success for a few short seasons, picking up numerous accolades, before the now infamous events of the match between the Grimjacks and the Blitzburg Stealers in the opening round of the 2494 Chaos Cup. Midway through the match, the Grimjacks were 2-0 up

and looking as if they would easily progress into the next round; that was until a freak lightning storm hit Frank ‘n’ Stein mid-drive. Rather than fry him entirely, the jolt of electricity sent the hulking Flesh Golem into a fit of blind rage, attacking anyone who came near him as he ran amok across the pitch. This unfortunate (*Depending on your outlook! – Ed*) incident resulted in the slaughter of four players, the referee, and a total of 53 unfortunate Blitzburg Stealers fans that happened to be in the nearby stand when lightning struck. The match was abandoned, the victory given to the Stealers, and Frank ‘n’ Stein was chased from the stadium by an angry mob of fans from both teams. The scandal caused Frank ‘n’ Stein’s contract to be terminated, and he went into hiding.

After four years of semi-retirement, Frank ‘n’ Stein was seen on Cabalvision as the spokesperson for Lightningade Electrolyte Drink in a shocking commercial that made light of the incident some years previous. The commercial was such a roaring success that, a year later, Frank ‘n’ Stein made his triumphant return to Blood Bowl, playing for any team that could afford his services.

**“Lightningade Electrolyte Drink. Gives me the surge of energy I need to continue ripping limbs!”**

*Frank ‘n’ Stein during his wildly popular Lightningade Electrolyte Drink commercial on Cabalvision.*

FRANK ‘N’ STEIN

MA 4

ST 5

AG 4+

PA -

AV 10+

GP 250,000

**SKILLS & TRAITS**  
 Break Tackle, Loner (4+), Mighty Blow (+1), Regeneration, Stand Firm, Thick Skull

**PLAYS FOR**  
 Old World Classic, Sylvanian Spotlight

**SPECIAL RULES**  
**Brutal Block:** Once per game, when Frank ‘n’ Stein makes an Injury roll against an opponent as a result of a Block action, he may choose to add an additional +1 modifier to the Injury roll. This modifier may be applied after the roll has been made.

SPIKE! EXCLUSIVE  
STAR PLAYER PROFILE

FRANK ‘N’ STEIN

AGE 27/29 (+11)

HEIGHT 6' 10"

WEIGHT 442 lbs

**ORIGINATING TEAM**  
 The Bruendar Grimjacks

**POSITION**  
 Blocker

**CAREER TOTALS**  
 72 fatalities, 3 touchdowns, 19 sacks, 84 limbs ripped, 53 supporters killed, 1 lightning-induced rage (so far!)

**AWARDS**  
 Bloodweiser Best Newcomer Medal 2489; Services to Organ Transplants Medal 2490; Most Limbs Severed 2492; Lightningade's Most Shocking Moment Award 2494; Most Surprising Return 2498

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# CAREER HIGHLIGHTS

**2489** Somewhere upon the spooky moors of Sylvania, Frank 'n' Stein is created from two former team-mates stitched together as the ideal combination of brains and brawn. In his first season for the new and improved Bruendar Grimjacks, Frank 'n' Stein immediately impressed on the pitch, causing numerous casualties and helping to 'recruit' a slew of new players. All this earns Frank 'n' Stein the Grimjacks' Player of the Year award, and pundits across the Old World agree that he is certainly one to watch in the coming seasons.

**2494** The year of the now-infamous Lightning Strike Massacre scandal. At the peak of his career, Frank 'n' Stein captained the Bruendar Grimjacks into the opening round of the Chaos Cup against the Blitzburg Stealers. Mid-game, with the match looking well and truly in the Grimjacks' favour, a freak lightning storm struck Frank 'n' Stein and sent a jolt of electricity running through him. Instead of frying the Flesh Golem as you might expect, this sudden shock induced a terrifying rage within him, causing Frank 'n' Stein to lose control and slaughter any who came near. This included the referee, the Grimjacks' head coach, and 53 Stealers supporters. Upon calming down, Frank 'n' Stein was chased from the pitch by an angry mob who were incensed that he had killed so many fans – though they couldn't have cared less about the referee! As a consequence, Frank 'n' Stein was forced into retirement.

**2498** Four years following the scandal, and his subsequent retirement from Blood Bowl, Frank 'n' Stein resurfaced on Cabalvision promoting a new flavour of Lightningade Electrolyte Drink; the commercial showing footage from the Lightning Strike Massacre as a way of demonstrating the energy that could be gained from their product. Whilst some claimed the ad to be in poor taste (*Not unlike Lightningade itself – Ed*), sales of the drink increased tenfold overnight. This surge in popularity saw a campaign started to have Frank 'n' Stein return to the Blood Bowl pitch, and soon the Flesh Golem was back doing what he did best: smashing lines and ripping limbs!

**PRESENT** Having ended his retirement off the back of his Lightningade commercials, Frank 'n' Stein now plies his trade as a freelance player for any team that can afford his considerable wages – and the royalties to Lightningade, of course! The past year has seen him take to the field for numerous teams; including the Blitzburg Stealers, who have since forgiven Frank's 'little indiscretion' as one of those things that just sometimes happens during the wonderful game that is Blood Bowl!





# 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 delves into the rumours that star blocker Frank 'n' Stein might be about to hang up his boots and retire.



**SPIKE!:** It's good to have you back with us here at *Spike! Journal* Mindy, and we are glad to see that you haven't been turned into one of the Undead after your journey to Sylvania!

**MINDY:** Well, it's not for their lack of trying, I'll tell you that! I spent a fair bit of time fending off Zombies that had initially asked for an autograph, but were really interested in making me their half-time snack!

**SPIKE!:** That must have been a terrifying experience. So tell us Mindy, what was it that drew you to the darkest depths of Sylvania?

**MINDY:** Well, the word amongst the tombstones is that the highly sought after Frank 'n' Stein is about to hang up his boots and retire from the game altogether! Naturally, I just had to go and find out if there was any truth to these rumours.

**SPIKE!:** Retiring?! That would really be a huge loss for the game; especially after his triumphant return to the gridiron only a few years ago.

**MINDY:** It did seem a bit odd, especially after he signed that lucrative new sponsorship deal with Lightningade only last season; that deal runs for another five years at least. I had a chat with a spokesperson for Lightningade and they assured me that Frank 'n' Stein was not retiring, but they were very

keen to move off the topic quickly and refused to comment any further.

**SPIKE!:** That does all seem a bit odd, we'll grant you that. Have you managed to dig anything else up on this story?

**MINDY:** I thought the best thing to do would be to travel to Sylvania and talk to the head coach of the Wolfenburg Crypt-stealers. After all, Frank 'n' Stein is rostered there for the remainder of the season. Well, it turns out that Frank 'n' Stein had been skipping training more and more regularly the past few months.

**SPIKE!:** Really!

**MINDY:** Absolutely! And this had eventually culminated with him buying out and terminating the remainder of his contract with the Crypt-stealers for the season!

**SPIKE!:** My word, no wonder these retirement rumours are running rife around the Old World! Any news on why this has all happened?

**MINDY:** I've heard from a reputable source Frank 'n' Stein has recently found a new lady, and is spending all his time with her instead of playing Blood Bowl. Apparently, she was a former cheerleader for multiple teams; and by that I mean she has been stitched together from multiple cheerleaders. I've even been told that she doesn't care

much for Blood Bowl any more and is encouraging Frank 'n' Stein to retire so that they can spend more time together.

**SPIKE!:** Of course. So it's this new lady that is causing Frank 'n' Stein to retire then?

**MINDY:** That's certainly what the rumour mill is saying, and there are quite a few of Frank 'n' Stein's old and current team-mates that aren't too happy about it. Apparently, he has even talked about formally quitting the sport, settling down and even getting married – something that many are saying is a silly idea!

**SPIKE!:** If this turns out to be true Mindy, it would be a grave day for Blood Bowl indeed. The loss of such an influential player would send shock waves through the community – although I imagine that many teams are breathing a sigh of relief (At least those that can breathe! – Ed) now that they won't have to defend against him again!

**MINDY:** Well, I wouldn't celebrate too early if I were them! I managed to get a quick word with Frank 'n' Stein and his potential bride-to-be, and both assured me that he has no intention of retiring any time soon. In fact, the only reason that Frank 'n' Stein terminated his contract was so that they could elope and have a nice honeymoon in Lustria before the new season begins!



# STAR PLAYER SPOTLIGHT

## WILHELM CHANEY 'THE WOLFMAN'

**T**hough Wilhelm Chaney is now regarded as an exceptional talent and a true professional, this was not always the case for 'the Wolfman'. Bitten by a Werewolf at a young age, he was forced to spend most of his adolescent years as an outcast from society; and it is this that is widely accepted as the cause of his erratic behaviour both on and off the pitch.

### WILHELM CHANEY

MA 8

ST 4

AG 3+

PA 4+

AV 9+

GP 220,000

#### SKILLS & TRAITS

Catch, Claws, Frenzy, Loner (4+), Regeneration, Wrestle

#### PLAYS FOR

Sylvanian Spotlight

#### SPECIAL RULES

**Savage Mauling:** Once per game, when Wilhelm makes an Injury roll against an opposing player, he may choose to re-roll the result.

### SPIKE! EXCLUSIVE STAR PLAYER PROFILE

## WILHELM CHANEY

#### AGE

34

#### HEIGHT

5' 11"

#### WEIGHT

203 lbs

#### ORIGINATING TEAM

The Westside Werewolves

#### POSITION

Catcher

#### CAREER TOTALS


105 touchdowns, 42 fatalities, 21 legs chewed, 46 balls buried, 3 players dragged away (allegedly!).

#### AWARDS

Leo Swerves Fine Dining Award 2488, 2495; Sudden Death Award 2492; Dan Massyck's Goodest Boy Award 2491, 2493, 2496, 2497.

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**W**ilhelm signed for the Westside Werewolves in late 2485 after their head coach had witnessed Chaney on the outskirts of Sylvania chasing down rabbits. Impressed with Chaney's speed, and the savagery with which he devoured his catch, head coach Lucian Mordere saw immediate potential in the young hound, quickly offered him a contract, and began Wilhelm's training. At first, Chaney struggled to adapt to life as a Blood Bowl player; life in the shadows had taught him to be wary of anyone who came too close and this led to Chaney being muzzled during training after a few cases of lashing out and attempting to bite team-mates and coaching staff. Even though he was a bit 'ruff' around the edges (*Seriously, stop with the dog puns! – Ed*), there was no denying Wilhelm Chaney's natural speed and catching ability would make him a valuable player in time.

In mid-2486, Chaney made his debut for the Westside Werewolves in a match against the Elfheim Eagles. Unfortunately for Chaney, whilst he was able to catch the ball almost seamlessly on every passing play, he kept returning the ball to the Westside Werewolves' thrower, dropping it at his feet and allowing the Eagles to gather the ball and score! The criticism Wilhelm faced for his actions put him firmly in the doghouse with fans; though this was soon dismissed as unfair by Head Coach Mordere as Chaney was only doing what they had taught him in training.

## CAREER HIGHLIGHTS



**2486** Wilhelm Chaney's rookie year is fraught with issues as he struggles with his rigorous training regime and to keep his canine mentality under control. It takes a few games for Wilhelm to stop returning the ball to whoever threw it for him to catch, though woe betide any opposition player that dared attempt to take the ball from him! Chaney scores his first touchdown in a game against the Dark Renegades after he catches the ball, runs around all the opposition players until they give up on chasing him, and then buries the ball in the end zone!

**2488** The Westside Werewolves fold following the collapse of the NAF. Wilhelm Chaney hires his former coach, Lucian Mordere, as his agent who begins to raise the profile of his star client. With each game, Wilhelm sees his popularity grow; fans seem to love the combination of lithe agility, sharp teeth and vicious claws, and soon chants of "Wolfman!" ring out in any game that Chaney is part of. Having developed a love of the game, Chaney will play for any team that can offer him plenty of gold, and a succulent bone to chew on.

Over the next couple of seasons, Wilhelm Chaney came on leaps and bounds as a player. No longer returning the ball to his thrower, Chaney's impeccable catching record saw him begin to rack up the touchdowns; and soon he was the Westside Werewolves' leading points scorer. Despite this much-improved playstyle, Wilhelm could never quite keep his more canine side fully under control, and every so often he would take the ball off to bury somewhere or, on rare occasions, furiously leap at an opposition player before dragging them off into the darkness of the Werewolves' dugout!

Following the collapse of the NAF in 2488, the Westside Werewolves were forced to fold due to their inability to keep the team afloat and, with his contract terminated, Wilhelm believed his career to be over. However, Lucian Mordere suggested that, with his help, Chaney could easily go freelance. Acting as Wilhelm's agent, Mordere began signing Chaney up for various Necromantic Horror and Shambling Undead teams. The increased exposure saw Chaney's stock skyrocket in the Sylvanian Night-time Leagues, and soon he had become a well-known star that could both tirelessly run the length of the pitch, and viciously disembowel those who tried to play with his ball!

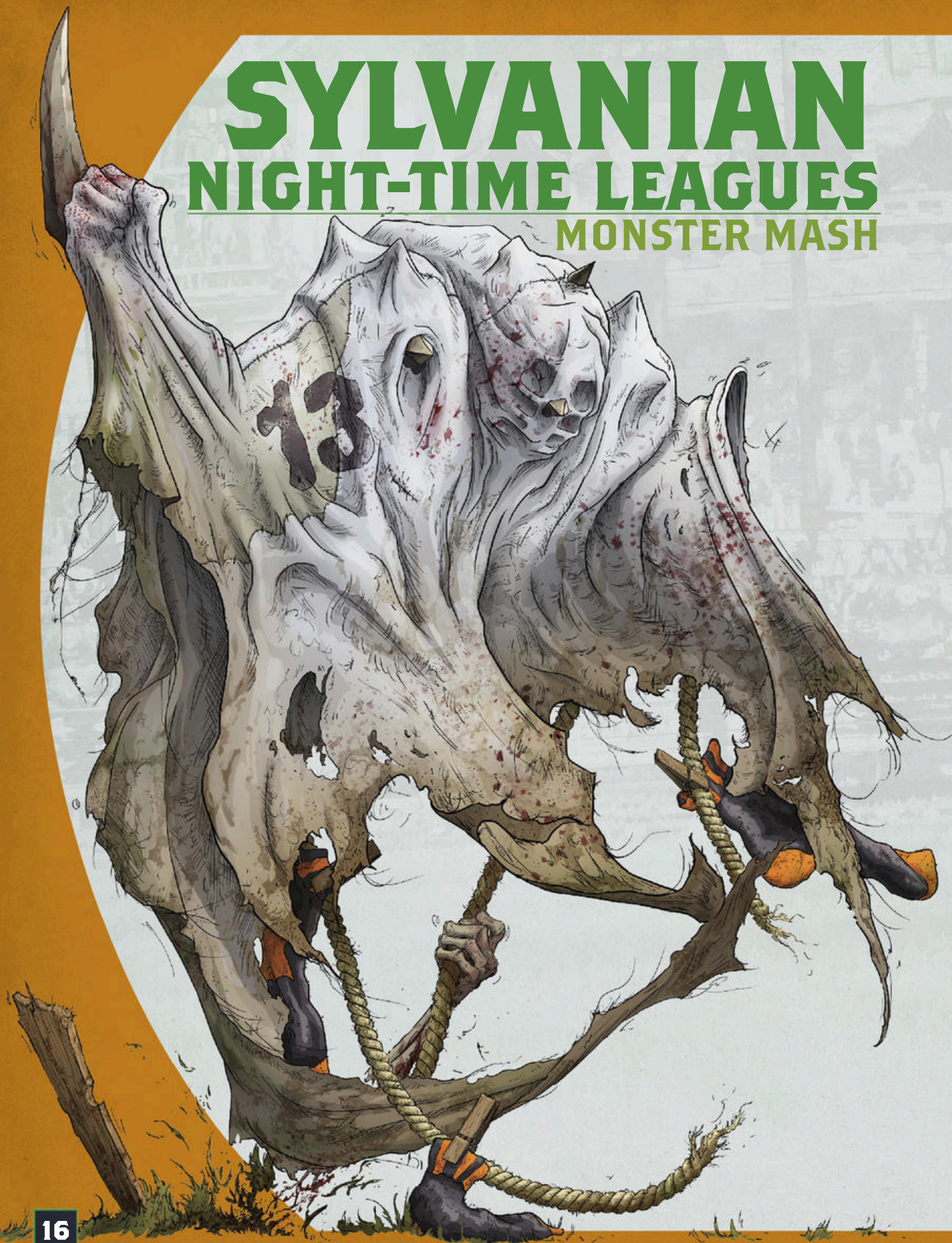
**2493** During a game between the Werewolfenheim Wanderers and the Greenfield Grasshuggers, Chaney is accused of dragging Halfling rookie Burgo Limpweed away and devouring him in some dark corner. The case goes to court with the Grasshuggers stating that Wilhelm Chaney should be banned for life. The case is eventually thrown out when Burgo himself makes an appearance at court and explains how he simply dozed off under a pile of half-time pies. In a completely unrelated twist of events, Burgo's cousin Orlard has not been seen since the game in question.

**PRESENT** Wilhelm Chaney has become a household name within the world of Blood Bowl, playing for numerous teams since the collapse of the NAF, including the likes of the Werewolfenheim Werewolves, Bruendar Grimjacks, Varanheim Vampires and even the Champions of Death for a single season. Regardless of which team he currently plays for, Wilhelm Chaney remains one of the Sylvanian Night-time League's most prolific touchdown scorers, and fans will pay a large amount of gold simply to see 'the Wolfman' wreak havoc upon anyone who tries to take the ball away from him!



# SYLVANIAN NIGHT-TIME LEAGUES

## MONSTER MASH





**T**he Sylvanian Night-time Leagues are where the teams made up of Ghouls, ghosts, and all manner of things that go bump in the night, find their feet in the world of Blood Bowl. In fact, they have actually been going on for many years, though they have been largely unnoticed by ordinary folk, as the majority of their fixtures are played, well, at night. Commissioners of the Sylvanian Night-time Leagues say this is done to provide the players with the most comfortable experience they can, away from prying eyes and those pesky things like, you know, sunlight.

**I**t turns out though that there is more to the Sylvanian Night-time Leagues than simply playing in the dark as we had assumed (*Such ignorance... – Ed*), and so we decided to have a look for ourselves at what goes down on the pitch when the light fades and the Undead come out to play!

We encountered a game unlike anything we had seen before; games played by moonlight in the depths of Sylvania are a far cry from the standard games of Blood Bowl in the rest of the Old World! Strange powers float throughout the air, ghostly hands grasp at the players as they race towards the end zone, the wails of the restless dead can be heard in the gloom, and sometimes an overexcited Zombie may even climb out of their grave to join in with all the fun (*Or search for a mid-game snack! – Ed*).



# THE SPOOKY SKULL CUP

**T**his is a variation on a standard Blood Bowl league season, as described in the *Blood Bowl* rulebook. How the league itself is organised, the 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 wish to take part, and what is best for everyone participating. The Spooky Skull Cup differs from a normal season, however, in a couple of key aspects.

## OPEN TO ALL

**T**he Spooky Skull 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, at the League Commissioner's discretion, can be used in the Spooky Skull Cup. Additionally, teams taking part in the Spooky Skull Cup have access to a new Inducement (again, at the League Commissioner's discretion):

### 0-1 END ZONE SPIRITS (50,000 GOLD PIECES)

**AVAILABLE TO ANY TEAM:** The team convinces some malign spirits to aid them in their game, attempting to grasp the legs of any player attempting to move into the End Zone to score!

Whenever a player from the opposing team moves into your team's End Zone, they must roll a D6. On a 2+, nothing happens. On the roll of a 1, the spirits manage to grab the player's legs and bring them crashing to the turf. The model Falls Over; if they were in possession of the ball, no touchdown is scored.

## MANY GLORIOUS PRIZES!

Teams that manage to win a league in Sylvania are rewarded well, which includes a promise that the Undead will not eat them (this season!). The top placed teams of the Spooky Skull Cup are rewarded as follows:

**GLITTERING PRIZES:** As usual, the teams that finish 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> receive gold pieces as described in the *Blood Bowl* rulebook.

**THE SPOOKY SKULL CUP:** In addition to their cash prize, the winner will receive the coveted, if somewhat gruesome looking, Spooky Skull Cup. As well as being able to parade this prestigious trophy around, the very presence of the cup is enough to strike fear into even the bravest of opponents. The team that holds the Spooky Skull Cup gains the following ability:

At the start of each game, roll a D6. On a 4+, your opponent loses a single re-roll for the duration of the game.



# 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 even set on fire!**

## NOT AGAIN!

We remember ‘Decaying’ Dan Drogov, Zombie Lineman for the Crimson Cadavers. Having been carved up by a chainsaw-wielding loony during a, less than friendly, game when he was alive, Dan had been subsequently raised and stitched back together as a Zombie. However, Dan’s dreams of getting his career back on track were cut short when, in his very first game for the Cadavers, he was cut down again by the very same looney!

## A DEAD END

We remember Brag Steelarm, Dwarf player of Ironforged Albion. With his team losing at half-time to the Tiranoc Tigers, Brag decided to enlist some help from the local Zombies to ensure his team would not lose to the Elves. Brag had the idea to lead a horde of Zombies to the Elven dugout so they could feast. However, Brag took a wrong turn and found himself stuck in a dead end and was promptly devoured by the ravenous horde!

## I WOULDN’T EAT THAT...

We remember Orgrug Stonefist, Ogre of the Mourn Mountain Meateors. Following a famous victory in Sylvania, Orgrug decided that he would join some of the Necromantic Horror fans in sampling a few local delicacies. However, being in a drunken state, and having had his nose broken during the game, Orgrug couldn’t smell that the meat placed before him was clearly quite off. After devouring copious amounts of the rotten flesh, even Orgrug’s legendary Ogre constitution couldn’t cope and he collapsed from food poisoning, swiftly becoming the next thing on the menu!

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



## DARK OF NIGHT WEATHER TABLE

As part of the Sylvanian Night-time League, games played as part of the Spooky Skull Cup are played at, well, night-time. Teams must adapt to playing in the dark, and must be wary of all manner of things that lurk on the parts of the pitch that the limited lighting can reach. As well as the almost constant darkness, there is always the chance in Sylvania that fog as thick as pea soup may descend and make it almost impossible to see further than a player’s own outstretched hand!

To represent the unique conditions teams must face in Sylvania, the following Weather table is used throughout the Spooky Skull Cup.

## 2D6 RESULT

- 2 Thunderstorm:** The rain lashes down furiously, and overhead a freak thunderstorm threatens to cause havoc on the pitch. Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or attempts to interfere with a Pass. Additionally, at the start of each team’s turn, roll a D6. On a 1, randomly select one player on the pitch from the active team. This player is hit by lightning; make an Injury roll for this player. If this causes a Casualty, it will always be treated as a Badly Hurt result. This will not cause a turnover, even if it hits a player with the ball.
- 3 Pouring Rain:** A torrential downpour leaves the players soaked and the ball very slippery! Apply a -1 modifier every time a player makes an Agility test to catch or pick up the ball, or attempts to interfere with a Pass.
- 4-10 A Still Night:** It may be dark and eerily quiet in Sylvania, but otherwise it is perfect Blood Bowl weather.
- 11 Thick Fog:** Fog descends on the pitch, making it hard to see past a certain point. Players making a Pass action may not perform a Long pass or a Long bomb.
- 12 Can’t see the Hand in Front of your Face:** The fog is so thick that it is all but impossible for a player to see themselves, let alone their team-mates or opponents! Players may not make Pass actions. Additionally, a player may not declare a Blitz action against an opposing model that is more than three squares away from it.

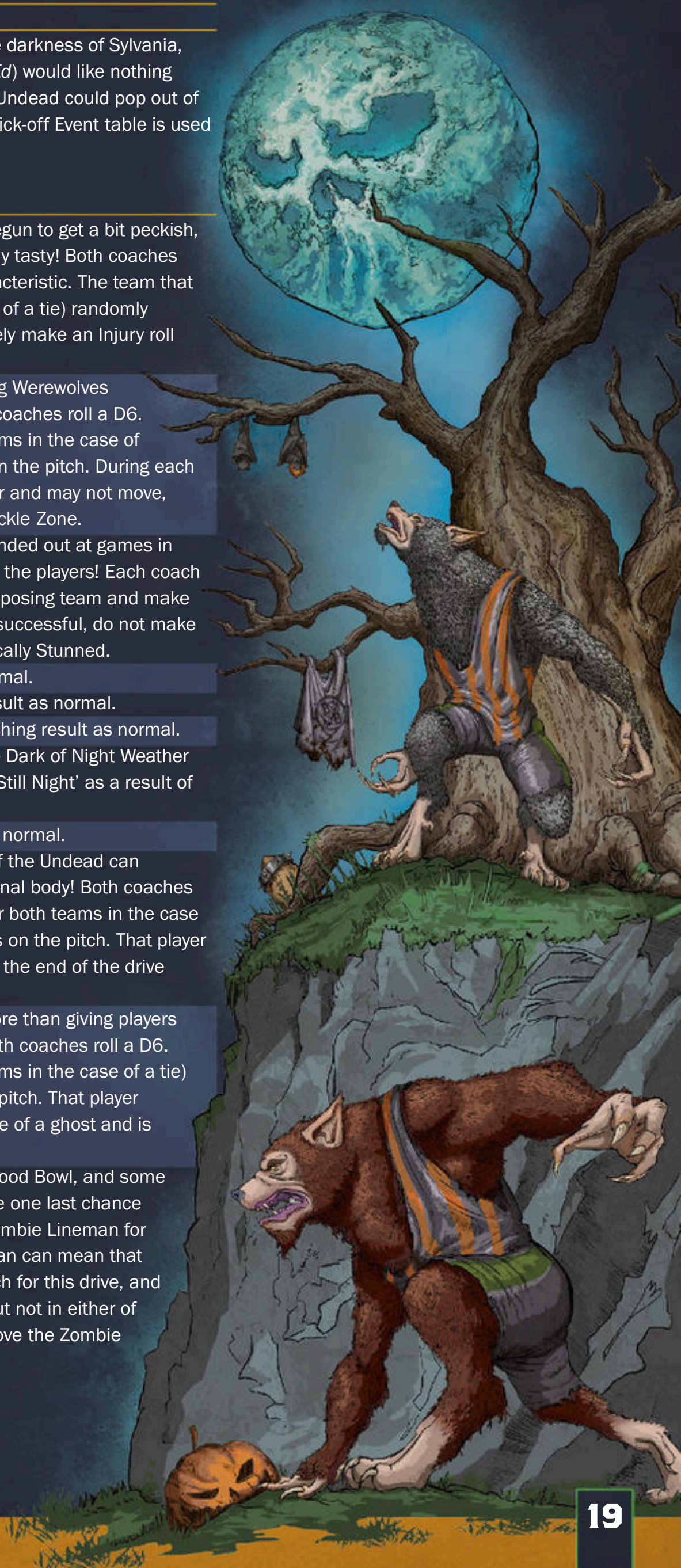


## SYLVANIAN KICK-OFF TABLE

To represent the dangers of playing Blood Bowl in the darkness of Sylvania, where most of the fans (*And many of the players!* – Ed) would like nothing more than to feast upon your flesh, and the restless Undead could pop out of the ground underfoot at any moment, the following Kick-off Event table is used for all games played as part of the Spooky Skull Cup.

### 2D6 RESULT

- 2 **Hungry Fans:** The fans in the crowd have begun to get a bit peckish, and the players in the dugout look particularly tasty! Both coaches roll a D6 and add their Dedicated Fans characteristic. The team that scored the lowest (or both teams in the case of a tie) randomly selects one player in their dugout. Immediately make an Injury roll for that player.
- 3 **Chilling Howl:** The terrifying sound of baying Werewolves can be heard throughout the stadium. Both coaches roll a D6. The team that scored the lowest (or both teams in the case of a tie) randomly selects one of their players on the pitch. During each player's next turn, that player is frozen by fear and may not move, perform any actions, and does not have a Tackle Zone.
- 4 **Thrown Pumpkins:** Pumpkins are often handed out at games in Sylvania, and usually end up being thrown at the players! Each coach may randomly select two players from the opposing team and make an Armour roll for them. If the Armour roll is successful, do not make an Injury roll; instead that player is automatically Stunned.
- 5 **High Kick:** Apply the High Kick result as normal.
- 6 **Cheering Fans:** Apply the Cheering Fans result as normal.
- 7 **Brilliant Coaching:** Apply the Brilliant Coaching result as normal.
- 8 **Changing Weather:** Make a new roll on the Dark of Night Weather table and apply that result. If the result is 'A Still Night' as a result of the roll, the ball will scatter before landing.
- 9 **Quick Snap:** Apply the Quick Snap result as normal.
- 10 **Zombified Hand:** Sometimes, even parts of the Undead can keep moving when separated from their original body! Both coaches roll a D6. The team that scored the lowest (or both teams in the case of a tie) randomly selects one of their players on the pitch. That player has been grabbed by a zombified hand; until the end of the drive reduce that player's MA by 1.
- 11 **Boo!:** Ghosts and spectres enjoy nothing more than giving players a good old fright in the middle of a game. Both coaches roll a D6. The team that scored the lowest (or both teams in the case of a tie) randomly selects one of their players on the pitch. That player has been spooked by the sudden appearance of a ghost and is immediately Placed Prone.
- 12 **The Restless Dead:** Even the dead enjoy Blood Bowl, and some will climb from their graves mid-game to have one last chance at glory! Both coaches immediately gain a Zombie Lineman for the duration of the drive. This Zombie Lineman can mean that teams have more than 11 players on the pitch for this drive, and can be placed anywhere in its team's half, but not in either of the Wide Zones. At the end of the drive, remove the Zombie Lineman from play.





## ADDITIONAL POST-GAME SEQUENCE RULES

**G**ames played as part of the Spooky Skull Cup follow all of the usual steps of the post-game sequence; however, there is one additional step that happens after you have recorded the outcome and calculated your team's winnings.

*Not all Necromancers in Sylvania are attached to a specific team, either as head coach or a member of the coaching staff. Many will simply keep themselves to themselves and focus on their morbid experiments. However, some more savvy Necromancers see the Sylvanian Night-time Leagues as a chance to earn a bit of extra cash by offering out their, shall we say, unique skill set to teams whose players have suffered a fatal tackle, or become deceased in some other accidental ('accidental'... – Ed) manner during the course of the game.*

*It is not unheard of for a head coach to seek out a Necromancer after their Star Player has been crushed, mangled, or decapitated, in order to have them raised from the dead to keep them playing for one more season – though they may not be quite as quick or agile as they might have been in life.*

*However, this doesn't always go to plan. Sometimes there is nothing that can be done for the unfortunate individual who has been mangled far beyond saving, even for the talents of the Necromancers hired to raise them. Sometimes, the Necromancer may even have no intention of helping the coaches that come to them for aid, slinking off into the night after a coach foolishly paid for their services up-front!*

During the post-game sequence, a coach who had a player that suffered a 'Dead!' result on the Injury table may hire a wandering Necromancer in order to try to have the player raised from the dead.

To hire a Necromancer in this way, 50,000 gold pieces must be spent from the team's treasury and a player that was killed in the previous game is selected.

The coach then rolls a D6 to see what happens to the dead player:

### D6 RESULT

- 1 **"Hah! Suckers!":** The Necromancer never had any intention of raising the player from the dead, and has instead made off with the money! The player remains dead, and you lose the 50,000 gold pieces.
- 2 **"There was nothing I could do":** The Necromancer has been unable to raise the player; they were too badly damaged. The money paid is refunded to the team's treasury.
- 3 **"It may cost a little bit more":** The Necromancer has successfully raised the player, however, they are demanding an extra 20,000 gold pieces for their services. If the 20,000 gold pieces is paid then the player is raised as described below, otherwise the player is not raised and the money spent is lost.
- 4-6 **"They Live!":** The Necromancer has successfully raised the player from the dead, they may be added back to your roster and will gain the Regeneration trait. However, the player gains the Loner (3+) trait and reduces their Agility by 1 (e.g., a player with an Agility of 2+ would reduce it to 3+) to a maximum of 5+.



# NECROMANTIC HORROR NIGHTMARE BLOOD BOWL PITCH

**S**tadia and pitches throughout the lands of Sylvania differ greatly from those elsewhere, often being built upon graveyards, old burial grounds, or even pumpkin patches rather than the grand monuments to the game of other teams. Games played at the home grounds of Necromantic Horror teams will, usually, be played at night, the restless dead that slumber beneath the turf becoming far more active when the sun has retreated and they, and their fans, can emerge from their graves to enjoy a game of Blood Bowl!

## USING THE NECROMANTIC HORROR NIGHTMARE PITCH IN YOUR BLOOD BOWL GAMES

**T**he Necromantic Horror Nightmare pitch has two sides – one depicting the pitch in fair weather; though the game is played at dusk. The other side depicts the pitch at night-time, when the pitch becomes more ‘restless’. If both players agree, the following rules can be used to represent the unusual conditions:

### FADING LIGHT

At the start of the game it is dusk; the sun is setting and the shadows grow long in the fading light. This makes it slightly trickier to pass the ball long distances accurately, and so all players suffer an additional -1 penalty when making a Long pass or Long bomb. At the end of the first half, flip the board over to the Dead of Night side.

### DEAD OF NIGHT

Night-time has fully descended upon Sylvania, making it all but impossible for players to see more than a few feet in the gloom. Players may not attempt to make a Long pass or Long bomb.

Additionally, it is during the dead of night that the pitch really comes ‘alive’. During the second half of a game played on the Necromantic Horror Nightmare pitch, the following rule is in play:

**GRASPING HANDS AND VINES:** From beneath the surface of the pitch, possessed pumpkin vines and the clawing hands of the Undead reach out and grasp at the feet of the players. Any player that attempts to Dodge, Rush, or Leap suffers a -1 penalty to their roll.

## BLAST FROM THE PAST

**M**ake no bones about it; Tatzina Babarini is the undisputed queen of fashion in the Old World. Always looking for those sartorial classics that are well due a comeback, we sent our favourite fashionista to Sylvania to dust the cobwebs off some of the retro looks of yesteryear to see if they are still in, or if they need to be buried once and for all!

**TATZINA:** Well, when I first got to Sylvania and saw the state of some of the clothes I was like, this is just sooo last century. Did people really wear this? But, you know, after a while I began to find some real gems amongst all the dried bones that have really stood the test of time, and may well be due a comeback – if worn right of course!

## PUMP-KING OF THE ACCESSORIES?

There is something to be said for the humble pumpkin; they just seem to go with everything! Daring, brilliant, and they really help with the odour problem that can be a real issue with the recently deceased. Their vibrant orange hue can’t be missed, and is perfect for that confident Zombie who wants to stand out in the graveyard.

## THAT’S TORN IT!

Ripped clothes are in; that’s just common fashion knowledge. The shredded shirt look can really help accentuate the body, or bones, underneath and give that shabby-chic look that is just so hot right now. This particularly suits the fashion-conscious Werewolf; just don’t overdo the tears otherwise you’ll make a real dog’s dinner of it!

## THE LAST STRAW!

Our Zombie readers often ask me what is a stylish, yet comfortable, solution to the problem of flesh sticking to clothing. Well, I’ve found the answer – straw! Pack your outfit with this and not only will you stop your clothes from soaking up all that congealed blood, but you’ll look great at the same time!





# NECROMANTIC BALLS

## PUMPKIN BALL

**W**herever a Necromantic Horror team travels, their fans will undoubtedly bring plenty of pumpkins to the match. After all, they are not only a healthy alternative to flesh, but also a favoured projectile of Undead fans! It is not unheard of for the more elongated pumpkins to be used as balls by Necromantic Horror teams; though they can prove to be quite fragile on occasion.

Whenever the Pumpkin Ball touches the ground, roll a D6.

- On the roll of a 2+, the ball is fine and play continues as normal.
- On the roll of a 1, the Pumpkin Ball has smashed and is no longer usable. If this happens as part of the kick-off, it will result in a touchback. In any other situation the referee throws a new ball onto the pitch as close to where the old ball smashed as they can manage. The ball deviates from the original position in the same manner as if it was the kick-off, with the exception that it will deviate D3 squares in the rolled direction rather than D6.

## STITCHED BRAIN BALL

**N**ecromancers are known for their strange experiments and delight at stitching together all manner of body parts to create new players or coaching staff. Some Necromancers have even tried grafting a spare brain into a ball in the hope of bestowing the intelligence of the previous owner onto the ball carrier. This has provided mixed results, as the type of brain used can actually make players less intelligent – especially if a Troll brain has been used!

At the start of the game, roll a D6 to see which type of brain was used to craft the ball and apply the appropriate result.

### D6 TYPE OF BRAIN

- 1 **Troll Brain:** A player carrying the ball gains the Really Stupid trait whilst it is in their possession.
- 2 **Infected Brain:** A player carrying the ball gains the Disturbing Presence skill whilst it is in their possession.
- 3 **Possessed Brain:** A player carrying the ball gains the Frenzy skill whilst it is in their possession.
- 4 **Human Brain:** A player carrying the ball gains the Wrestle skill whilst it is in their possession.
- 5 **Dwarf Brain:** A player carrying the ball gains the Thick Skull skill whilst it is in their possession.
- 6 **Elf Brain:** A player carrying the ball gains the Dodge skill whilst it is in their possession.





# CHAT WITH THE RAT

**H**ackspit 'the Scribbler' Quillchewer is our ace Skaven reporter, scrabbling around the depths of the Old World to uncover all the freshest news right from the sidelines. This issue, Hackspit sits down with Ragoslav Gravetide, Necromancer and head coach of the Bruendar Grimjacks, to find out exactly how they go about scouting and recruiting new players to Necromantic Horror teams.

**QUILLCHEWER:** So Mr Gravetide, it's fair to say that Necromantic Horror teams have a rather competent system for scouting new talent. In fact, in recent years more and more top players are being drafted to play in Sylvania. Our readers would like to know how the scouting process actually works?

**RAGOSLAV:** Well, our scouting network is second to none. We constantly monitor the progress of top players from teams of all races rather than just our own, in order to find out who the very best players are in the world of Blood Bowl. From there we simply approach the player and offer them a contract to play as part of our team, or to use their parts for our team, in the event of their death. It really is quite simple.

**QUILLCHEWER:** I see, yes-yes. Do many players take you up on these offers then?

**RAGOSLAV:** Oh yes! For many players, the thought of not playing Blood Bowl is too much for them and they don't want to let a little, insignificant thing like death get in the way of their careers. Some demand huge financial incentives to sign such a contract and we're usually happy to oblige such terms as when they are subsequently raised, they're usually quick to renegotiate their contract so

they can be paid in flesh or brains, rather than gold pieces. Of course, this is fine by us!

**QUILLCHEWER:** I'd imagine this results in the team's treasury being quite healthy?

**RAGOSLAV:** Well, not having to pay our players in gold certainly helps! Though we do have to buy in plenty of fresh corpses in order to repair the likes of our Flesh Golems and Zombies. And as I'm sure you're aware, cadavers do not come cheap!

**QUILLCHEWER:** Quite-quite! So, after a player has signed a contract to play for a Necromantic Horror team following their end-death, how long will a team usually have to wait to have them join their ranks?

**RAGOSLAV:** Well, that really depends. Often we'll just let the glorious sport of Blood Bowl take its natural course, and then simply take our assets when they become available. The system essentially runs itself!

**QUILLCHEWER:** It certainly is an ingenious system of recruitment; I'll give you that! Though it could take quite a while for players to sign up I imagine – especially if their current teams protect them on the pitch-ground.

**RAGOSLAV:** It can, but then we do like to 'encourage' players to join sooner rather than later if they can. If we wish for a player to join the team quickly, or a Flesh Golem really needs a new blocking arm, then we find that Blood Bowl can hurry the player to honour their contract sooner than intended; especially if they play against our team, or one that owes us a favour – if you catch my drift.

**QUILLCHEWER:** I think I do, though I question its legality... (Well, the RARG don't seem to have an issue with it! – Ed). What about the likes of Werewolves? They can't simply be raised or stitched together like other players. How-how do you recruit them?

**RAGOSLAV:** Well, that can be an issue; though we find that Werewolves will often come to us anyway. If a scouted player has been bitten by another Werewolf on the pitch, they are usually swiftly exiled from their own team after they transform and slaughter those team-mates that can't get out of their way quickly enough. It's not our fault that players we are looking to recruit happen to taste better to other Werewolves! We then offer to help them control their newfound gifts and give them a place on our team.

**QUILLCHEWER:** I'll grant that it is charitable of you, though perhaps not-not turning them in the first place would be kinder?

**RAGOSLAV:** Perhaps, but, my dear rat, where is the fun in that!





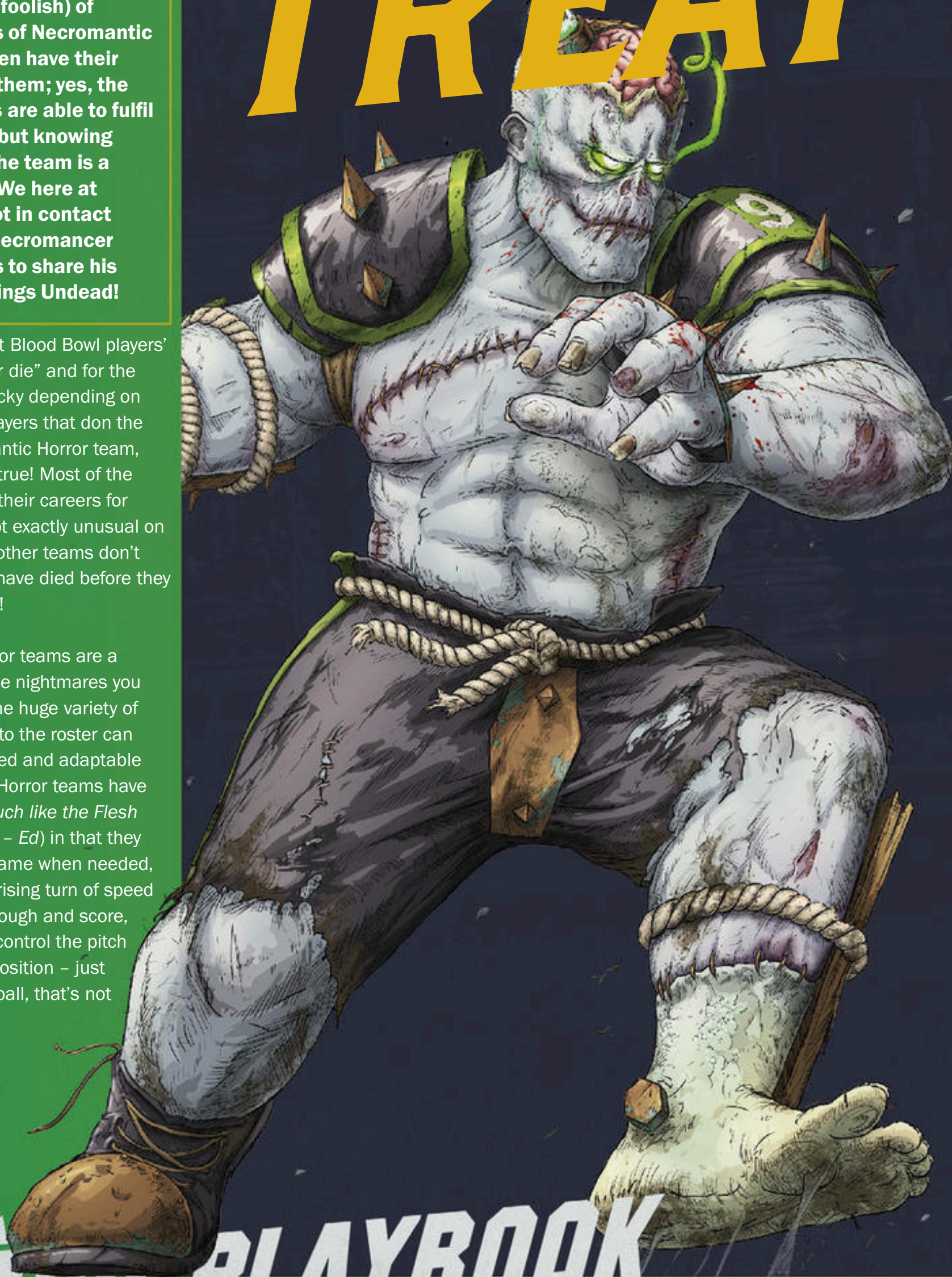
**N**ecromantic Horror teams provide an interesting prospect for even the most seasoned coaches.

A line-up containing all sorts of ghosts, Ghouls, and all manner of nightmarish creatures is a daunting sight for all but the bravest (or most foolish) of players. Coaches of Necromantic Horror teams often have their work cut out for them; yes, the wealth of players are able to fulfil almost any role, but knowing how to develop the team is a tricky business. We here at *Spike! Journal* got in contact with renowned Necromancer Stevan von Kröss to share his wisdom on all things Undead!

**T**hey say "Great Blood Bowl players' legacies never die" and for the unlucky (or lucky depending on your point of view) players that don the colours of a Necromantic Horror team, that absolutely rings true! Most of the players have started their careers for other franchises – not exactly unusual on the circuit, but most other teams don't require the player to have died before they can sign the contract!

Necromantic Horror teams are a real mash-up of all the nightmares you had as a child, and the huge variety of positionals available to the roster can make for a really varied and adaptable squad. Necromantic Horror teams have a hybrid playstyle (*Much like the Flesh Golems they employ!* – Ed) in that they can play the hitting game when needed, they can have a surprising turn of speed to be able to rush through and score, and they are able to control the pitch to shut down the opposition – just don't try to pass the ball, that's not their strong point...

# TRICK OR TREAT





## THE PLAYERS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Zombie Linemen	40,000	4	3	4+	-	9+	Regeneration	G	AS

Zombie Linemen are the mainstay of the team. At 40,000 gold pieces they are incredibly cheap so you can have a lot of them, they pretty much always tie up players more valuable than they are and, with your opponent needing a 9+ to break their armour, they just keep coming back for more! Zombie Linemen are particularly effective when used to foul other players, and I would always have at least one Dirty Player in the squad. Throw in that they have Regeneration, so even if they leave the field there's a great chance they will just re-enter the field on the next drive. But the absolute best thing about them? Well, if you kill an opposition player then you get to add one to your roster for free! Amazing!

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Ghoul Runners	75,000	7	3	3+	4+	8+	Dodge	AG	PS

Ghoul Runners are some of the faster players on the team. Their Dodge skill makes them manoeuvrable and enhances their survivability as, unless the blocker has Tackle, they can avoid the Stumble result on the block dice, turning it into a Push Back instead. Ghoul Runners have a tendency to become the ball carriers on a Necromantic Horror team by default as they have a good Agility characteristic, and access to Agility and General skills that helps them become really effective in this role. However, this comes with risks. With a low Armour Value, and no Regeneration, if your opponent does manage to break through your defences and make a Block against a Ghoul Runner, it can spell the end for your Ghoul! Overall a really useful player, but one that needs to be protected.

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Wraiths	95,000	6	3	3+	-	9+	Block, Foul Appearance, No Hands, Regeneration, Sidestep	GS	A

Wraiths are great players for blocking off the opposition and marking players to really help their team control the pitch. With Block, they start out as the most reliable hitters in the team and, with Foul Appearance as well, they can avoid a sizeable percentage of retaliatory strikes. Should someone actually be able to throw a Block at a Wraith, then Sidestep kicks in and they can get themselves into a more advantageous position. The only downside is that they are unable to handle the ball but, seeing as their main job is to take out the opposition, it's something that you can easily cope with.

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Flesh Golems	115,000	4	4	4+	-	10+	Regeneration, Stand Firm, Thick Skull	GS	A

Flesh Golems are intimidating creations whose bulk can stop even the strongest opponent in its tracks. Strong but slow, these players need to be carefully positioned to maximise their effectiveness, but if you get it right, they can stop any drive. Removing them from the field is incredibly difficult with your opponent needing a 10+ to break their armour, and Thick Skull stubbornly keeping them in play if they do. Being incredibly durable means your opponent may spend a long time trying to deal with your Flesh Golems, whilst the rest of your team is able to run in and score.

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-2	Werewolves	125,000	8	3	3+	4+	9+	Frenzy, Claws, Regeneration	AG	PS

Werewolves are the stars of the team – they can take out the most highly armoured opponents with their Claws, use Frenzy to knock players off the pitch, and simply the threat of one can change the way your opponent plays. Just be careful not to Frenzy yourself into trouble; you need to be mindful of how the second Block will go and the position it will leave you in, as they will have to follow up. Werewolves have great Movement and Agility characteristics, so can carry the ball and dodge if necessary. They are, however, amongst the most expensive non-Big Guy players in the game, so they will leave a huge hole in your team if anything happens to them.



# STARTING ROSTER

**W**ith plenty of player types to choose from, and the fact that Necromantic Horror teams can reliably fit any style of play to suit any coach, deciding on a starting roster can be relatively tricky. Every player is good, so how exactly do you choose which players to start with when joining a league?

**T**he high costs of the non-Zombie players on a Necromantic Horror team means you have to sacrifice something in the starting team – you simply can't fit everything in at the beginning, as much as you may want to. There is no perfect answer as to which players to start with; each option has its upsides and downsides. Some coaches prefer to start with two Flesh Golems right from the off; as they are slow to progress and skill up, having them around longer means they will have more chance of getting those all-important Star Player Points.

A lone Werewolf is easier to protect in the early stages of a league, especially if you have fewer blocking players, such as Flesh Golems and Wraiths, to fend off opposition players trying to take down your Werewolves.

Another option is to not take any Ghoul Runners until you have enough players skilled up to protect them – that way you can safely guard your precious Ghouls from harm as they surge towards the End Zone for that all-important touchdown.

Here are two potential ways to build a Necromantic Horror team when starting out in a league.

- 1 BRAWN OVER BRAINS**  
**Total 1,000,000 gold pieces**
- 1 Werewolf
  - 1 Ghoul Runner
  - 2 Flesh Golems
  - 2 Wraiths
  - 6 Zombie Linemen
  - 2 Re-rolls

This roster gives you a strong spine for development. With the Wraiths and Flesh Golems you can control the wings of the pitch, really bringing the Flesh Golems' Stand Firm and Wraiths' Sidestep into play and preventing your players being knocked out of position. This will also give the Werewolf plenty of opportunities to knock opposition players into the crowd with their Frenzy skill. The Ghoul takes up the role of the ball carrier in this team, freeing the Werewolf up to attack as and where it needs to. With only two players with good Agility, it does mean you need to really protect them until you are able to buy reinforcements. Otherwise picking up the ball will become a real challenge and, with only two re-rolls, careful management is needed early on.

- 1 THE HUNTING PACK**  
**Total 1,000,000 gold pieces**
- 2 Werewolves
  - 2 Wraiths
  - 2 Ghoul Runners
  - 5 Zombie Linemen
  - 3 Re-rolls

This roster is built for speed, plain and simple. With all the faster players taken at the start, this does mean it is at the expense of the Flesh Golems. This roster has four viable ball carriers in the Werewolves and the Ghoul Runners, though it can still pack a hefty punch when needed. However, with only 11 players in the starting line-up, it's even more important to protect the Ghoul Runners (as, unlike most of your players, they don't have Regeneration), and if you find yourself short-handed, you lack the high-Strength players to stop things getting even worse on the pitch. With three re-rolls, however, you have a little more security for when things go wrong.



# DEVELOPMENT

**O**nce you have got your starting roster down, it will be worth thinking about how you plan on skilling your players up. But which Skills is it worthwhile to consider for the players on a Necromantic Horror team? It's a difficult conundrum for sure, but there are definitely some things that most coaches can agree upon when skilling up their players. The following table gives a good indication of the best Skills to take for each of the positions, as well as which characteristic increases you could consider if you fancy saving up the Star Player Points for one.

For most of your player types, there is a selection of Skills that can be useful and so you may decide to take a random Primary skill for a player's first Skill as it costs fewer Star Player Points. Whilst this is a risk in that you may get a Skill that is not immediately useful, it can help you skill up your players much more quickly. Remember that getting more Skills later on costs more Star Player Points than it does for players getting their first Skill. With this in mind, you may decide to save up for a Secondary skill and keep the Star Player Points for later on.

POSITION	PRIMARY SKILL	SECONDARY SKILL	STAT INCREASE
Zombie Lineman	Block, Kick, Dirty Player, Tackle (Dependant on their role in the team)	Guard, Defensive, Stand Firm	MA – No AV – No AG – No ST – Yes
Ghoul Runner	Block, Sure Hands, Safe Pair of Hands, Sidestep, Fend, Wrestle	On the Ball, Guard, Leader	MA – Yes AV – No AG – Yes ST – Yes PA – No
Wraith	Mighty Blow (+1), Guard, Tackle, Frenzy, Grab	Dodge, Jump Up	MA – Yes AV – No AG – Maybe ST – Yes PA – No
Flesh Golem	Block, Guard, Mighty Blow (+1), Tackle, Grab	Dodge, Leader	MA – No AV – No AG – No ST – Yes PA – No
Werewolf	Block, Dodge, Sidestep, Tackle, Jump Up, Diving Tackle	Mighty Blow (+1), Guard	MA – Yes AV – No AG – Yes ST – Yes PA – No





# SET-UP

## DEFENCE

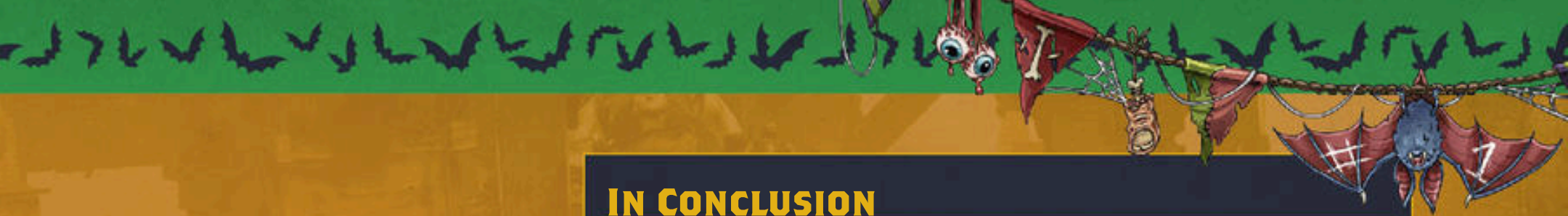
The defensive set-up shown in this diagram has the two Flesh Golems positioned in the Wide Zones. If your opponent wants to get past them then they will need to invest a lot of resources to move the Flesh Golems in order to slip past, thanks to Stand Firm. If your opponent does try to sneak past your Flesh Golems, you can then respond with the Wraiths and Werewolves that have been placed further back to defend against any attempts to push through and score a quick touchdown. This set-up allows you to react easily to any play your opponent makes, and with the Werewolves set up where they are, there's no escape from their claws for any players who get through!

## OFFENSE

This set-up is a general offensive set-up. It has the Flesh Golems on the Line of Scrimmage to utilise their high Strength characteristic, and they are close enough together to start to form a cage for the drive up the field. The Ghoul Runners are set further back to collect the ball regardless of where it lands, and the Werewolves are ready to strike at the most valuable targets. On offense, it's important with Necromantic Horror teams to take your time – just because you can score a touchdown in two turns doesn't mean you always should. Keep moving forward where possible, but remember that you get to set the pace. Protect the Ghoul Runners carrying the ball, and get the player number advantage by trying to cause casualties with your Werewolves, Flesh Golems and Wraiths. Once you have a player on the floor, then you can bring the Zombie Lineman with Dirty Player in on the action to make sure the poor target is out of the game.







## IN CONCLUSION

**N**ecromantic Horror teams are definitely a slow build in terms of player skill development; it can take quite a while for the likes of Flesh Golems and Wraiths to get enough Star Player Points to be the frighteningly devastating players they can be. Your Werewolves will often seem to be hogging all of the precious Star Player Points given that they are great at both scoring touchdowns and causing Casualties. As difficult as it may be, you need to remember to let the rest of your team have a go too – otherwise you will end up with two star Werewolves whilst the rest of your team has barely got off the ground!

However, once a Necromantic Horror team does begin to improve and gain all of the important Skills, they can become incredibly difficult to stop. If you are a coach who enjoys a team that can do a little bit of everything, then a Necromantic Horror team may just be the team for you. Plus, it's always fun when you kill an opposition player and then get to add them to your roster as a Zombie!



### KEY

-  Zombie Lineman
-  Ghoul Runner
-  Wraith
-  Flesh Golem
-  Werewolf





# STAR PLAYER SPOTLIGHT

## BRYCE 'THE SLICE' CAMBUEL

A CUT ABOVE

### BRYCE 'THE SLICE' CAMBUEL

MA 5

ST 3

AG 4+

PA -

AV 9+

GP  
130,000



#### SKILLS & TRAITS

Chainsaw, Loner (4+), Regeneration, Secret Weapon, Stand Firm, Thick Skull

#### PLAYS FOR

Sylvanian Spotlight

#### SPECIAL RULES

**Ghostly Flames:** Once per half, when Bryce makes the Chainsaw Attack Special action as part of a Blitz action, he may add +4 to the Armour roll against an opponent rather than +3.

### SPIKE! EXCLUSIVE STAR PLAYER PROFILE

### BRYCE 'THE SLICE' CAMBUEL

AGE  
27 (+16)

HEIGHT  
Shorter than  
he was!

WEIGHT  
30 lbs

ORIGINATING TEAM  
Ostermark Bulls


POSITION  
Chainsaw-wielding Loony

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

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







**B**ack in the 2480s, a new craze gripped the Blood Bowl world that changed the face of the game forever. This was, of course, Man-mangler McStone's invention of the chainsaw and its introduction into the game. These screaming, whirring, death-bringing devices were an instant hit with fans who just loved the extra destruction and carnage they caused on the pitch. Those who carried these deadly machines were, quite aptly, known as chainsaw-wielding loonies. Though the fad became too much for the NAF to deal with originally, it soon died out – along with most of the players insane enough to be wielding the chainsaws in the first place!

Such was the case with Bryce 'the Slice' Cambuel, a chainsaw-wielding loony who played for the Ostermark Bulls. Bryce made his debut for the Bulls in 2481, the start of the chainsaw phenomenon, and so naturally brought this new weapon of choice with him when he made his first strides onto the pitch. This was an instant hit with fans of the Ostermark Bulls who had grown somewhat bored with the team's repetitive playstyle and mediocre results; so the introduction of their very own chainsaw-wielding loony certainly spiced things up on the pitch!

Though he caused a few maimings and significant injuries, it would be fair to say that Bryce's antics weren't exactly making the cut for Cabalvision's 'Brutal Plays of the Week' show. That was until the now-infamous game when the Ostermark Bulls played the Athelorn Avengers in 2484 in which Bryce became the most talked about player in Blood Bowl; well, at least until the following week!

In an effort to stop the Avengers' star Wardancer from getting past him and scoring yet another touchdown, Bryce decided to use his chainsaw to ensure that the Wardancer was taken off the pitch permanently. With a rev of the engine, Bryce charged at the ball carrier; however, the wet leaves underfoot proved to be Bryce's undoing as he slipped and, rather artfully, removed his own head with his favoured contraption! Such was the spectacle of seeing the loony's head shoot into the air in a spray of red that the play has ever since graced all manner of highlight and blooper reels for the amusement of all Blood Bowl fans!

Though his self-inflicted decapitation may have seemed to put an end to Bryce's brief career, it would be far from his final appearance on a Blood Bowl pitch. Bryce was raised from his 'early retirement' in order to help a fledgling Grim Bay Hackers team find their feet in the Sylvanian Night-time Leagues. His skeletal form was engulfed in bright green flames, which were said to be brought about from his anger of having to relive his embarrassing demise on a weekly basis on Cabalvision!

Going freelance following the fulfilment of his contract, Bryce has set out to continue his legacy as a feared and brutal chainsaw-wielding loony; cutting swathes across the pitch for any team that hires him as he attempts to become known for more than just being the loony that removed his own head!

## CAREER HIGHLIGHTS

**2481** A rookie Bryce Cambuel takes to the pitch for the first time wielding a chainsaw, and immediately becomes a player to watch within the Ostermark Bulls. Bryce's first season sees him rack up an impressive number of casualties and injuries, including cutting a Minotaur's head clean off in one fell swoop when the Ostermark Bulls hosted the Skulls of Katam. Whilst this act made Bryce a target for the remainder of the match, it also earned him his famous nickname of 'the Slice' that would stick with him for the remainder of his career.

**2484** After three years of chainsaw-filled mayhem for the Bulls, Bryce's stint at his debut team comes to an abrupt end when he trips mid-game and accidentally removes his own head! Later that year, and after being played in every blooper reel for the remainder of the season, Bryce 'the Slice' Cambuel is, posthumously, awarded the Delightful Decapitation Award for such masterful chainsaw handling. The highlight is then shown on repeat at the ceremony; to the delight of those in attendance!

**2491** Bryce is raised to play once more; this time for the Grim Bay Hackers in the Sylvanian Night-time Leagues. His return is a roaring success and he soon establishes himself as one of the very best chainsaw-wielding loonies in the game – though his somewhat questionable balance, and eagerness to lay into those that laugh at his previous demise, does mean that he has to have the odd limb replaced from time-to-time!

**PRESENT** Having gone freelance in 2493, Bryce 'the Slice' Cambuel is still tearing up Blood Bowl pitches across the Old World; playing for any Shambling Undead or Necromantic Horror team that requires an extra application of flame-fueled fury or simply needs an opposition player (or parts of them) removed (*Often so that they can then be 'recruited'!* – Ed) from contention in a particular match – the teams just need to promise not to make him re-watch the hilarious clips of his first demise when they are inevitably shown again on Cabalvision!



## 0-1 (IN)FAMOUS COACHING STAFF INDUCEMENT: PROFESSOR FRÖNKELHEIM

**130,000 GOLD PIECES, AVAILABLE TO ANY TEAM  
WITH THE 'SYLVANIAN SPOTLIGHT' SPECIAL RULE**

Where most Necromancers are quiet and reserved sorts who enjoy nothing more than rooting around in graveyards and mausoleums looking for raw materials on which to practice their craft, some are distinctly larger-than-life characters who just seem destined to attract attention and controversy!

Professor Frönkelheim is such a character. Formerly a lecturer at the University of Altdorf, the good professor has been hounded out of more towns ahead of an angry, torch-wielding mob than a Halfling has had hot dinners. A student of anatomy, Frönkelheim gained notoriety for his experiments in performance-enhancing surgery. Believing he could use the discarded parts of deceased players to improve others, Frönkelheim soon discovered that the people of the Empire weren't so keen on such strange science. Having his laboratory burned down led the professor to suspect that ordinary people lacked vision. Having another two dozen or so burned down since then has made him certain! These days, Frönkelheim resides somewhere in Sylvania, where the locals are more accepting of his peculiar ways, and funds his research by... modifying players for local Blood Bowl teams.

## "HAVE YOU THOUGHT ABOUT AN UPGRADE?"

**D**uring the pre-game sequence, after step 4 but before step 5, randomly select D3 players on your team that are eligible to play during this game. These players have been modified by the professor.

Until the end of this game, each selected player gains a single randomly selected Skill from the Mutations category. However, at the start of step 3 of the post-game sequence, roll a D6 for each of these players (unless they suffered, and did not recover from, a Casualty table result of 15-16, DEAD during the game):

### D6 RESULT

- 1** The experiment proves a bit of a failure, really. The player immediately loses the Skill. In addition, the player must miss the next game, exactly as if they had suffered a Casualty table result of 7-9, Seriously Hurt, during this game.
- 2-5** The experiment proved only a short-lived success. The player immediately loses the Skill.
- 6** The professor's experiments have proven a success! The player retains the Skill without having to spend any SPP (note that you must adjust their Current Value accordingly, as if the player had randomly selected a Secondary skill).





# 0-1 WIZARD INDUCEMENT: WICKED WITCH

150,000 GOLD PIECES, AVAILABLE TO ANY TEAM WITH EITHER THE 'OLD WORLD CLASSIC', 'SYLVANIAN SPOTLIGHT' OR 'UNDERWORLD CHALLENGE' SPECIAL RULES

Wizards are a common sight all across the Old World, and most belong to one of the many Colleges of Magic (even Necromancers have come out of the shadows in recent years), but Witches remain somewhat more elusive. Witches don't belong to any formal College or guild, and rarely express much interest in working for a Cabalvision network. Instead they practice a more spiritual, naturalistic form of magic, often referred to as 'hedge magic' by their magical peers within the Colleges. Most small towns and villages are home to one or more Witches, who normally make a comfortable living selling magical cures to those maladies that commonly afflict people living in small towns, such as plagues of warts. What many don't realise is that these Witches are powerful magic users that deal in potent curses and many, varied types of hex. All too often, the ailment the local Witch is asked to cure is one that has been visited upon the sufferer by the Witch herself!

Once per game, a Wicked Witch may cast one of the following spells:

## ZAP!

**Y**ou may cast this spell either at the start of any of the opposition's team turns, before any player is activated, or immediately after any of the opposition's team turns has ended. Target any opposition player and roll a D6:

- If the roll is equal to or higher than the player's Strength characteristic, or is a natural 6, that player turns into a Frog for the remainder of the drive, after which their coach will secure emergency magical assistance to turn the player back into their original form.
- If the roll is lower than the player's Strength characteristic, the player develops a fresh crop of warts, but the spell has no further effect.

If the player was in possession of the ball when they were turned into a Frog, it is dropped and will bounce. When a roll on the Casualty table is required against the Frog, no roll is made. Instead, it is automatically treated as if a 1-6, Badly Hurt result had been rolled. The Frog must miss the rest of the game and cannot be patched-up by an apothecary (because it's a frog!). At the end of the game, the player is returned to their normal shape with no ill effects.

The Frog has the following profile:

	MA	ST	AG	PA	AV
<b>Frog</b>	5	1	2+	-	5+
<b>Skills &amp; Traits</b>	Dodge, Leap, No Hands, Stunty, Titchy, Very Long Legs				

## PLAGUE OF WARTS

**Y**ou may cast this spell at the start of any of the opposition's team turns, before any player is activated. Target any opposition player anywhere on the pitch, and roll a D6:

- On a roll of 3+, the player is hit and their skin unexpectedly erupts into a mass of warts.
- On a roll of 1 or 2, the player develops a few unsightly blemishes, but is otherwise unaffected.

Until the end of this drive, the MA, ST, and AG characteristics of a player hit by Plague of Warts are reduced by 1. Additionally, until the end of this drive, a player hit by Plague of Warts gains the Disturbing Presence and Foul Appearance skills.





# 'BUMPS IN THE NIGHT...'



BOB: "IT WAS HEXENNACHT AND THE FIRST NIGHT OF THE SYLVANIAN NIGHT-TIME LEAGUE PLAY-OFFS..."

WHERE IS EVERYONE?



"...BUT THIS DILAPIDATED OLD STADIUM LOOKED LIKE IT HADN'T SEEN A BLOOD BOWL GAME IN CENTURIES."

WHAT WAS THAT?!



OOOOOHHHHH WOOOH

I DON'T LIKE IT,  
I DON'T LIKE IT...

PULL IT TOGETHER, OR YER'LL  
GET A THUMPIN'!

NO, NO, NO,  
NO, NO, NO...



HEEEELP MEEEEEE!

ARRGGHHHHHH!









**'THRILLING' JACK  
ZOMBIE LINEMAN,  
THE WOLFENBURG CRYPT-STEALERS**



**VILGA FLESHCHEWER  
GHOUL RUNNER,  
THE WOLFENBURG CRYPT-STEALERS**



**KARL BORISOV  
FLESH GOLEM,  
THE WOLFENBURG CRYPT-STEALERS**



**GRAWL 'WOLFIE' KESSLER  
WEREWOLF,  
THE WOLFENBURG CRYPT-STEALERS**



**BRAINS STRAWMAN  
ZOMBIE LINEMAN,  
THE WOLFENBURG CRYPT-STEALERS**



**GRASH SPLENGOUGER  
GHOUL RUNNER,  
THE WOLFENBURG CRYPT-STEALERS**



**DORAN VON RAUKOV  
ZOMBIE LINEMAN,  
THE WOLFENBURG CRYPT-STEALERS**



**BOB 'THE BRAIN' GRIMMAN  
FLESH GOLEM,  
THE WOLFENBURG CRYPT-STEALERS**



**KASPER THE UNFRIENDLY  
WRAITH,  
THE WOLFENBURG CRYPT-STEALERS**

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LUCA GREYFANG  
WEREWOLF,  
THE WOLFENBURG CRYPT-STEALERS



BOO-STONE THE SPOOK  
WRAITH,  
THE WOLFENBURG CRYPT-STEALERS



GNAW-VILE ROGERS  
ZOMBIE LINEMAN,  
THE WOLFENBURG CRYPT-STEALERS



JOHAN 'SCARE' CRONE  
ZOMBIE LINEMAN,  
THE WOLFENBURG CRYPT-STEALERS



GREGOR VON ROMARGO  
ZOMBIE LINEMAN,  
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