

BLOOD BOWL

SPIKE!

THE FANTASY FOOTBALL JOURNAL

ISSUE
13

BLOOD, SKULLS AND MORE SKULLS!
KHORNE TEAMS TAKE TO THE PITCHES OF THE OLD WORLD TO
CLAIM THE SKULLS OF THE WORTHY (AND THE UNWORTHY!)
IN THE NAME OF THE BLOOD GOD!

MUTILATING MANIACS!
KHORNE'S MOST BLOODTHIRSTY PLAYERS RETURN TO
WREAK HAVOC UPON ANYONE WHO GETS IN THEIR WAY!

ISSUE THIRTEEN!

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BLOOD BOWL FOR THE BLOOD GOD!



They say that the most important thing in a game of Blood Bowl is the ball. Well, not if you ask those teams that have devoted themselves to Khorne. To them, it's the first word of Nuffle's sacred game that is the most important – blood! In this issue, *Splike! Journal* takes a look at the recent resurgence of teams dedicated to the Blood God, and wades through the vast amounts of blood, gore and viscera they create to get the inside scoop on Khorne teams.



When the races of the Old World rediscovered the game of Blood Bowl, and they put down their weapons and desire for war in exchange for settling their differences using Nuffle's sacred game, Khorne wasn't overly pleased; in fact, he was outraged! In the northern lands, the skies turned red, deafening thunder rumbled on a constant basis, and the ground shook with the Blood God's fury. That was until Khorne actually bothered to watch a game...

Witnessing the utter violence and total disregard the players had for one another's well-being, the Blood God was delighted by the game, becoming an instant fan overnight. With their god's new-found passion for the sport, Khorne's loyal followers soon took to terrorising pitches across the Old World in order to spread carnage and spill blood in his name.

Within weeks, opposition teams came face-to-face with line-ups of blood-crazed, gore-soaked psychopaths the likes of which they had never encountered before. The sight of such players was often cause enough for many of their opponents to simply forfeit the match, leading to numerous Khorne teams winning far more matches than their ability may suggest. Even the hardest Dwarf teams and most savage of Orc teams had second thoughts when taking on the Blood God's followers, their stomachs often turned by the sheer brutality employed.

However, for all their savagery and barbarism, when their opponents do take them on, Khorne teams often end up tasting defeat for one simple reason – they largely ignore the ball in favour of inflicting as much pain on their opposition as they can. There have been many instances of Khorne's players simply ignoring the ball carrier and instead eviscerating whichever opposition player is unfortunate enough to be closest to them – not that this bothers Khorne at all, who is far more concerned with the amount of blood spilled than win-loss records!

Those who play for Khornate teams are amongst the most ruthless men and women of all the northern Chaos tribes. To join the roster of a Khorne team, a player must partake in a series of increasingly violent trials, each designed to push an aspirant to their limits. Those who become successful emerge from the fighting pits coated in the blood and innards of their sparring partners, and holding the skull of the defeated as an offering to Khorne to bless their performances on the pitch.

It is not simply barbaric Bloodborn Marauder Linemen who ply their trade within Khorne teams. Beastmen twisted by the Blood God take to the gridiron intent on goring the opposition with their sharpened horns. The largest and toughest players are known as Bloodseekers, donning heavily armoured kits covered in spikes. On a rare occasion, a player will impress Khorne in their trials so much that he will grant them his blessings, distorting their flesh and growing them into the feared and gore-frenzied Bloodspawn.

Though they may not be considered the greatest teams when you look purely at results, there is no denying that Khorne teams are amongst the most violent to ever play the game of Blood Bowl. Numerous opposition teams have been forced to disband or retire following a match with a Khornate team, with many of the opposition's players (and a good proportion of their fans) slaughtered by the followers of the Blood God in reverence to Khorne.

When Khorne's followers take to the pitch, the ball is often forgotten in an orgy of bloodshed, while the fans are whipped into an exultant frenzy by the blood-soaked spectacle before them. It is often said of any game involving a Khorne team that you shouldn't sit in the front row unless you don't mind getting drenched...

POSITIONS

BLOODBORN

MARAUDER LINEMEN

Joining the roster of a Khorne Blood Bowl team isn't as simple as turning up for tryouts, doing the best you can and hoping to get picked to play Nuffle's glorious sport; far from it! Those savage men and women that wish to play on behalf of the Blood God must enter the fighting pits to go through a series of violent trials, where they must eviscerate other would-be players to prove that they are worthy of playing in Khorne's name.

Those who emerge from the fighting pits drenched in gore will earn their place on a Khorne team, born once more in the blood of those they have slain. Such trials do not produce the most skilled or technically-gifted players ever to grace a Blood Bowl pitch (Khorne has no time for those who would rather score than spill blood), but they certainly transform those that stand bloodied and victorious into frenzied and barbaric players who embody the explicitly violent nature of the sport – much to Khorne's delight!





BLOODSEEKERS

The most impressive and physically dominant of those who survive the trials become the Bloodseekers: massive mountains of muscle, bedecked in baroque armour of brazen brass and red-lacquered leather. Often placed on the line of scrimmage so they can get stuck right in to the opposition lines (*often quite literally!* – Ed), Bloodseekers are claret-crazed lunatics driven by their hunger for violence and gore, and eager to earn the favour of their lord through the decimating of all who stand before them.

It should come as no surprise that Bloodseekers hold little regard for the finer points of the sport. They only care that, for a brief time at least, they are provided with opponents to throttle and maim, to brutalise and decapitate. On the rare occasion that a Bloodseeker ends up with the ball – which only really occurs by accident if they happen to bludgeon the ball carrier into the dirt – they will look to quickly offload it to some other player so they can get right back to breaking limbs and spilling blood across the pitches of the Old World!

KHORNGORS

Beastmen are the children of Chaos, foul mutants that lurk in huge and hidden numbers within the great forests of the Old World. Most Beastmen worship the Dark Gods as a pantheon, yet there are many who set one god above all others. Khorngor are the Beastmen who favour Khorne as their dark master. Where common Beastmen resemble a mixture of goat, sheep and man, Khorngor tend to possess more canine features: hound-headed and often with giant, clawed paws in place of the hooves more commonly associated with their kind.

What truly drives them to join Khornate Blood Bowl teams no one knows, though it is likely to do with the promise of extreme brutality and plenty of chances to gore opposition players with their sharpened horns. Regardless, they come from the deep woods in great numbers and are welcomed by the coaches of Khorne teams, who are always on the lookout for new ways to cause bloodshed. Though they excel in lacerating those foolish enough to stand in their way, Khorngor are also used to score touchdowns for their team; for even Khorne acknowledges that sometimes winning a game can be a good idea!

BLOODSPAWN

On rare occasions, an aspirant will emerge from the fighting pits having shown such exquisite brutality and barbarism that Khorne himself is impressed. Such individuals are graced with the blessings of the Blood God, twisting and mutating them into hulking beasts born from carnage. These Bloodspawn have been granted gifts to help them in their savage mission on the pitch. Shards of bone protrude from their flesh, and their maws are filled with rows of razor-sharp teeth.

Whilst they can no longer understand any form of tactics or gameplan, Bloodspawn have no need for such trivial devices. Instead, their role is to be whipped into a murderous frenzy and unleash themselves upon the opposition. Such beasts need careful handling by their team-mates; more than once has a Bloodspawn rampaged out of control and slain players, coaching staff and fans from both teams. Not that this bothers Khorne in the slightest, of course; when a Bloodspawn loses control and thunders across the pitch crushing all those in its wake, it truly is a wondrous sight to behold (*from a safe distance, at least!* – Ed).



QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Bloodborn Marauder Linemen	50,000	6	3	3+	4+	8+	Frenzy	GM	AS
0-4	Khornors	70,000	6	3	3+	4+	9+	Horns, Juggernaut	GMS	AP
0-4	Bloodseekers	110,000	5	4	4+	6+	10+	Frenzy	GMS	A
0-1	Bloodspawn	160,000	5	5	4+	-	9+	Claws, Frenzy, Loner (4+), Mighty Blow (+1), Unchannelled Fury	MS	AG
0-8 team re-rolls: 60,000 gold pieces each									Tier: 2	
Special Rules: Favoured of Khorne									Apothecary: YES	

ELIGIBLE STAR PLAYERS



Akhorne the Squirrel



Glart Smashrip



Grak & Crumbleberry



Grashnak Blackhoof



Hakflem Skuttlespike



Helmut Wulf



Lord Borak the Despoiler



Max Spleenripper



Morg 'N' Thorg



Scyla Anfingrimm

The rules for Grashnak Blackhoof, Max Spleenripper and Scyla Anfingrimm can be found later in this issue. The rules for the other Star Players listed can be found in other Blood Bowl publications.



FAMOUS KHORNE TEAMS

KHORNE'S KILLERS

Perhaps the most infamous of all the teams that play in the name of the Blood God, Khorne's Killers have been causing carnage on the pitch ever since they first stepped on one! However, they rarely seem to win many games, mainly due to the fact that they spend far more time trying to slaughter the opposition than score a touchdown! Drawing Khorne's Killers in a competition conjures up mixed feelings from their opponents. On the one hand, they are likely to win the game and progress to the next round; on the other hand, they most likely won't have much of a team left for their next game!

THE FLESH HOUNDS

Named after the unusual mascots they bring with them to fixtures, the Flesh Hounds are always a spectacle when they take to the gridiron and have amassed a huge following amongst those who live in the Northern Wastes. This is partly due to their passable winning record, but mainly down to their legendary post-game shows in which their mascots are unleashed upon the opposition team. In fact, many of the Flesh Hounds' fans only really turn up for this display of sheer barbarism and the clouds of arterial spray that go with it!

THE BLOODSOAKED BRUISERS

Even for a Khorne team, the Bloodsoaked Bruisers are particularly violent. Before each game, the players drench themselves in the blood of the most recent casualties of the fighting pits. In fact, it is even said that the skins of veteran players actually begin to turn crimson due to the number of times they have soaked themselves in blood and gore in this manner. Whether this is true or not doesn't really matter, but what is guaranteed is that the players of the Bloodsoaked Bruisers will not be the only ones coated in crimson by the end of the game; those unfortunate enough to be on the receiving end of their unique method of tackling (which mainly involves spikes!), and those lucky fans nearby, will also be showered in fresh blood!

THE KHORNATE CRIPPLERS

The Khornate Cripplers are a relatively new team to take part in Nuffle's sacred game. Their roster is made up of players who survived the Khornate fighting pits, but may not possess enough skill to play for one of the top Khorne teams. As such, the Cripplers are not concerned with so-called 'victories' on the pitch, and instead have made it their mission to entertain those who have paid their hard-earned gold pieces to watch a game of Blood Bowl. Of course, this mainly involves crunching tackles, snapping bones and plenty of blood, and has earned the Cripplers numerous awards for most entertaining team of the year – at least amongst the followers of Chaos!



TEAM SPOTLIGHT

THE SKULL-TRIBE SLAUGHTERERS



Whilst most Khornate teams concern themselves solely with causing untold carnage, there are a few that actually try to win. The most successful are the Skull-Tribe Slaughterers, who believe the higher they reach in the league, the better the opponents and therefore calibre of skulls they can claim for Khorne. Join us as we wade through the blood and skulls to tell the tale of this infamous team.

The Skull-Tribe Slaughterers began life in the Northern Wastes as a tribe dedicated to the Blood God. Their fighting pits produced numerous barbaric players, perfect for playing Nuffle's sacred game in the violent nature that made Khorne such a fan of the game in the first place. For the first few years, the Slaughterers didn't win many games; not that this bothered them, of course; they were far more concerned with maiming and eviscerating the opposition! It transpired that they were pretty good at this, as well; their fighting pits were renowned for producing some of the most brutal Khornate players in the northern lands.

However, in 2491 the Slaughterers appointed Diego Gregorov as head coach, who brought with him some pretty radical ideas. The oddest of these, at least to the team, was to try winning games. This led to some less violent matches, which angered many of the Slaughterers' fans who argued they'd paid to see carnage and bloodshed, not touchdowns. In fact, there were numerous calls for Diego to be sacked and thrown to the fans.

To quell the potential uprising, Diego gave a press conference where he stated that by winning games the Slaughterers could face a higher calibre of opponent, and therefore spill more worthy blood for Khorne. Fortunately for Diego, this speech, coupled with improved results on the pitch, led to increased sponsorship and income, saving his job and keeping his head on his shoulders.

Having got the owner and fans on board with his methods, Diego led the Slaughterers to new heights; in doing so he proved that the hyper-violent nature of the Northern Wastes could be coupled with the tactics used to score a touchdown, and produce a style of game that would appeal to fans of all kinds. It was with this new philosophy that the Slaughterers began to rack up numerous wins, becoming the most decorated team of all those devoted to Khorne (*in trophies, not blood – that would be impossible to work out! – Ed*).

In recent years, the Skull-Tribe Slaughterers have even competed in the likes of the *Spike! Magazine* Trophy and the Blood Bowl. Whilst they may not have been able to progress when playing against the best teams in the game, they have certainly left a mark on those they have played, prematurely ending the careers of plenty of up-and-coming stars, and even a few legends of the game.

By far the greatest achievement of the Skull-Tribe Slaughterers was in 2498, when they somehow managed to win the prestigious Chaos Cup. It was a huge surprise that the Slaughterers made the final, and few actually expected them to win it! Knowing his team would be outplayed by the Mongrel Horde, Diego decided to revert back to the classic Khornate approach – instructing his team to start by ignoring the ball and simply cripple the opposition as quickly as they could.

This tactic worked a treat and, although they were quickly 1-0 down, the Slaughterers caused enough carnage that they were able to score two late touchdowns – although some of the team had to be convinced to stop pummeling the opposition and to score! Though they may not have been able to replicate this success since, there is no doubt that the Skull-Tribe Slaughterers are not a team that many want to take on!



TEAM PROFILE: THE SKULL-TRIBE SLAUGHTERERS

TEAM COLOURS: Red & Black

OWNER: Tribesmaster Valkath Bloodwrath

HEAD COACH: Driego Gregorov

PLAYERS: Bloodborn Marauder Linemen, Khornhors, Bloodseekers, Bloodspawn

TEAM HONOURS: Khornate Blood League winners 2492, 2494, 2495; Khornate Blood League runners-up 2496; Bloodiest Team Award 2494, 2497; Chaos Cup Winners 2498

HALL OF FAME: Gothrak Gorehunter, Skargrok Skullwrath, Kachk Boneflayer

SPIKE! TEAM RATING: 129

CAREER HIGHLIGHTS

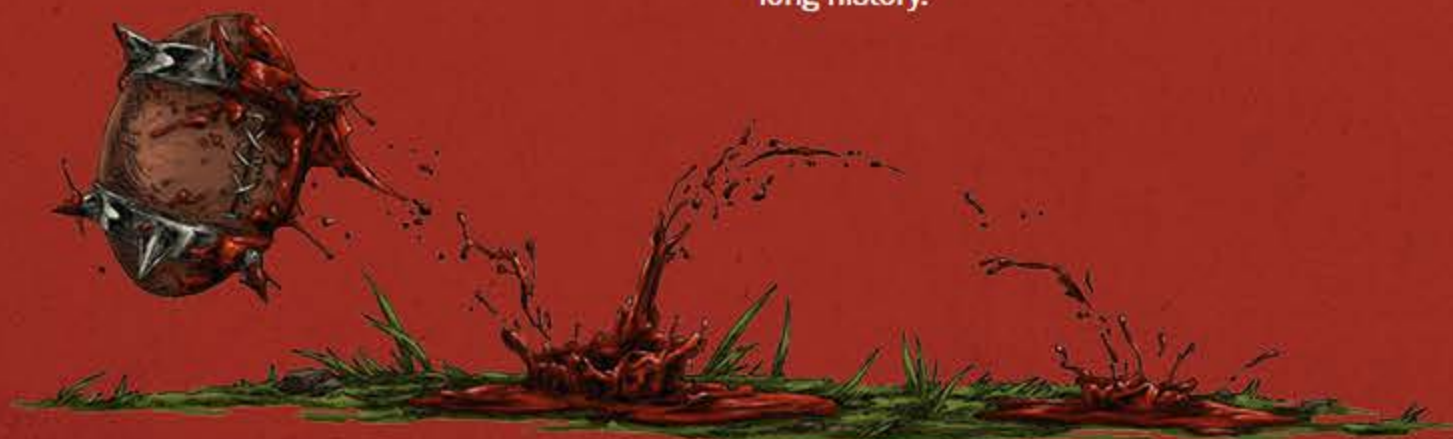
2491 In a somewhat surprising move, Driego Gregorov is appointed as head coach.

This angers many fans, as Driego is from the Empire and his tactics focus less on bloodshed and more on the ball. However, after a rousing press conference where he pledges himself to Khorne, he outlines plans for spilling worthier blood by winning games and playing better teams. Though it takes a bit of time, Driego eventually wins over the fans with a series of victories – and a show of his own bloodthirsty rage when he decapitates a player who refused to follow his orders!

2494 Reaching the final of the Khornate Blood League, the Slaughterers and their opponents, the Crimson Spikes, decide that the final should be determined by which team is the most violent rather than which scores the most touchdowns. In what goes down as the most brutal match in the competition's history, both teams (and their fans) cause untold carnage, spilling gallons of blood across the pitch. When the final whistle blows, the Slaughterers are declared the winners – though both teams need to drastically rebuild their rosters!

2498 After a few years entering the Chaos Cup, but ultimately exiting the competition early, the Slaughterers surprise experts and pundits when they reach the 2498 final. Knowing that only the Mongrel Horde stand between them and an unprecedented victory, Coach Driego tells his team to go back to their roots and unleash the Blood God's fury upon their opponents. Miraculously, this works and the Slaughterers win the Chaos Cup. Khorne is seemingly pleased with the result as Coach Driego is blessed with a pair of horns, razor-sharp claws and a spiked tail!

PRESENT Over the last two years, the Slaughterers have become a common sight at competitions across the Old World. Whenever the Slaughterers play, they unleash their unique combination of surprising competence and bloodthirsty violence upon their opposition, and their fans follow them with a visceral passion. Though they may not have come close to once more winning a major trophy, it cannot be denied that the Skull-Tribe Slaughterers have made their mark as one of the most violent teams in the sport's long history.



HALL OF FAME: THE SKULL-TRIBE SLAUGHTERERS

2497-2498 SQUAD

NAME	POSITION	MA	ST	AG	PA	AV	SKILLS & TRAITS
Gothrak Gorehunter	Bloodseeker	5	4	3+	5+	10+	Block, Claws, Frenzy
Skeiner Fleshripper	Bloodseeker	5	4	3+	5+	10+	Block, Frenzy, Pro
Khargorak Bloodscorn	Bloodseeker	5	4	3+	5+	10+	Frenzy, Guard
Angyr Bonesplitter	Bloodseeker	5	4	3+	5+	10+	Frenzy, Guard
Baelrun Preystalker	Khorngor	7	3	3+	4+	9+	Frenzy, Horns
Falkeidon Skulleater	Khorngor	6	3	3+	4+	9+	Frenzy, Horns, Leap
Skraal Ribbreaker	Khorngor	6	3	3+	4+	9+	Frenzy, Horns
Ghorlaal Ragesworn	Bloodborn Marauder Lineman	6	4	3+	4+	8+	Frenzy, Tackle
Skargrok Skullwrath	Bloodborn Marauder Lineman	6	3	3+	4+	8+	Dauntless, Frenzy, Jump Up
Skanath Bloodreaper	Bloodborn Marauder Lineman	6	3	3+	4+	7+	Block, Frenzy, Jump Up
Moresi Redborn	Bloodborn Marauder Lineman	5	3	3+	4+	8+	Block, Frenzy
Skuldakh Goreblade	Bloodborn Marauder Lineman	6	3	3+	4+	8+	Disturbing Presence, Frenzy
Gorikhna Heartripper	Bloodborn Marauder Lineman	6	3	3+	4+	8+	Frenzy
Kachk Boneflayer	Bloodspawn	6	5	4+	-	9+	Brawler, Claws, Frenzy, Loner (4+), Mighty Blow (+1), Unchannelled Fury

3 Re-rolls

5 Cheerleaders

4 Assistant Coaches

8 Dedicated Fans

Total Cost of Team: 1,900,000 gold pieces

FOR THE SKULL THRONE!: Being devout followers of Khorne, the Skull-Tribe Slaughterers are constantly on the lookout for worthy skulls they can claim in the Blood God's name.

Whenever an opposition player suffers a DEAD result during a game, the Skull-Tribe Slaughterers immediately gain a free team re-roll for the remainder of the game.



STAR PLAYER SPOTLIGHT

GRASHNAK BLACKHOOF

'THE GREAT BLACK BULL'



Q uite where the Great Black Bull came from, and where he debuted, has been the subject of much debate in taverns and stadla across the Old World. Numerous players, coaches and pundits have claimed a connection to Grashnak in the early days of his career, either by playing alongside him in the youngling leagues, coaching him as a small calfing, or knowing someone whose brother's wife's pet dog's haldresser once saw Grashnak in their place of work. It's safe to dismiss pretty much all of these as cock and bull stories; most who tell them simply want to use the infamy of the Great Black Bull to get a few drinks in the bar, or seek their five minutes of fame on a Cabalvision gossip show.

"Grashnak? He'll be easy to deal with. Just grab him by the horns and use his momentum to bring him crashing down!"

Friedrich Hoffenburg, shortly before he was gored to death by Grashnak in the first drive of the 2496 Chaos Cup opening round

Grashnak himself has always been quiet on the subject of his past, though over the years and many interviews he has taken part in (*though he never says much in them!* – Ed), a few things have come to light. It is said that Grashnak once guarded the great Herdstone in the Drakwald Forest, a huge monument piled high with gore-stained footballs. Grashnak has claimed that it was whilst guarding the Herdstone that Nuffle himself appeared as a bloody face upon the rock and urged him to leave the confines of the forest and go play Blood Bowl – in the most violent way possible, of course!

Quite how much truth there is to this story is debatable, though no one would dare question Grashnak to his face. Regardless, he has been a staple of the sport since he first – officially, anyway – stepped onto a Blood Bowl pitch in 2483. His rookie year saw Grashnak unleash a tirade of bloodshed and hyper-violence onto any unfortunate player tasked with marking him. So impressive was the Great Black Bull that he was declared the Bloodweiser Best Newcomer of the Year, as well as the sport's Most Vicious Player – the first of many awards for the carnage he caused during his career.

Having established himself as a terrifying opponent on the pitch, and not the friendliest off the pitch either, the mere sight of Grashnak on the line of scrimmage was often enough for some teams to try to get out of the game all together (*You might say that he 'cowed' the opposition into submission* – Ed). The Norgit Nosepickers, a particularly cowardly Goblin team, all faked injury to get sent-off – even though the game

had not even started! The Snick-tail Scuttlers tried to be more cunning, barricading themselves in their dugout at half time in the belief that Grashnak couldn't fit through the door. They were sorely mistaken!

Grashnak's no holds barred approach to Blood Bowl has resulted in a whopping number of fatalities credited to his name, second only to the legendary Morg 'n' Thorg, and an even larger number of casualties – though officials stopped counting these in 2491 after Grashnak's encounter with the 'Devastating' Doomspire Death-Dealers where even the Great Black Bull himself lost count of the number of Snotlings crumpled underhoof!

Yet, even though Grashnak is considered amongst the greatest and most violent players ever to grace Nuffle's sacred sport, there is one thing the bovine behemoth is still desperate to win – a Blood Bowl Winner's Medal. It was for precisely this reason that Grashnak signed a three-year contract with the Chaos All-Stars in 2497 and has been on a tear ever since.

However, despite some truly exceptional performances, including reaching the semi-finals of the XXXVIII Blood Bowl, the prestigious award has so far eluded Grashnak. This fact has only enraged the Great Black Bull further, and seen him only increase the levels of violence he unleashes upon his opponents as he continues his quest for Blood Bowl glory – and woe betide anyone who stands in his way!

GRASHNAK BLACKHOOF

MA 6

ST 6

AG 4+

PA -

AV 9+

GP 240.000

SKILLS & TRAITS

Frenzy, Horns, Loner (4+), Mighty Blow (+1), Thick Skull, Unchannelled Fury

PLAYS FOR

'Favoured of...'

SPECIAL RULES

Gored by the Bull: Once per game, when Grashnak performs a Blitz action, Grashnak may roll one additional Block dice against the opposition player, regardless of the opposition player's Strength, to a maximum of three Block dice. If Grashnak performs a second Block action due to the Frenzy skill, this second Block action will also benefit from this rule.

SPIKE! EXCLUSIVE

STAR PLAYER PROFILE

GRASHNAK BLACKHOOF

AGE

Unknown

HEIGHT

9' 5"

WEIGHT

457 lbs

ORIGINATING TEAM

Unknown

POSITION

Blitzer

CAREER TOTALS

471 fatalities (authorities stopped keeping track of serious injuries caused in 2491)

AWARDS

Bloodweiser Best Newcomer Medal 2483; Services to Organ Transplants Medal 2496; Most Vicious Player 2483, 2486, 2490, 2491, 2492, 2496; Most Brutal Outburst 2488, 2490, 2491, 2493, 2494, 2495; Most Blood Spilled 2489, 2491, 2497.

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STAR PLAYER RATING

CAREER HIGHLIGHTS

2483 Having impressed in his first few games, it is in a match against the Goblins of the Sloptown Scavengers that Grashnak really catches the eyes of pundits across the Old World. After suffering the embarrassment of slipping on some 'carelessly' placed slop, Grashnak decides to get even with the Goblins mocking him by impaling every last one of them on his sharpened horns. The display of sheer violence is still shown on Cabalvision to this day, and was the last time any team dared poke fun at Grashnak!

2492 Wanting to make a name for himself, a young Ogre bull by the name of Frugg Rockgut publicly claims that he is far more deadly than Grashnak. This claim leads to a rivalry between the two, with both engaging in a year-long competition to see who can cause the most fatalities. This blood feud comes to a decisive end when Frugg and Grashnak come face-to-face across the gridiron. With a powerful charge, Grashnak proves that Frugg might be a Rockgut in name, but is certainly not in nature!

2498 After joining the Chaos All-Stars the previous season, Grashnak is hell-bent on earning a coveted Blood Bowl Winner's Medal. After an exceptional tournament where Grashnak racks up numerous casualties, the All-Stars find themselves in the semi-finals against the Skavenblight Scramblers. However, the Skaven prove too slippery for the All-Stars, denying Grashnak his glory. Incensed at the defeat, Grashnak unleashes his fury on the Scramblers, injuring many of their Star Players in a post-match rampage. It is this act of blood-crazed violence that is credited as the main factor in the Grudge Bearers winning the title in the final!

PRESENT At the end of the 2499-2500 season, Grashnak's contract with the Chaos All-Stars came to an end, with the Great Black Bull not re-signing. Instead, Grashnak declares himself a free agent, moving across the Old World to play for any team that requires his unique, and incredibly effective, brand of violence. Whilst his quest for a Blood Bowl Winner's Medal may be on hold, Grashnak is pursuing a different goal – attempting to break Morg 'n' Thorg's record for the most fatalities in the game's history!



CHAT WITH THE RAT

Hacksplt 'the Scribbler' Quillchewer is our ace Skaven reporter, scrabbling around the underbelly of the Old World to uncover all the juiciest news right from the sidelines and training rooms. This issue, Hacksplt sits down with Overlord Kolgan Bloodrage, owner of the Khornate Cripplers, to talk about their storied rivalry with the Slaaneshi Sidewinders.



QUILLCHEWER: So, Mr Bloodrage, it's no secret that the Khornate Cripplers and the Slaaneshi Sidewinders aren't exactly friendly with each other. In fact, they have one of the biggest rivalries in the sport. Why is that?

BLOODRAGE: Well you see, Hacksplt, the simple fact is we just don't like each other. We pride ourselves on the carnage we cause, and the tides of blood we spill in Khorne's name – after all, that's what Blood Bowl is all about, right? The Slaaneshi Sidewinders, though, seem to have this absurd notion that playing games in the Chaos Leagues is about scoring, and they have the audacity to claim they are better than us simply because they score more touchdowns – it's ridiculous!

QUILLCHEWER: Well, scoring touchdowns is how a team wins a game of Blood Bowl is it not-not?

BLOODRAGE: Technically, but that's not the point. The point is that they think they are the better team, which is clearly not true!

QUILLCHEWER: But-but, you have to admit that there is some logic to their argument. The Sidewinders have earned more trophies and have won more head-to-head games against the Cripplers.

BLOODRAGE: I don't have to admit anything! Yeah, the Sidewinders might have 'won' the last game (*They definitely did. It was 3-0 – Ed*), but which team was able to walk off the pitch, eh? It's safe to say that Khorne was rather pleased with our performance!

QUILLCHEWER: I can imagine he was, especially after the Sidewinders' Star Player was used to paint the pitch a curious new shade of red!

BLOODRAGE: It was a truly fantastic moment. That'll teach 'em to score against the mighty Cripplers!

QUILLCHEWER: Well, quite. It must also be said-said that any match between the Sidewinders and the Cripplers has become a must-see for any Blood Bowl fan. This classic rivalry has had a prime-time slot on Cabalvision, and never fails to deliver as a spectacle of carnage, bloodshed and downright brutality!

BLOODRAGE: Yeah, we always look forward to playing the Sidewinders; gives our lads a chance to get proper stuck in, and the supporters to prove that we have the most passionate fans in the Chaos Leagues.

QUILLCHEWER: Yes-yes well, let's hope that both sets of fans can contain themselves a bit more than

last time. I don't think the local alehouses have recovered from the last match between the two sides.

Now, it had long been the case that no player had ever transferred between the two sides – that was until the shocking move of star blocker, Ryzon Dreadshade. How did such a high-profile move affect your team?

BLOODRAGE: The traitorous filth; turning your back on the Blood God is a foolish and despicable move that will be met with swift retribution!

QUILLCHEWER: Right-right. But would you credit the Crippler's recent dip in form to the unprecedented departure of Dreadshade?

BLOODRAGE: What dip in form? The team has never been more blood-crazed than right now. We are determined to take the fight to the Sidewinders in next week's fixture!

QUILLCHEWER: Many pundits had written you off as sure-fire losers for the upcoming game; that was until Dreadshade went missing. There was a large Khornate sigil painted in blood found where it is suspected Dreadshade disappeared – would the Cripplers know anything about that?

BLOODRAGE: No comment...

STAR PLAYER SPOTLIGHT

SCYLA ANFINGRIMM

'RAGE PERSONIFIED'

SCYLA ANFINGRIMM

MA 5

ST 5

AG 4+

PA -

AV 10+

GP
200,000

SKILLS & TRAITS

Claws, Frenzy, Loner (4+), Mighty Blow (+1), Prehensile Tail, Thick Skull, Unchannelled Fury

PLAYS FOR

'Favoured of...'

SPECIAL RULES

Fury of the Blood God: Once per game, if Scyla rolls a 1 for his Unchannelled Fury roll after declaring a Block action, instead of applying the usual effects of Unchannelled Fury, Scyla may perform two Block actions instead.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

SCYLA ANFINGRIMM

AGE

He's not telling!

HEIGHT

7' 1"

WEIGHT

458 lbs

ORIGINATING TEAM

Khorne's Killers

POSITION

Blitzer

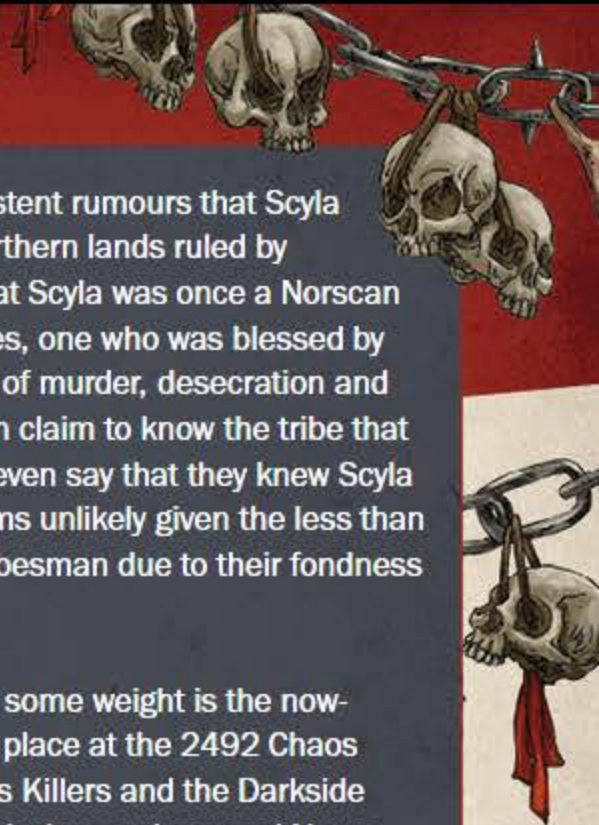
CAREER TOTALS

83 fatalities, 104 Serious Injuries, 1 Touchdown (albeit an accidental one!)

AWARDS

Most Blood Spilled 2471, 2473, 2477, 2478; Most Vicious Player 2473; Most Brutal Outburst 2475, 2478, 2480; Scariest Game Face 2484.

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STAR PLAYER RATING



The origins of Scyla Anfingrimm are something that has remained a mystery ever since the hulking beast first took to the gridiron. Team-mates and fans of the great red rage monster have speculated about where he came from. Some say that he is a Daemon from another realm sent to do Khorne's bidding on the pitch. Others claim that Scyla is a Bloodspawn gone rogue from the Khornate fighting pits who has gone into business for himself. One theory even suggests that he is simply a fan with a serious case of sports-rage, having witnessed his team suffer a series of embarrassing defeats.

What is certain is that Scyla is undoubtedly a servant of Khorne. If the great brass collar around his neck, the blood-red skin and the psychotic gaze didn't convince you, then his murderous actions on the pitch would be enough to quash any sense of doubt. Whenever he takes to the pitch, Scyla personifies the Blood God's fury and bloodlust, making him the ideal resource for any Chaos team that wants to add that extra bit of murder to their line-up!

To further add to his mysterious nature, there are numerous stories and rumours about Scyla that still remain unanswered to this day. Following a match in 2485 between Khorne's Killers and Nurgle's Rotters, Scyla randomly disappeared and didn't turn up again for another eight months. There were also his antics at the 2497 Chaos Cup, where Scyla tore apart his head coach before walking off the pitch early. No one is still quite sure why Scyla did this, though some claim that Khorne himself demanded it.

There have also been persistent rumours that Scyla actually originates from the northern lands ruled by raider tribes. The story goes that Scyla was once a Norscan chieftain in the Northern Wastes, one who was blessed by Khorne for his skills in the arts of murder, desecration and pillage. Some of the Norse even claim to know the tribe that Scyla comes from, and others even say that they knew Scyla as a Human – though this seems unlikely given the less than average lifespan of a typical tribesman due to their fondness for bloodshed.

What does give this rumour some weight is the now-infamous occurrence that took place at the 2492 Chaos Cup. A match between Khorne's Killers and the Darkside Cowboys was temporarily halted when an incensed Norse shield maiden, Hylda Anfingrimm, marched onto the pitch claiming to be Scyla's wife and began to scold him – forcing the Khornate beast to look rather sheepish and spend the rest of the game hiding in the dugouts for fear of another furious tirade.

Despite these minor scandals, Scyla has become an increasingly popular player – especially amongst Chaos teams. There has been no shortage of coaches that have clamoured for his signature, and he has even been a major spokesperson for the likes of Slaughterade energy drink (with that real arterial taste!) and a range of fashionable brass neckwear. However, when that whistle blows and Scyla can unleash his brand of bloody-minded violence, there is no denying that he thoroughly enjoys the sport of Blood Bowl.

CAREER HIGHLIGHTS



2470 During the Chaos Bowl (a yearly competition between teams devoted to each of the Chaos gods to determine which of them gets bragging rights for the year), the head coach of Khorne's Killers prays to the Blood God to help them beat the Slaaneshi Sidewinders and ensure they don't end up in last place. Five minutes before kick-off, a huge Khornate beast takes to the field for the Killers and proceeds to cause enough carnage to claim victory for Khorne. So starts the career of Scyla Anfingrimm.

2485 Following a match between Khorne's Killers and Nurgle's Rotters, Scyla goes missing before his scheduled post-game interview without a trace. No one knows what has happened to Scyla; some say Khorne has claimed him, whilst others mutter he has retired and slunk off into the Northern Wastes. Eight months later, Scyla resurfaces ready for his interview, seemingly with no realisation that he has even been missing. To this day, Scyla claims he has no idea what happened, but there is something in his eyes that hints he may not be telling the whole truth...

2492 A story that has gone down in infamy: during the Chaos Cup match between Khorne's Killers and the Darkside Cowboys, a shield maiden storms the pitch claiming to be Scyla's wife, grabs the hulking beast by his big red ear, and proceeds to give out to him about leaving her in the Northern Wastes for all these years whilst he gallivanted off to play Blood Bowl. Whilst there is no proof that she was his wife, Scyla's sorry-looking face and muted attempts to apologise were all the proof that many fans needed...

2497 During the Chaos Cup, Scyla signs up to play on behalf of the Flesh Hounds in a move that shocks many fans and pundits. Midway through the opening match, Scyla promptly turns upon the head coach of the Flesh Hounds, tears him limb from limb, and then simply walks off the pitch. There is much debate as to why Scyla did this, but the leading theory is that the head coach had been praying to Slaanesh as well as Khorne to try to get more blessings for his team, and Khorne had sent Scyla to deal with him for his insolence!

CHAOS LEAGUES



**'FOR THE
DARK
GODS!'**

Teams that have devoted their lives to the Dark Gods will ply their trade within the Chaos Leagues, vying for their chosen god's blessings. Such leagues are unlike the more organised competitions that take place across the Old World, and put far more emphasis on causing carnage in the name of their dark patrons – there is no point winning if the way you secure victory would displease your god!

Sending a few reporters to find out what goes on in the Northern Wastes, we encountered a more ruthless form of Blood Bowl – though clearly Nuffle doesn't have an issue with it! The Dark Gods take far more interest in the Chaos Leagues, almost as if they use these to determine bragging rights between themselves. Not that the teams mind; there are always plenty of blessings for players who go out of their way to pay homage to their chosen patron!

THE CURSED SKULL GOBLET

This 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 in it, 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 Cursed Skull Goblet differs from a normal season, however, in a couple of key aspects.

OPEN TO ALL

The Cursed Skull Goblet 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.

DARK PATRONS

At the start of the Cursed Skull Goblet, each team must decide which of the Chaos gods they will choose as their patron for the upcoming competition. A team may choose Khorne, Nurgle, Tzeentch, Slaanesh or Chaos Undivided to worship. A team with the 'Favoured of...' special rule must select the Chaos god they are favoured of.

Each Chaos god gives its own benefits to the teams that choose them as their patron. These benefits are listed below:

KHORNE: If a team chooses Khorne as their patron, then each time one of their players inflicts a Casualty upon an opponent they receive 3 Star Player Points instead of 2.

NURGLE: If a team chooses Nurgle as their patron, then each time one of their players is KO'd, Injured or Killed, roll a D6. On a 6, the player does not suffer the effects and is instead immediately placed in the Reserves box.

TZEENTCH: If a team chooses Tzeentch as their patron, then once per game they may change a single dice from any roll to any other result of their choice on the same dice.

SLAANESH: If a team chooses Slaanesh as their patron, then players on their team can attempt to Rush one more time than they normally could during their activation.

CHAOS UNDIVIDED: If a team chooses Chaos Undivided as their patron, then each time one of their players scores a touchdown they receive 4 Star Player Points instead of 3.

INDUCEMENTS

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

0-1 CHAOS TOTEM (50,000 GOLD PIECES)

AVAILABLE TO ANY TEAM: Some coaches will carry trinkets or tokens in reverence to the Dark Gods, and some are even imbued with malevolent powers.

Once per game, at the start of any friendly team turn, the head coach of a team with a Chaos Totem can use it to pray to the Dark Gods; they then roll a D6 and consult the chart below:

D6 RESULT

- 1** The gods are angered by the coach's insolence, and curses the team's fortunes. The team immediately loses a team re-roll.
- 2-5** The gods answer the coach, bringing havoc to the opposition. Randomly select an opposition player on the pitch. The selected player is immediately Knocked Down; make an Armour roll as normal.
- 6** The gods decide to bestow their blessing upon the team, in their own unique way. Randomly select a friendly player on the pitch. The selected player immediately gains one of the following Mutations skills of your choice for the remainder of the game: Claws, Disturbing Presence, Horns, Iron Hard Skin, Tentacles.



MANY GLORIOUS PRIZES!

Teams that manage to win a league in the Northern Wastes are rewarded well, which often includes gaining the boons and blessings of the Chaos gods. The top placed teams of the Cursed Skull Goblet are rewarded as follows:

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

THE CURSED SKULL GOBLET:

In addition to their cash prize, the winner will receive the coveted, if slightly menacing, Cursed Skull Goblet. As well as being able to parade this prestigious trophy around, the goblet itself seems to contain some mysterious powers that can curse opposition players. The team that holds the Cursed Skull Goblet gains the following ability at the start of each game:

At the start of each game, randomly select an opposition player. That player gains the Loner (4+) trait until the end of the game.

WRATH OF KHORNE WEATHER TABLE

As part of the Chaos Leagues, home games played by those who worship Khorne will be played in stadia that are built to honour the Blood God. Skulls collected in Khorne's name are built into the playing surface, and those who perish in such playing grounds will have their skulls added to those of the fallen. As well as the morbid and gruesome collection of skulls, there is every chance that Khorne himself will be watching games played in his stadia, and perhaps even make it rain blood upon the players!

To represent the unique conditions teams must face in Khornate stadia, the following Weather table is used when playing games in such grounds.

2D6 RESULT

- 2 *Khorne's Fury:*** Khorne has become incensed that there is not enough carnage to stem his bloodlust, and he demands more bloodshed. To fuel his rage, Khorne plants his wrath within his chosen vessels on the pitch – though it comes with a cost to the players. Randomly select two players from each team. Those players gain +1 to their Strength characteristic and the Frenzy skill until a different result is rolled on the Weather table. When a different result is rolled, these players immediately roll on the Injury table.
- 3 *Losing Patience:*** The insufficient spilling of blood, at least in his eyes, is beginning to draw the ire of Khorne – which brings its own risks. At the end of each drive, randomly select one player on the pitch. Immediately make an Armour roll, and an Injury roll if necessary, for that player.
- 4-10 *All is Calm:*** Khorne is content to simply watch the game without intervening, making it perfect Blood Bowl weather.
- 11 *Red Mist:*** A red mist descends upon the pitch, coating the players in a thin veil of blood and making visibility increasingly worse. Players making a Pass action may not perform a Long pass or a Long bomb.
- 12 *Crimson Downpour:*** So impressed with the display of violence, Khorne causes the heavens to rain crimson down upon those on the pitch, drenching them in gallons of blood and making it slippery underfoot. Players attempting to Rush will fail on the roll of a 1 or a 2. Additionally, if a player suffers a Push Back result from a Block, roll a D6. On the roll of a 1, the player is KO'd after the push is made.



KHORNATE KICK-OFF TABLE

To represent playing Blood Bowl under the watchful gaze of Khorne, where a game without untold carnage will only invoke the fearsome wrath of the Lord of Skulls, the following Kick-off Event table is used for all games played as part of the Cursed Skull Goblet.

2D6 RESULT

- 2 **Ref of Khorne:** The referee clearly seems to be a devotee of Khorne and actively encourages as much violence as possible. For the duration of the drive, players from both teams cannot be Sent-off for committing a Foul action.
- 3 **Horri-fying Howls:** The bloodcurdling howls of the servants of Khorne are enough to invoke terror in even the most steadfast of players. 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 **Frenzied Crowd:** The fans have been whipped into a murderous frenzy, and any player that ends up pushed into the crowd is likely to be at their mercy! For the duration of the drive, whenever a player is pushed into the crowd apply a +1 modifier to the Injury roll.
- 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 Wrath of Khorne Weather table and apply that result. If the result is 'All is Calm' as a result of the roll, the ball will scatter before landing.
- 9 **Quick Snap:** Apply the Quick Snap result as normal.
- 10 **Khorne Cares Not:** To Khorne, it doesn't matter from whence the blood flows, so long as it does. For the duration of the drive, if a player causes a Casualty as the result of a Secret Weapon, Foul action, or pushing an opposition player into the crowd, that player will receive 2 Star Player Points, exactly as if they had caused a Casualty by performing a Block action.
- 11 **Blood-crazed Fan:** The violence on the pitch is just too much for one fan who is desperate to get in on the action. 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 attacked by the blood-crazed fan and is immediately KO'd.
- 12 **Blood Rage:** Wanting even more bloodshed, Khorne infuses a player on each team with his fury and watches as they unleash his wrath upon the opposition! Starting with the active team, coaches randomly select one player on their team that is Marking an opposition player. The chosen player must immediately perform a Block action against an opposition player. This will not cause a Turnover.



ADDITIONAL POST-GAME SEQUENCE RULES

Games played as part of the Cursed Skull Goblet 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.

Since the resurgence of Blood Bowl in the modern era, the Chaos gods have taken a huge interest in Nuffle's sacred game. Many teams are devoted to the Ruinous Powers, playing the game to bring them as much glory and as many new recruits and fans as they can – whether through achieving victories, or simply by 'encouraging' people into the Chaos gods' service.

This is particularly true during the various Chaos leagues, when the Dark Gods simply cannot help but get involved with teams that have chosen them as their patron. Those that perform well are likely to receive a selection of boons from their god, rewarding them for their performances on the gridiron.

However, teams that have displeased their dark patron through poor performances and making them look like a fool can be certain that swift retribution will follow. The manner of such retaliation depends on the Chaos god in question, but regardless of who is dishing out the punishment the results are equally scathing!

During the post-game sequence, refer to the section that follows which matches the Chaos god your team is associated with during the Cursed Skull Goblet. This will have criteria that the Chaos god desires the team to complete each game. If these criteria are met, then the Chaos god will award the boon listed. If the team failed to meet these criteria, then the Chaos god will inflict the punishment listed.

KHORNE

CRITERIA: Cause at least one Casualty to the opposition team.

BOON: If the criteria was met during the game, randomly select one player on your team that caused a Casualty. The selected player gains an additional +1 Strength for the duration of the next game.

PUNISHMENT: If the criteria was not met during the game, randomly select one player on your team. The selected player reduces their Strength by 1 (to a minimum of 1) for the duration of the next game.

NURGLE

CRITERIA: Make a Foul action without having a player Sent-off.

BOON: If the criteria was met during the game, randomly select one player on your team that made a Foul action. The selected player improves their Armour Value by 1 (to a maximum of 11+) for the duration of the next game.

PUNISHMENT: If the criteria was not met during the game, randomly select one player on your team. The selected player reduces their Armour Value by 1 (to a minimum of 3+) for the duration of the next game.

TZEENTCH

CRITERIA: Make a successful Pass action that is either a Long pass or a Long bomb.

BOON: If the criteria was met during the game, randomly select one player on your team that made a successful Completion. The selected player improves their Agility by 1 (to a maximum of 1+) for the duration of the next game.

PUNISHMENT: If the criteria was not met during the game, randomly select one player on your team. The selected player reduces their Agility by 1 (to a minimum of 6+) for the duration of the next game.





SLAANESH

CRITERIA: Score at least one touchdown.

BOON: If the criteria was met during the game, randomly select one player on your team that scored a touchdown. The selected player gains an additional +1 MA (to a maximum of 9) for the duration of the next game.

PUNISHMENT: If the criteria was not met during the game, randomly select one player on your team. The selected player reduces their Movement Allowance by 1 (to a minimum of 1) for the duration of the next game.

CHAOS UNDIVIDED

CRITERIA: Push an opposition player into the crowd.

BOON: If the criteria was met during the game, your team gains an additional team re-roll for the next game.

PUNISHMENT: If the criteria was not met during the game, randomly select one player on your team. The selected player gains the Loner (4+) trait for the duration of the game.



ALTAR OF KHORNE BLOOD BOWL PITCH

The stadla of Khornate teams are more than simply pitches to play Blood Bowl on; they are also used as altars to the Blood God where his followers will perform violent sacrifices in Khorne's name. Such stadla are adorned with skulls and emblazoned with brass symbols in the hope of receiving Khorne's blessing. Should the Blood God be pleased by a team's offerings then he will rain blood down upon the pitch – though this also has the impact of making the playing surface rather slippery!

USING THE ALTAR OF KHORNE PITCH IN YOUR BLOOD BOWL GAMES

The Altar of Khorne pitch has two sides. One depicts the stadium in fair weather, with all manner of skulls adorning it, while the other side depicts the playing surface after Khorne has rained blood down upon both pitch and players. If both coaches agree, the following rules can be used to represent the unusual conditions:

SKULL-STREWN SURFACE: At the start of the game, all is quiet. Khorne is ready to enjoy his favourite pastime – witnessing the untold carnage of a game of Blood Bowl! The brass Khornate symbols and skulls embedded in the pitch begin to get into the heads of the players, making them feel a fury rising within them. After a player declares a Block action or Blitz action, but before any Block dice are rolled, roll a D6. On the roll of a 5+, increase the blocking player's Strength by 1 for the duration of the action.

Additionally, at the end of each drive, count up the total number of Casualties that have been caused. If the total between both teams is 3 or more, flip the board over to the Bloodslick side.

BLOODSLICK: Khorne is satisfied by the violence on display, showing he is pleased by such carnage by raining blood down upon the pitch. This makes the pitch a treacherous place, and a player can easily lose their footing. Whenever a player suffers the Push Back result as a result of a Block action, roll a D6. On the roll of a 1, that player is immediately Knocked Down after being pushed.



KHORNATE BALLS

CURSED KHORNATE BALL

Khornate priests will often emblazon their team's balls with brass symbols in devotion to their dark patron, offering them up to be blessed by the Blood God. Quite what dark power is placed upon such balls is unknown, though regardless it fuels those who carry it with incandescent rage. The followers of Khorne claim that this is a blessing, whilst others state that this is some form of curse...

A player that is in possession of a Cursed Khornate Ball gains the Frenzy skill whilst they are in possession of it.

SKULL BALL

Khorne is known for his constant demand for more skulls, and so it makes sense that some Khornate teams will fashion the skulls of their most worthy fallen foes (and players! - Ed) into a morbid style of ball. The sight of these grisly trophies being used to play the sport is an off-putting sight, and players often think twice before going in for a tackle against the player holding a skull ball.

Whenever a player wishes to make a Block action or Blitz action against a player holding a Skull Ball, they must first roll a D6. On the roll of a 1, they may not target the ball carrier with the Block action or Blitz action.

A player that rolled a 1 to determine if it could target the ball carrier with a Block action or Blitz action may retract its declared action in order to do something else. This will not use up a team's Blitz action for a turn if the result is a 1.



DIRT FROM THE DUGOUT

Mindy Plewhistle is our Halfling on the spot when it comes to digging up the dlsy dirt and salacious scandals that our readers have come to know and love. This Issue, Mindy delves into the accusations that the Crimson Butchers have been using some rather underhanded means in order to convert rival fans to worshipping the Blood God...



SPIKE!: Good afternoon, Mindy! We're glad to see that you're safe and sound after mingling with the chaotic masses up north.

MINDY: In all honesty, it was far nicer than I was expecting. Everyone was very chatty, which is useful when trying to uncover the latest gossip.

SPIKE!: Well, quite. So Mindy, what juicy details did you manage to dig up during your visit to the north?

MINDY: Well, when I got up there I soon began to hear rumblings that there had been a recent surge of support for one of the Khornate teams, the Crimson Butchers.

SPIKE!: That doesn't seem particularly suspect. Teams gain popularity all the time, don't they?

MINDY: Well, that's what I thought at first. But then I began to realise that there was no reason for the team to be gaining support. They were definitely not on a winning streak – quite the opposite, in fact. They had not had any new investment, and they had not had any new players join the club. So, why the sudden uptake in support? It sounded like there was a story there, so I set off to investigate.

SPIKE!: I must say, it does sound very intriguing. Blood Bowl fans can

be a very fickle bunch, and seeing their team repeatedly lose is more likely to see reduced crowds. What did you find out?

MINDY: Well, I went along to the Butchers' stadium to chat to the fans of both teams before and after the game, and I made an interesting observation. It seemed that many of the opposition fans had switched allegiance during the game – even though their team was winning.

SPIKE!: Now, that is strange! Any idea why?

MINDY: Well, many of the fans who were of sound mind and, relatively, sane before they went to watch the match had a blood-crazed look in their eyes when they came out of the stadium. Something was clearly going on inside the ground during the match.

SPIKE!: I take it that the next step of your investigation was to get inside and witness first-hand what happens during a Butchers game, right?

MINDY: Well, of course! At first glance, nothing seemed out of the ordinary. The game was going on down on the pitch, both sets of fans were chanting, drinking and hurling abuse at each other – you know, standard fan antics! However, I began

to notice a change in the behaviour of the away fans as the food vendors came round. Something about what they were serving just felt a bit, well, odd really. I couldn't quite put my finger on it to start with, so I decided not to have anything myself. However, the fan next to me tucked into a rather strange looking hot dog and, soon after, had the same blood-crazed look as the fans from the previous game. So, I found the vendor and bought a hot dog myself to see what was actually in it.

SPIKE!: So, they were using the food to convert fans to their team! What was it that was in the hot dogs?

MINDY: Black pudding! A very, very, bloody form of black pudding as well, I might add. No doubt tainted by Khorne in order to turn the opposition fans into Khornate supporters!

SPIKE!: We're glad you weren't tempted, Mindy, and this will serve as a warning to any fans planning an away trip to the Crimson Butchers' ground in the near future!

MINDY: Fear not, after knowing what was inside the food, I suddenly lost my appetite! And I think Wood Elf fans will be OK – they only eat leaves anyway!



EVISCERATE AND EXSANGUINATE

The latest teams to hit the gridiron, Khorne teams provide a unique experience for coaches looking for that next, new challenge. With a roster containing some of the most barbaric and bloodthirsty players ever to take to the field, Khorne teams excel at pummeling the opposition into the dirt. Now, this may seem as though coaching a Khorne team is a straightforward affair – not so. Learning how to get the best out of a Khorne team can be tricky. So, we here at *Spike! Journal* got in contact with renowned warlord Flll ‘the Vagabond’ Gormanga to share his knowledge on the best ways to spill blood!

Blood for the Blood God! Khorne expects a tally of skulls both on and off the pitch, and his followers amply provide. From hulking, gore-splattered Bloodseekers to frothing Khorngors stampeding down the pitch, the team will definitely bring carnage and, from time to time, the ball as well as they carve a path to the End Zone and glory.

Why play Khorne, though? Gone are the graceful passing plays of the Elves or the speed and precision of Lizardmen or Humans. Instead, you focus on hitting things, hitting them again, then hitting them over and over until they stop moving, and finally hitting them some more just for good measure. But while Khorne's gift of uncontrollable rage is the team's greatest strength, this rage comes at a price. Although they can throw out a lot of Blocks and reap a heavy harvest of skulls, the unbridled fury of the followers of Khorne can also be turned against them as their greatest weakness. This guide attempts to take you through coaching this savage horde, and maybe even scoring from time to time.

On the pitch a Khorne team will be making a lot of Blocks, but a savvy opponent will use your abundance of Frenzy to pull your team out of position, isolating key players and making it difficult to defend the ball. While you'll certainly take some of them down, to truly honour Khorne you need to kill your opponents and win the match!

To do this while controlling all the Frenzy, the order and target of your attacks must be carefully chosen to ensure any pushes and follow-ups will bring your players closer to the End Zone, and that a two-dice Block doesn't become an unfavourable Block should you need to follow up with that second Block. With limited re-rolls, if a Bloodborn Marauder causes a Turnover near the end of your turn after picking a fight with an Elf Lineman who gave them a funny look, think carefully before re-rolling. If it's early in the half, for the good of the team sometimes you must trust in Khorne and take the Both Down result – Khorne cares not where the skulls come from!

With all this talk of Blocking and violence, this next piece of advice may seem strange, but sometimes the best course of action in your turn is not to make every Block. If your re-roll is gone and you don't have the Block skill, think about what will happen if you roll a skull or Both Down, or if Frenzy would drag you into an unfavourable block. If that would leave the ball exposed, or a player free, sometimes you have to stare them down and let them hit you.

With no natural ball-handling Skills and, at best, a 4+ Passing Ability, moving the ball down the pitch quickly is difficult for the Khorne team. This makes heavily outscoring the opposition a risky proposition. While Elves and Skaven may be able to easily score in two turns, Khorne teams should focus on doing what they do best and grind the opposition into the dirt. On offence, coaches should focus on playing a good eight-turn drive, trusting that with Khorne's blessing they will maul the opposing team as savagely as possible before walking over their broken bodies to score on turn eight.

On defence, focus on using the high Strength of your Bloodseekers to stop the opposition, coupled with the Bloodspawn. Holding the centre of the pitch will force them down one side, and once your opponent starts to push down one side, trap them against it and use your abundance of Frenzy to push them into the crowd. Fans of the game can be just as lethal as the devotees of Khorne once worked up by watching a good game of Blood Bowl.





PLAYERS

BLOODBORN MARAUDER LINEMEN

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-16	Bloodborn Marauder Linemen	50,000	6	3	3+	4+	8+	Frenzy	GM	AS

The backbone of the team, Marauders are cheap and plentiful, which is good, as Frenzy means that they often get into fights they can't win. Their role on the team is to tie up the opposition's players while the rest of the team focuses on murder; when someone needs to mark a hungry Troll or raging Ogre, these are your players. When skilling up your Marauders, Block and Wrestle are strong first picks, as they will keep them on the pitch for longer doing more damage. For a second Skill, Tackle, Dirty Player (+1) or Kick are good choices. Just don't get too attached to them as, with only AV 8+, they aren't the toughest of players, and don't be scared to cut any players that take a Serious Injury – there is no room for weakness on a Khorne team!

KHORNGORS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	Primary	SECONDARY
0-4	Khorngors	70,000	6	3	3+	4+	9+	Horns, Juggernaut	GMS	AP

On a team made up of brute-force bludgeons, Khorngors are the punch dagger used to deliver the killing blow. MA 6 and AG 3+ make them the best ball carriers on the team. Not having Frenzy means that they don't have to follow up a Block, so can Blitz their way out of danger, if needed. Ideally, they should be kept safe behind Bloodborn Marauder Linemen, then used to Blitz key opposition players. A good coach will scan the pitch to see when the use of a Blitz can remove a key assist, allowing the rest of the team to get two-dice Blocks.

Development-wise, Block is always a good first Skill for keeping any player on their feet. But when developing a Khorngor, think carefully about their role on the team. A dedicated ball carrier with Sure Hands and Extra Arms is a good place to start. These skills will save on team re-rolls, allowing you to make more risky Blocks with the rest of the team. Two Heads (especially when combined with Dodge) will keep them on their feet, and help with the last ditch rush into the End Zone. Once you have a ball carrier, a dedicated blitzer is a good shout. Tackle, Strip Ball and Two Heads is the best way to go. There are very few places that a Khorngor with Horns and Strength 4 can't get to, and, with Juggernaut turning any Both Downs into Push Backs, Strip Ball makes them a highly effective ball sacker. Once you've popped the ball loose, your Sure Hands and Extra Arms ball carrier can swoop in to pick it up!

BLOODSEEKERS

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-4	Bloodseekers	110,000	5	4	4+	6+	10+	Frenzy	GMS	A

Bloodseekers thrive amidst the thick of the fighting. Staying close to each other, they can present a strong block of brutal carnage. With ST 4 they are less prone to Frenzy traps, and their high AV means that even if they do go down then their armour should keep them safe. They excel at staying in close proximity and supporting each other but, be warned, Frenzy can mean that they get isolated or pulled away from the action. On offence, they make perfect corners for a cage, surrounding the ball carrier in a wall of ST 4. In practice, Frenzy can make it hard to keep them in position but, knowing that going in, a good coach will keep the scrum moving towards the End Zone. It's often worth using a Khorngor to Blitz and free up any Bloodseekers that get separated from the pack.

With access to General, Strength and Mutations Skills, there are many ways to develop Bloodseekers. Block is a good first choice to keep them on their feet, though Guard will allow them to support each other and the rest of the team. They can use Frenzy to get deeper into the opponent's defence, cancelling out assists and using Guard to keep the two-dice Blocks coming. After Block and Guard, depending on the other teams in your league, choosing Mighty Blow (+1) or Claw will help keep the casualties coming in.

BLOODSPAWN

QTY	POSITION	COST	MA	ST	AG	PA	AV	SKILLS & TRAITS	PRIMARY	SECONDARY
0-1	Bloodspawn	160,000	5	5	4+	-	9+	Claws, Frenzy, Loner (4+), Mighty Blow (+1), Unchannelled Fury	MS	AG

Hulking slabs of sinew, spikes and muscle, the Bloodspawn encapsulates the Khorne team perfectly. Bloodthirsty but unpredictable, they act as a solid rock to build your plans around. While it can be tempting to Blitz with them every turn to get the most out of their Mighty Blow (+1) and Claw, their lack of Block and the fact they have Loner makes them prone to Turnovers. Placing them in the middle of the pitch and forcing the opponent to either go through them or around them is a good play. If they can move then they can grant or cancel assists. If not, then they keep their Tackle Zone and can still Mark opposition players. When you Blitz with them be warned: if they fail to take their opponent down they will be trapped Marking a player, and without support they can quickly be dragged down and fouled off the pitch.

Remember Khorne loves skulls, and with Loner (4+) using re-rolls is always a risk. But if you can get enough assists for a three-dice Block, you can greatly reduce the chances of a Turnover.

STARTING ROSTER

QTY	POSITION	TOTAL (GP)
3	Bloodseekers	330,000
2	Khornyors	140,000
6	Bloodborn Marauder Linemen	300,000
1	Apothecary	50,000
3	re-rolls	180,000
TOTAL		1,000,000

The main question to ask is whether or not you want to start with a Bloodspawn. Whilst they are exceptionally deadly to the opposition, at 160k they are perhaps best saved for later on in the league. That way you can ensure you have enough Bloodseekers, Khornyors and re-rolls to get you going in a league.

TEAM DEVELOPMENT

Starting the team with an apothecary can save players in the long run, as without Block your Bloodseekers can't take a lot of hits, and losing one of your key players early in a season can be a disaster. After your first game, the main goal should be to save up enough money to buy the final Bloodseeker, before finally saving up for the Bloodspawn – replacing any lost positionals along the way, of course. Once the team is complete, hire as many Khornyors as possible, and try to spread out the Star Player Points between them so that you have a selection of useful players rather than one star. Once you can afford it, fill in any missing Bloodborn Marauder Linemen so that the team has a reserves bench, making sure to fire any injured Marauders to keep your Team Value under control. Having plenty of reserves will open up the option of the fouling game, allowing you to put the boot in without the risk of dropping below 11 players!



SET-UPS

OFFENCE

The aim of this set-up is to clear the line of scrimmage with the Bloodseekers, while the two Khorngors are set up further back, ready to cover the kick wherever it lands. It also keeps a strong line of defence to protect against any Blitz! results. After the kick, one Khorngor should cover the ball in case Nuffle wishes for an early Turnover. After the ball is covered, the Open Bloodborn Marauder Lineman can move in to cancel any assists as needed, before the Bloodseekers wreak havoc.

Once the line of scrimmage is cleared, pick up the ball and move it into safety behind the Bloodseekers. If a re-roll has been used on a Block, however, and the ball is close to the opposition, switch focus to picking up the ball instead, and getting it behind the safety of the screen. From here onwards, use every turn to push into the opponent's half using your ST 4 players to force them back.

Always try to keep a Khorngor free ready to Blitz and push opposition players back or give assists to make sure the rest of the team is making two-dice Blocks.

DEFENCE

On defence, a strong front line will generally deter low-strength teams – most will look to avoid a number of Bloodseekers on the line of scrimmage! If your opponent does want to try to take down your front line, they will have to commit quite a lot of players to deal with the high-strength Bloodseekers.

After the initial Blocks, stand everyone back up and create an impassable wall centred around the Bloodseekers. If your opponent tries to get past you then they will be forced to either go through the centre, which is tricky considering it is made up of Bloodseekers, or push down one of the sides. If they choose the latter, use your Frenzy to push their players against the sideline and keep the pressure up – the casualties should start to build. Always try to keep at least one Khorngor free in the backfield to act as a sweeper, in case anyone breaks through. A fast player can easily get behind your lines and, if they ever get more than six squares away from your players, it can be difficult to chase them down.





SUMMARY

So, what have we learned about the followers of Khorne? Coaching the team is like raising a savage beast from a pup to adulthood, ready to ride into war. Brutal and unforgiving, the young team is always eager to fight and test their strength, but is hindered by its lack of protective skills. This will lead to some difficult early games as Khorne (and the dice) test your players for any sign of weakness. Once the team makes it through these initial games, and starts to skill up, it will morph from a fragile scrapper into a brutal killing machine, feared in stadia around the Old World!

A good coach will learn that they can never truly control the frenzied beast – instead they can only point it the right direction and hold on for dear life as it rips through all that lies before it. With canny use of all available skills, and careful choice of Blocks (and a little bit of luck!), the team will tear its way down the pitch and into the history books... or die trying. Only the strong will ever survive on the Khorne team and, while you're unlikely to see a high score line, you'll always see a high body count and Khorne will be pleased.

Blood for the Blood God!



KEY

-  Bloodseeker
-  Bloodborn
Marauder Lineman
-  Khorngor



STAR PLAYER SPOTLIGHT

MAX SPLEENRIPPER

'BLOOD-CRAZED LUNATIC'

MAX SPLEENRIPPER

MA 5

ST 4

AG 4+

PA -

AV 9+

GP
130,000

SKILLS & TRAITS

Chainsaw, Loner (4+), Secret Weapon

PLAYS FOR

'Favoured of...'

SPECIAL RULES

Maximum Carnage: Once per game, after Max performs a Chainsaw Attack Special action he may immediately perform another Chainsaw Attack Special action that targets a different opposition player.

SPIKE! EXCLUSIVE STAR PLAYER PROFILE

MAX SPLEENRIPPER

AGE

45

HEIGHT

6' 2"

WEIGHT

210 lbs

ORIGINATING TEAM

None. He has always been a free agent.

POSITION

Chainsaw-wielding Loony

CAREER TOTALS

57 fatalities (32 decapitations, 14 amputations, 11 disembowelments), 68 serious injuries.

AWARDS

Most Limbs Severed 2484, 2486, 2495; Innovation Award 2485; Most Blood Spilled 2486, 2487; Mesmerising Mutilation Award 2487, 2491; Delightful Decapitation Award 2494.



Though once a member of some insidious Chaos cult, Max had always dreamt of glory upon the gridiron and causing mayhem in the names of the gods he worshipped. However, not blessed with the talent that seemed to come so naturally to others; he was unable to find a niche within any team, being used sparingly as a lineman, and was, more often than not, left on the bench.

That all changed in 2484. During a match against the Greenboyz, Max disarmed a Goblin wielding a chainsaw, relieving the Greenskin of the new-fangled weapon before promptly plunging the whirring contraption into its former owner and tearing its spleen from its body – an act that would earn him the name he still bears. Such wanton destruction awoke something in Max, a feeling that he could use this new death-wielding machine to bring glory to the Chaos gods and finally carve himself a niche within the sport of Blood Bowl.

Crafting himself his own chainsaw, one emblazoned with Khornate symbols (after all, he figured that Khorne would be most pleased with his new calling), Max left his old career as a lineman behind and became a chainsaw-wielding loony for hire, wreaking devastation on pitches uncouneted in the name of the Chaos god.

The more blood he spilled and fatalities he caused, the more in demand Max Spleenripper became with Chaos teams across the Old World. Max's services were often called upon when a particular team needed that extra bit of mechanical

mayhem in a game, or if the star of a rival team was in serious need of being, well, cut down to size!

In his time upon the gridiron, Max has cut quite a swathe through players considered far more reputable than himself, and has left his mark on numerous stars. Some were simply slain by the blind fury of Max and the whirling dervish he becomes on the pitch, whilst others have been forced into early retirement from Nuffle's sacred game as they are missing an arm, leg, or something more personal following their encounter with Max Spleenripper.

Perhaps the most infamous moment in his career so far came when Max played a match for Khorne's Killers against the Jagged-Tooth Smashers. The Smashers' Troll had caused untold destruction in the previous meeting between the two sides, even crushing the Killer's coach when it tripped and fell on him. Spleenripper's task was a simple one: exact revenge on the troublesome Troll in the most vicious way he could think of. What followed was a mixture of shouting, whirring blades, and sprays of viscera staining the pitch as Max cut the unwitting Troll into more pieces than were probably needed.

Over the years, his innovation and antics with his chainsaw have earned Max Spleenripper a reputation as not just an exceptional mercenary with a taste for bloodshed, but as a true connoisseur of carnage.

CAREER HIGHLIGHTS

2484 After spending a few years as a benchwarmer for numerous Chaos teams, Max's fate is changed permanently when he liberates a chainsaw from an over-excited Goblin. Taking this new, exciting – and frankly very dangerous – weapon to the opposition, Max discovers his calling within Blood Bowl as a chainsaw-wielding loony. Dedicating himself to Khorne, as Max figures the Blood God would be most likely to appreciate the carnage, Max becomes a mercenary for hire to any Chaos team that requires his talents.

2486 Max first makes a real name for himself at the 2486 Altdorf Old Bowl when playing for the Wasteland Warriors. Whilst the Warriors don't perform particularly well at the tournament (in fact, there are only two teams ranked lower than them!), this doesn't prevent Max from being hailed as the most violent player of the event, severing a number of limbs in the Warriors' short-lived attempt at glory!

2494 The Jagged-Tooth Smashers and Khorne's Killers are involved in a bitter rivalry, having played a number of matches against each other over the course of the year with both trying to out-hit each other rather than score (*in fact, the six previous games all ended without a touchdown! – Ed*). Deciding they need an extra cutting edge, Khorne's Killers hire Max to take his chainsaw to the Smashers' feared Troll – which he does in a spectacularly gory display, ending with the Troll's freshly-severed head being used to score the winning touchdown! (*we know that's not how you score a touchdown, but no one was going to dare correct the teams! – Ed*).

2498 Max Spleenripper is involved in a scandal when the Averland Earls accuse him of using his chainsaw on their star thrower after the final whistle had been blown. The court case drags on but is ultimately thrown out when the key witness suddenly changes their mind about what they had seen. The Earls claim that their witness was threatened with limb removal by Spleenripper, though no one came forward to prove it – which is probably wise if the 'rumours' of threats were true!

ASK LORD BORAK

Is the game of Blood Bowl your only escape from the oppressive misery of your feeble existence? Are the Dark Gods on your case? Or is the Inevitability of your own mortality getting you down? Then talk to Lord Borak, the murderous tyrant who listens...

Q: Hello Mr Borak. I'm a 17-year-old Blood Bowl fan from Black Rock. I have only recently begun to follow Nuffle's sacred game, and I am struggling to decide on which of the mighty Chaos gods, and therefore which team, to dedicate myself to.

All my friends have followed Blood Bowl for far longer than I have and are very much set in their ways regarding their chosen Chaos god. Whenever there is a discussion about which deity to side with, the discussion gets heated very quickly. The trouble is, with all of them telling me to follow a different god, and all the gods sounding so wonderful, I don't know which one is the right decision. Which god should I choose?

Fledgling Fanboy from Black Rock

A: Hello Fledgling Fanboy. First of all it's Lord Borak; Mr Borak was my father. Now, deciding which of the gods to dedicate yourself to is a tough decision, and one that you should take some time over as once you've decided, that's it! If there is a specific team you particularly enjoy watching, and they are pledged to a specific god, then that is probably the way to go.

If not, then ask yourself what is it you enjoy most about Blood Bowl. If it's mindless violence and bloodshed, then choose Khorne. If it's speed, skill and spectacular touchdowns, then I would recommend Slaanesh. If you prefer tricky plays that confuse and confound the opposition, then consider Tzeentch. And if you enjoy seeing players explode in a mass of pustules and boils, then I'd suggest Nurgle; though be very certain if you go down this route – not many with a sense of smell will stick around if you do!

Lord Borak, Favoured of all the Chaos Gods



Q: I'm a 36-year-old blocker for the Wasteland Warriors. Recently, our team has changed its kit colours from a deep red to a bright white in order to help us stand out more, and fit in with our new sponsors Crystal Ball Sportscasting – for that crystal clear picture! Trouble is, as a blocker on the line of scrimmage, I'm constantly staining my nice white kit with the blood of lesser players that get in my way. As a legend of the game (please don't inflate his ego... – Ed), you must have some tips for getting those pesky bloodstains out of a kit. What would you recommend?

Bloodied Blocker from the Wastelands

A: Hello Bloodied Blocker, and thank you for your acknowledgement of my status as legend (Great. Now he'll be strutting round the office all week... – Ed). Whatever you do, don't use a stray Goblin. That's an old witch's tale and it will only worsen the stain and make your kit stink of vomit – trust me...

One trick is to scrub the stains with a mixture of salt and lemon juice, which are usually available from a nearby Halfling – if you can wrestle their snacks away from them, of course.

If the blood has already dried, then I would highly recommend new Osteal Kerblam, the only cleaning product made with real bones – Kerblam! The blood is gone! I wish this stuff had been around in my heyday; it would have saved a huge number of ruined kits. Anyway, that should help you keep your kits clean and allow you to get back to plenty of carefree maiming!

Lord Borak, Cleanser of Kits

COFFIN CORNER

A SKULL TOO FAR?

We remember Kharak Gorefist, lineman for the Bloodsoaked Bruisers. Before a game against the Hoffenheim Harlequins, Kharak pledged to claim the skull of the player of the match following the game. However, following the most impressive game of his career, in which he maimed no fewer than four opponents, it was Kharak himself who was proclaimed player of the match. True to his word, Kharak revved up a chainsaw, shouted "Skulls for the Skull Throne!" and removed his own head from his shoulders!

THE TOOTH HURTS!

We remember Stefan von Herlich, former team apothecary to the Flesh Hounds. When the team's Bloodspawn began complaining of toothache after eating a number of Snotlings in the crowd, the good doctor was asked to take a look. Unfortunately, the all-Snotling feast had irritated the Bloodspawn's sensitive nasal passages as well and, whilst Dr von Herlich had his head in the Bloodspawn's mouth trying to find the source of the toothache, an ill-timed sneeze bit his head clean off!

In Coffin Corner we remember those players that are no longer with us – and in this decapitation special, we mourn those who lost their heads playing this great game!

THE OLD BALL AND CHAIN!

We remember Grugt Bonewrath, lineman of the Wasteland Gore-Sprayers. During a game with the Norgrit Nosepickers, Grugt spent the entire first half tormenting Skrog, one of the smaller Goblins, battering him around the pitch. Come the second half, Grugt decided to be sporting and close his eyes to let Skrog have the first punch. However, Skrog had a trick up his grubby little sleeve, getting the team's Fanatic to deliver the punch on his behalf – caving in Grugt's skull as his head was sent flying!

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'.

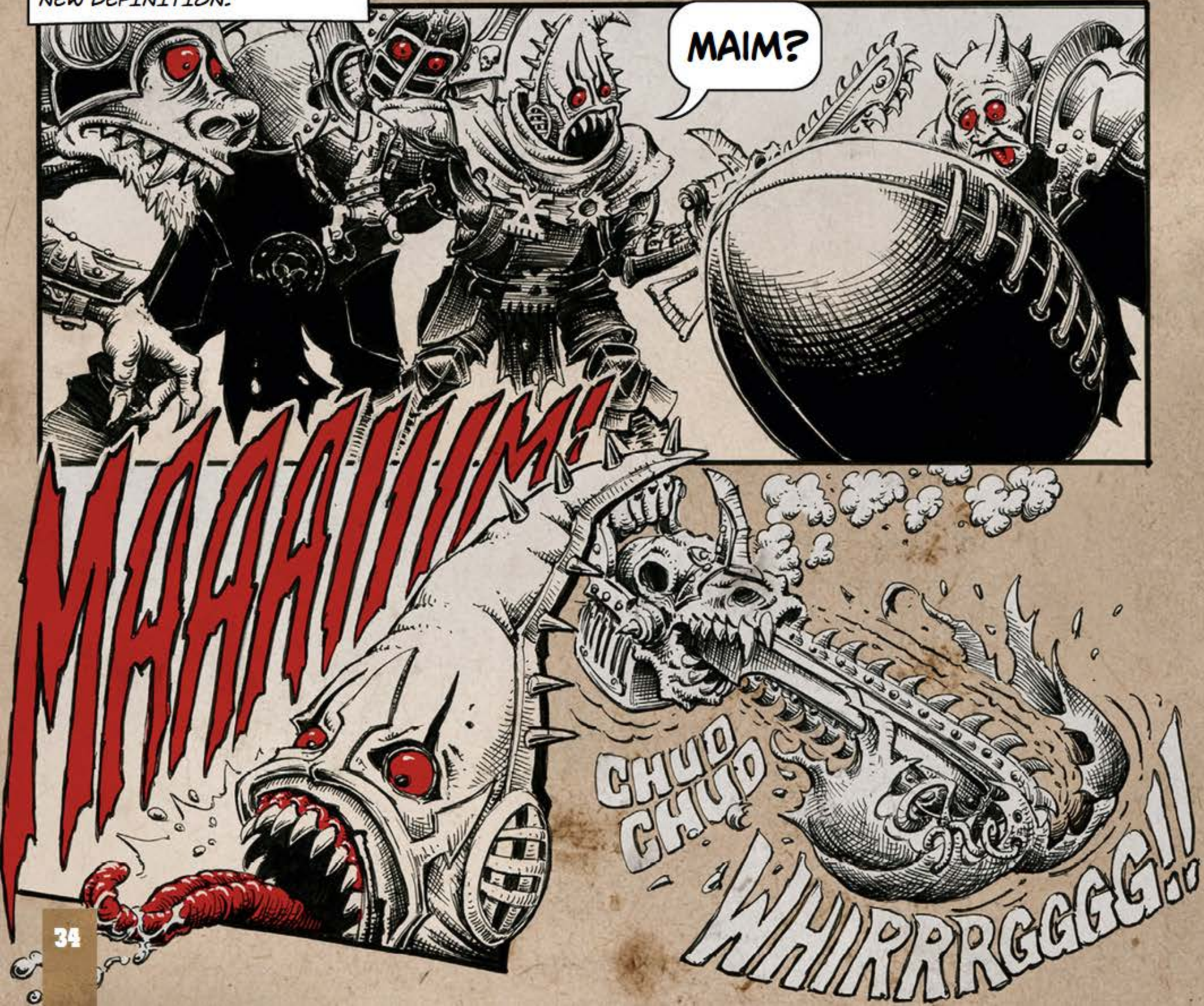


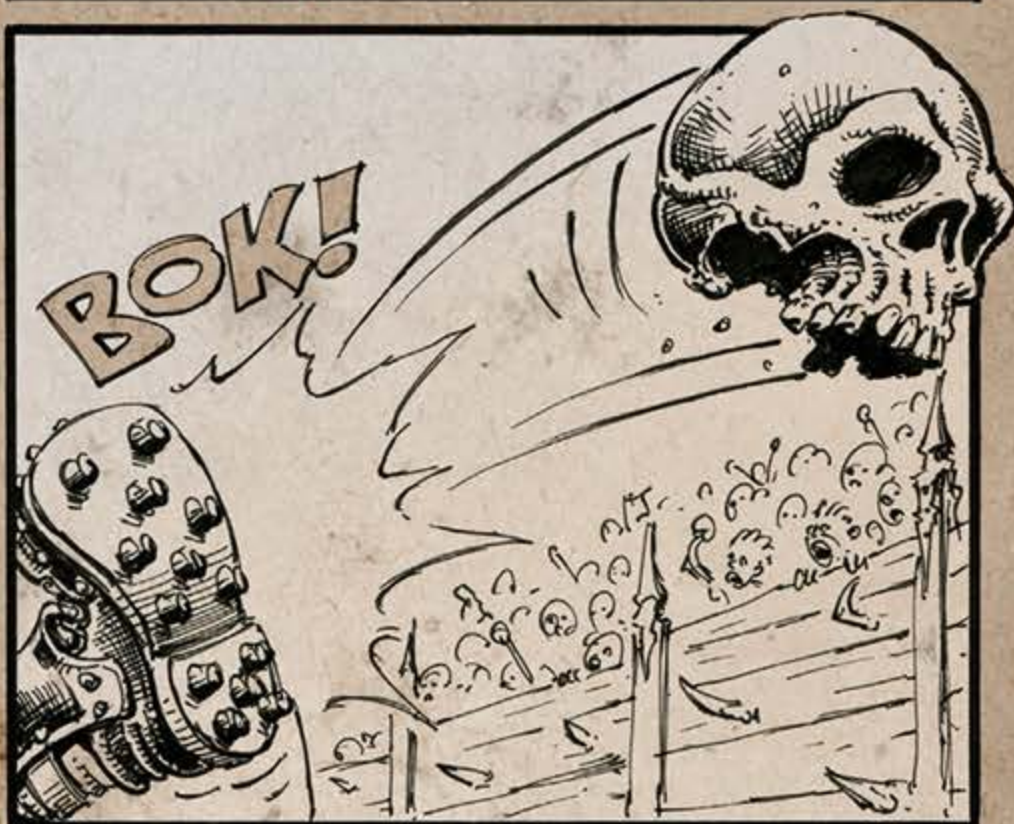
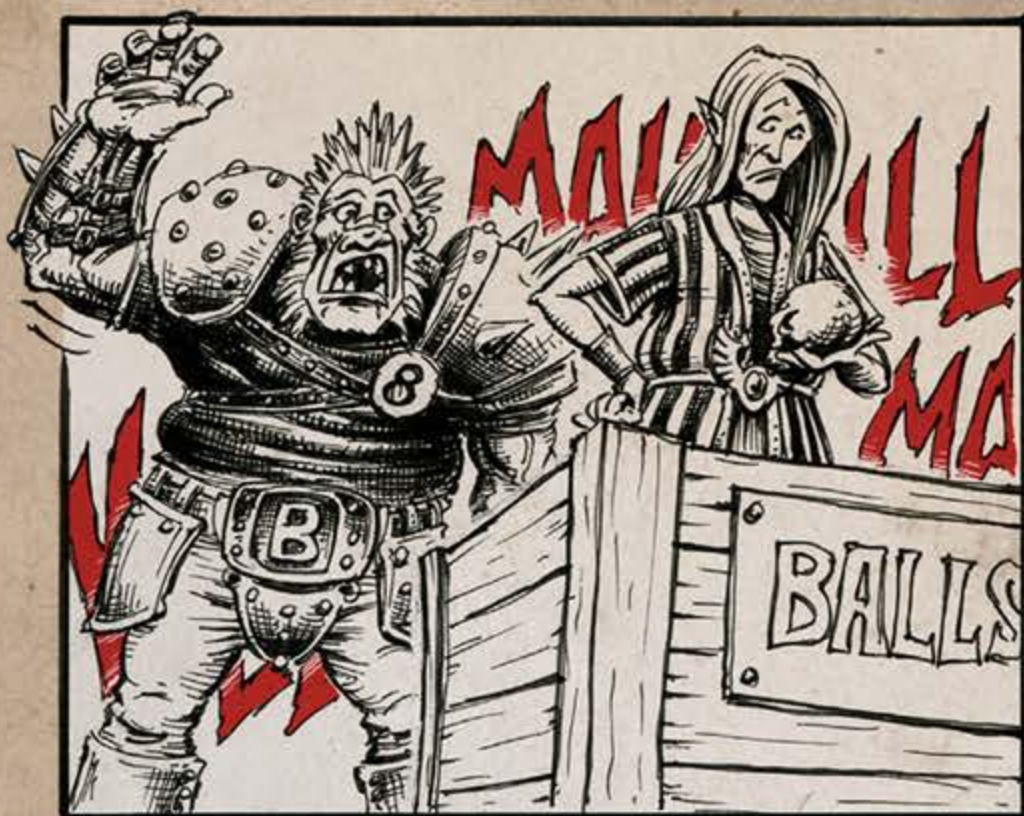
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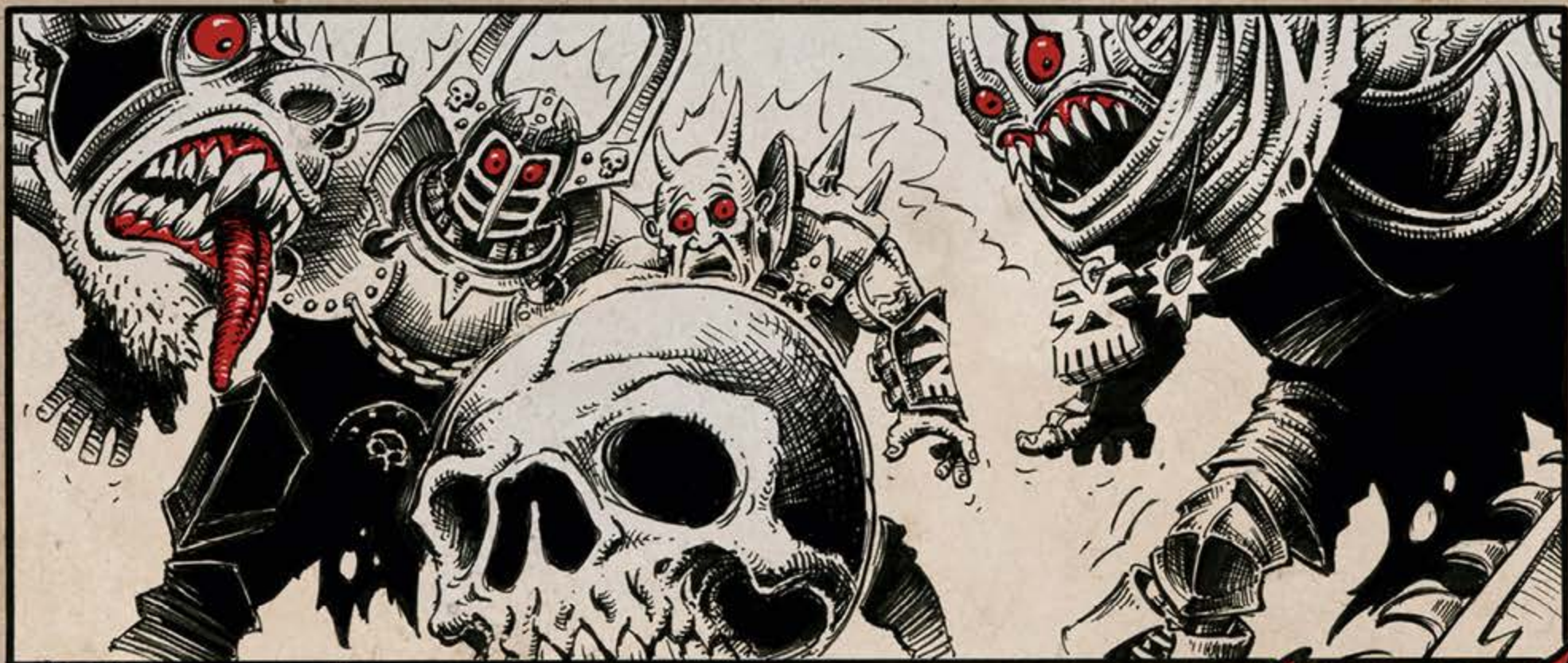


MOST OF THE TIME, PLAYING BLOOD BOWL, YOU MEET SOME REALLY INSANE PLAYERS... AND THEN YOU PLAY A TEAM CALLED THE SKULL-TRIBE SLAUGHTERERS, AND, WELL, 'INSANE' GETS AN ENTIRELY NEW DEFINITION.

MAIM?







SKULLS!!

NOT SURE I SEE
WHAT ALL THE FUSS
IS ABOUT OVER A
LITTLE BLOOD...



**KHARGORAK BLOODSCORN,
BLOODSEEKER,
THE SKULL-TRIBE SLAUGHTERERS**



**MORESI REDBORN,
BLOODBORN MARAUDER LINEMAN,
THE SKULL-TRIBE SLAUGHTERERS**



**SKULDAKH GOREBLADE,
BLOODBORN MARAUDER LINEMAN,
THE SKULL-TRIBE SLAUGHTERERS**



**GHORLAAL RAGESWORN,
BLOODBORN MARAUDER LINEMAN,
THE SKULL-TRIBE SLAUGHTERERS**



**SKEINER FLESHRIPPER,
BLOODSEEKER,
THE SKULL-TRIBE SLAUGHTERERS**



**BAELRUN PREYSTALKER,
KHORNGOR,
THE SKULL-TRIBE SLAUGHTERERS**



**SKANATH BLOODREAPER,
BLOODBORN MARAUDER LINEMAN,
THE SKULL-TRIBE SLAUGHTERERS**



**SKARGROK SKULLWRATH,
BLOODBORN MARAUDER LINEMAN,
THE SKULL-TRIBE SLAUGHTERERS**



**ANGYR BONESPLITTER,
BLOODSEEKER,
THE SKULL-TRIBE SLAUGHTERERS**

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**SKRAAL RIBBREAKER,
KHORNGOR,
THE SKULL-TRIBE SLAUGHTERERS**



**GORIKHNA HEARTRIPPER,
BLOODBORN MARAUDER LINEMAN,
THE SKULL-TRIBE SLAUGHTERERS**



**GOTHRAK GOREHUNTER,
BLOODSEEKER,
THE SKULL-TRIBE SLAUGHTERERS**



**MAX SPLEENRIPPER,
STAR PLAYER**



**KACHK BONEFLAYER,
BLOODSPAWN,
THE SKULL-TRIBE SLAUGHTERERS**



**SCYLA ANFINGRIMM,
STAR PLAYER**

