



WARHAMMERERS

Dwarfs have never been best suited to the game of Blood Bowl; they are slow and not as agile as some of the other races. However, this does not stop the Dwarfs enjoying and playing the game. This is most apparent in the Warhammerers as they may not be the best players on the field but what they lack in ability they more than make up for in their mix of volatile and blatantly illegal weapons.

Arch-rivals of the Dwarf Giants, the Warhammerers are most interesting to us because of their perpetual insistence in breaking the rules in the most obvious and flamboyant way. Their use of explosives and high-calibre breech-loading cannon as part of their passing play is just one case in point. These guys are plain dangerous! What's worse, they don't know when to stop, which is when accidents always seem to happen. In the Blood Bowl final only two years ago, for example, the Warhammerers were 2-0 up against the Champions of Death when their legendary trio of blitzers, the Mjolnir brothers, tried to reinforce their flying-V tactic with several hundred weight of TNT and a large bag of coachbolts. They certainly burst through the opposition's lines; trouble is, they also burst through the Warhammerers'

substitutes bench and wiped out half of their own team. Did they learn? Are you kidding? Just last year the team were suspended for three games for illegal use of a bulldozer. From this season, they are required by law to print at the bottom of match tickets, *Beware – these guys are kerr-ayzee!*

The Skunkworks

Most professional Blood Bowl teams gain some revenue from selling team shirts, autographed balls, pennants and suchlike, and the Warhammerers are no exception. However, visitors to their headquarters in the heart of the Dwarf quarter in downtown Nuln are often surprised at the size and heavy construction of the team's "shop". Indeed, it's an imposing sight with twelve-foot thick walls and massive buttresses. Also impressive are the

(Former) Conference: NFC

(Former) Division: Eastern

Team Colours: Grey and Yellow

Symbol: A huge warhammer

Owner: The Last Council

Head Coach:

'Insane' Thorsson Axeheim

Home Stadium: The Dwarf Dome, Khûlgarr (capacity c.55,000, surface obsidian)

Players: Dwarfs

scorchmarks and other signs of damage that make the whole look rather run down, if fortress-like and robust. In reality, the cloth patches you can buy in the little shop at the front are only a cover; the back room is where the real work goes on.

For some reason the Warhammerers are under the illusion that the top secret research and development work going on behind the shop front is known to only them. In fact, it's blindingly obvious that all is not as it seems. It could be the imposing mass

The Warhammerers greatest invention, the Deathroller ploughs into the Orc defence.



of the building itself that gives this away, or perhaps it's the smell of sulphur and other noxious chemicals (which incidentally give the place its nickname: the Skunkworks) that waft about the place. On the other hand, it could simply be the roaring of engines, belches of steam and boom of explosions that are the clue. Whatever the case, it's an open secret that the Skunkworks is the test facility for all the devious and underhand devices that the Warhammerers are famous for and which the crowd love so much.

Of course, being such a public secret, the place is a target for jealous rivals and it has been bombed, sabotaged and otherwise attacked more than once. Luckily for the Warhammerers, they anticipated so much damage from their own experiments that the attentions of their enemies just singes a few autographed doilies and leaves little mark on the structure itself.



Despite these attacks, and the attempts of reporters to get in to see next season's new contraption, nobody outside the team has ever managed to view this most hallowed of ground for the Dwarf Blood Bowl fans. Exactly what goes on behind these closed doors can be heard, but has yet to be seen, so we wait with bated breath for their inaugural game next season. What can the Dwarfs at the Skunkworks come up with next?

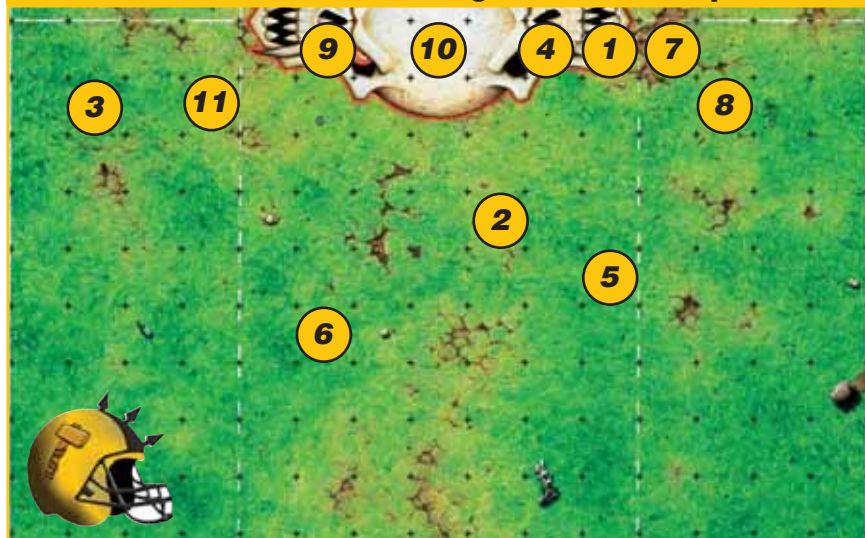
Deathrollers and other Delights

Of all the devices that the ingenious Dwarfs of the Warhammerers team have come up with over the years, the most famous has to be the Deathroller. Although it was originally something of an improvised, spur of the moment idea, its popularity has led to it being refined and developed so that there are now several recognised marks of them in circulation. Naturally, the Warhammerers deny all knowledge of such a trade, but for those with the right connections, (and plenty of gold), your Dwarf team can also be the proud owners of one of these lethal devices, built by the masters themselves. Rumours that there is a clause in the sales contract that forbids use of the Deathroller against its manufacturers are currently unproven, but it does sound like a prudent move.

Since the unveiling of the Deathroller, the "backroom boys" at the Skunkworks have striven to produce something of equal crowd-pleasing potential, but without success. That's not for want of trying though!

Over the years the Warhammerers have fielded, among other things, rocket boots, cannons of various shapes and sizes, dummies packed with explosives (try blocking that!), bulldozers, explosive balls and on one memorable occasion they even tried laying mines in their own end zone. Although never the strongest of Blood Bowl teams in a straight match, the Warhammers don't play straight matches, and they'll go on drawing in the big crowds for years to come.

Warhammerers' Offensive 'Grudge-Maker' Line-up



Hall of Fame

Evo 'Bomber' Baradil

Yukk Ghulag

Team Honours

**Orcidas Team of the Year
2486**

**NFC Championship Winners
2473, 2486**

Warhammerers' Starting Eleven

1. **Grungi Dropper**..Long Beard
2. **Bobart Fleetboot**....Runner
3. **Zorb Bokker**.....Long Beard
4. **Garvest Blackaxe**..Captain
5. **Casper Runeflight**..Runner
6. **Rik Pastrey**.....Long Beard
7. **Durak Lorne**.....Slayer
8. **Rhard Zorn**.....Blitzer
9. **Rorkaz Kalgar**.....Slayer
10. **Stromez Canga**..Long Beard
11. **Rambast Smith** Long Beard

Substitutes

Wanaz VokerBombadier
Irkul Voker.....Beardtrimmer
Gimli Rys-DaviesDeathroller
Skrund HowerBeardtrimmer



Irkul Voker gets stuck in.



Team Rating

258