

ISSUE 5

JULY 2012

BLITZ



AUSTRALIAN

NATIONAL

BLOOD BOWL

E-ZINE

SHOWCASES: Alberto Machado Paul O'Grady

Axtlinge and Mancaver present
their award winning teams.

PAGES 28 & 100

INTERVIEW: BothDown

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Comixininos and the boys from the
BothDown podcast.

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Our new champions and stars are
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BLITZ ISSUE 5 FEATURE ARTICLES:

INTERVIEWS
WITH ALEX FROM
COMIXININOS AND
KILOWAUG FROM
THE BOTHDOWN
PODCAST.

TEAM SHOWCASES
FROM ALBERTO
MACHADO AND PAUL
FROM THE MANCAVE.

THE 2012 BLITZ HALL
OF FAME INDUCTION.

MISERY IN AN ALE
TANKARD: PART 2.

GAMING FOR
CHARITY WITH VAIN

EDITORIAL

SINISTERDEXTER



I can't believe it's been a year! Issue 5 represents the full 12 month cycle since this thing called BLITZ started. That time has been a period of incredible change for me, and has seen the Blood Bowl community in Australia grow even further.

One of the most surprising aspects of our success, however, has been the global interest. BLITZ has been spoken about on international podcasts and is downloaded by people in many countries around the world. Despite being a fairly parochial, Australian-based magazine, it seems communities as far afield as Europe and North America want to know what we are up to.

With this in mind, this issue sees a little bit of foreign influence. One of two team features in this issue have been contributed by Alberto Machado. While not an Aussie, he is a member of the AusBowl community. His amazing halfling team recently won a FF Fields award. Check it out later this issue.

Our interview this issue is also international in flavour. Scott (kilowog2814) and Steve (fatfinley) give us the inside scoop on the newest Cabalvision franchise in town; the BothDown podcast.

From there, however, the content returns home. Paul from the Man Cave reveals the teracotta brilliance of his newest team in a second team showcase. Vain (Casper Fertier) discusses how to use your gaming for good, not evil, in his *Gaming for Charity* article and I review the book *Feudball*. Virral (Richard) and Olaf the Stout (Adam) also presents part one of a 'how to' guide to tournament organisation.

The regulars are here too. Babs (Stephen) wraps up the goings-on of the NAF while Carnivean (Erin) brings us a new instalment of *The Last Word*. The Sub-Mag editors have been working hard to bring you all the local Blood Bowl news, while we also review more recent tournaments.

Finally, we present the 2012 Hall of Fame induction. The votes are in and we welcome five new Stars, as well as a whole host of Champions in to the hallowed Hall. Read all the inductees later in the issue. Did you make the list?

So, wherever you're reading this, enjoy! We have big plans for the coming year, so stay with us and, as always, get BLITZed!

SinisterDexter (Brett)

Would you like to contribute to BLITZ Magazine?. Anyone who is a member of AusBowl.com can contribute articles, game reports, reviews, stories, photos, artwork or more. Email southernstrikeeditor@gmail.com



BLITZ

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Are you saving your pennies for that next big love-in? The upcoming tournaments pages will give you all the dates and details you need to get to your next tournament. Hell, why not go to all of them?

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Direct from the miasmatic epicentre of each Australian tournament, reminisce about tournaments just gone, or check out what you missed, by reading the tournament reviews.

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Axtlinge (Alberto Machado) presents his FF Fields award winning team, the Three Chile Burrito Bandits. Yes, they're halflings. But mess with these little buggers at your own peril.

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A book with a money back guarantee? Yes, that's Feudball by Stephen Babbage and Geoff G Turner. In this article SinisterDexter (Brett Whittaker) gives a no holds barred review of the novel.

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The Canadian gingers who like to discuss the background of Blood Bowl, give you a rundown on what it is like to put together a regular podcast in our second interview. What is it like being a podcasting celebrity?

54 GAMING FOR CHARITY

Darkhorse (Jake Kroker) and Vain (Casper Fertier) have been the mad commissioners behind the Breast Cancer Beach Bowl, held in Adelaide. Vain here tells how to use gaming for good, not evil.

60 BLITZ HALL OF FAME

The votes are tallied and the commissioners have sent in their honour roles. This issue we release the BLITZ Magazine Hall of Fame. Check out all the Champions and find out who was voted for the Star awards?

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Capital Punishment: the thrills and spills of the ACTBBL. Nuffle Says What?!?!: SLOBBing around with the Blue Bloods. Cane Toad Chronicle: live from the QNKBBL. Southern Strike: SABBLeS CCKUP everything. Western Juggernaut: way out west with the ABBL.

88 MISERY IN AN ALE TANKARD PT2

It has been a long time coming (for which he apologises) but Hacker (Cody Tiffen) returns with a second instalment of his fiction. Who are the Mountinguard? When will this story include Blood Bowl? All will be revealed here.

92 SO YOU WANT TO BE A T.O...

Virral (Richard Andrew) is the current Eucalyptus Bowl Commissioner and has overseen the rise of this tournament to the largest in the southern hemisphere. This issue he divulges some of the secrets of his success, with some help from Olaf (Adam Marafioti).

100 SHOWCASE: MANCAVER

In our second showcase for the issue, Mancaver (Paul O'Grady) presents his own entry to the FF Fields team competition, which came a worthy second to Alberto Machado's. Check out the uniquely themed *Terracotta Terrors*.

104 THE LAST WORD

Finally, Carnivean (Erin McKee) returns to provide the last word on this quarter's issue.

- COVER: Turn counter, Alberto Machado



NAF FINAL SIREN

with KR Multicase in that he will provide prize support for tournaments at little more than cost. If you are a tournament organiser, please contact Babs to discuss how to add his excellent products (such as dice towers, paint racks and awesome scenery) to the prize pool for your tournament (please do not contact CNC Workshop directly).

NAF Newsletter out now. The first official NAF Newsletter has been produced. All NAF members will have had this arrive in their email inbox. If not, please check that your email address is up to date on www.thenaf.net and that your reader has not classed the email as 'junk' or 'spam'. This newsletter is planned for every second month or so and we welcome the greater communication.

NAF on Twitter and Facebook. The NAF also now has a Facebook page ([facebook.com/officialnaf](https://www.facebook.com/officialnaf)) and a

CNC Workshop Miniature Scenery added as NAF Blood Bowl Tournament Sponsor. Following the announcement last issue of a NAF sponsorship deal with KR Multicase, Dan from CNC Workshop has agreed to sponsor all Blood Bowl tournaments in Australia and New Zealand. This is a very different arrangement to that

CNC WORKSHOP

MINIATURE
SCENERY

Twitter account (twitter.com/officialnaf).

New Dice! The new block dice colour has finally hit Oz shores. This metallic silver with black inlay seems very popular and has now been sent to four tournaments (Tin Solider Cup, WAACYBowl, Speedbowl and Eucalyptus Bowl), with more to come in the near future. If you are keen to acquire the new block dice, as a gift for signing up to the NAF, and will not be at any of these tournaments, please contact Babs or renew online at the NAF website.


NAF Tournament Director election underway. The process for deciding the new NAF

Tournament Director is currently underway with a Q&A thread at the NAF forum. Voting opens on Monday 9 July 2012 and concludes at 11:59GMT on Monday 23 July 2012. The Tournament Director is in charge of approving (or not) NAF tournaments and overseeing the ranking process. This is, therefore, an important role that is worth voting for and has, in the past, been willing to approve NAF tournaments when the required eight weeks notice has not been given due to oversight. Please look at the candidates and the Q&A, comment on the NAF forums, and have your voice heard in the vote as an important part of the NAF community.

Locally... I will be absent from my regular tournament attendance for the next little while due to the birth of my first child, Charlotte Paige Babbage [*congratulations Babs - Ed*]. I am, however, ensuring that tournament support continues through the post and with the very generous, ongoing support provided by Vimes (Geoff Turner). His role in assisting Regional Tournament Organisation in Australia is now official with the NAF, so please feel free to discuss NAF matters with him at any time.

Babs (Stephen Babbage)

*In the first NAF
Newsletter:
The NAF
Championship,
a word from
The President,
the NAF Majors,
New Dice and a
list of National
Tournament
Organisers.*



The NAF is a volunteer organisation devoted to the global Blood Bowl community. Amongst other things, it organises tournament sponsorship and support, creates funky limited edition block dice and runs an international ranking system.



AUSBOWL NEWS JULY 2012



CYANIDE DUNGEON- BOWL RELEASED.

Cyanide has now released their new online Dungeonbowl game (at least, in digital format). The game builds on the online experience of the Blood Bowl online game, but uses mixed-race teams based on one of the Colleges of Magic. It also includes a dungeon editor so that you can create and share your own. However, there have been a lot of negative responses based on the limited release of teams, a number of bugs and the usual online connection issues. There is also no single-player mode. To find out more see: www.dungeonbowl-game.com



EUCALYPTUS BOWL.

The largest tournament in the southern hemisphere, Eucalyptus Bowl, has been run and won, this year by tribalsinner (Pete Arentsen). 71 coaches participated in the event in 2012, just shy of last year's 76. Nevertheless, all reports are that Virral (Richard Andrew) outdid himself again. Congratulations to tribal and Virral and all coaches who made the trek to Burwood (Sydney) for the occasion.

NAF ELECTION RESULTS.

As noted by Babs, the election of Tournament Director for the NAF is currently in process. In previous election results, Lycos was re-elected as President and Geggster (Paul Gegg) as Treasurer. Johnny_P, yes that's Main Guy from the Zlurpcast, was offered the Media Officer position. Babs (Stephen Babbage) remains the Australian representative.

KICKSTARTERS. In the last six months or so, Kickstarter has emerged as an important funding source for companies, small groups and individuals who want to create a business idea. The Apes of Wrath were funded in this manner and a number of others are currently online. Impact City Roller Derby is a new game concept by Impact! Miniatures based on the sport of roller derby (<http://www.kickstarter.com/projects/springboard/impact-city-roller-derby>), Impact! is also seeking funding for a Lovecraftian/Cthulu Blood Bowl team that includes a range of wierd and wonderful creatures to take to the field. To be fair, these are not specifically being made for Blood Bowl, but would work well (<http://www.kickstarter.com/projects/674003445/necronomicon-cthulhu-mythos-a-new-miniatures-line>), Finally, Greebo have recently started an Indiegogo campaign (like Kickstarter) for their Nippon Goblin team, a personal favourite of mine (<http://www.indiegogo.com/nippogoblin?c=home>).



AUSBOWL LEGACY TEAM.

Conan has taken on the task of assembling the AusBowl legacy team for CanCon 2013. This year's vote resulted in a human team being chosen, which will be painted in the familiar blue, orange and grey of the AusBowl site. Most positions have been accounted for, but if you haven't yet, and would like to, maybe you could contribute a star or counter for the team. Contact Conan.

CNC - NAF SPONSORSHIP DEAL.

As noted by Babs, the NAF has signed another sponsorship deal for Australian tourneys, this time with CNC Workshop. Great work.



UPCOMING TOURNAMENT SCHEDULE:

JULY / AUGUST 2012

CANBERRA CUP. 28-29 July 2012 at Harmonie German Club, Canberra, ACT. Cost \$40.
Beefygoodness



EGYPT BOWL. 29 July 2012 at Darwin Bridge Club, Leanyer, NT. Dungeonbowl tournament.
whitetailscramblers

DRAGON BOWL. 4-5 August 2012 at Mudgee Soldiers Club, Mudgee, NSW. Cost \$50.
Hacker



SOUTHERN SHRIKE BOWL 18-19 August 2012 at Klemzig Community Hall, Windsor Gardens, SA. Cost \$45. *Olaf*

WAACYBOWL 28 July 2012 at Geelong Good Games, Geelong, VIC. Cost \$20.
Diesel

UPCOMING TOURNAMENT SCHEDULE:

SEPTEMBER /
OCTOBER 2012.



MOAB. Usually in October at Sylvania Heights Community and Youth Club, Sylvania, NSW. More info TBA. *sangraal*



BUSHRANGER BOWL.

Unfortunately cancelled due to extenuating circumstances. Will be back in 2013. *tribalsinner*

REDNECK RUMBLE.

27-28 October 2012 in Albury, WA. More info TBA. *Slothman*



HINDLEY ST BOWL. 13-14 October 2012 in Adelaide, SA. One day charity Street or Beach Bowl tournament. *Vain*

BLOCKTOBER FEST. Usually in October in Melbourne, VIC. More info TBA. *ksharper*

BLOCKTOBERFEST!





SSSB12

18 - 19 August 2012

Klemzig Community Hall
7 OG Road, Klemzig, SA

Six-game resurrection tournament, CRP rules, 1.15m available to spend on players and inducements, skill package also applied, max one Star player (two for Stunties), no Wizards.

Player gifts and prizes for every single coach!

southernshrikebowl@hotmail.com

SOUTHERN SHRIKE BOWL 2012 



COSTS

\$40 by 18 July

\$45 after 18 July

\$20 under 18

\$10 'bring a friend' discount (bring a friend who hasn't attended before)

DRAGONBOWL



4-5 August 2012

Mudgee Soldiers Club (RSL)

Cost \$50, 1.15m teams, minimum 11 players (including stars), skill packs applied, CRP rules plus CRP approved races.

CONTACT HACKER
(CODY TIFFEN)
PH: (02) 6372 0878
MB: 0418 889 250



DRAGONBOWLCOMMISH@GMAIL.COM



AUSBOWL

FIFTH BIRTHDAY PRIZE DRAW

Carni! Where did the prizes go?

No where! A list of winners have been chosen randomly from AusBowl members and each of them wins a prize.

If your name appears in the list alongside, I'll be in contact soon (in the order shown). You may choose one of the prizes remaining in the (blue) list which will be sent out to you.

There are some great games available, plus a KR Multicase.

Thanks to all AusBowl members for being a part of this amazing and active community, and

CONGRATULATIONS

to all the winners!

Winners

Drakeular	Slim_Dangefield
Woolfe	Suttbutt
Bruce	Nichren
Horsebob	Thomsy
Chavo	5naKeEyes
Vain	danielcollins
Dropshort	SinisterDexter
Diesel	Fassbinder75

Prizes

Blood Bowl Team Manager (x2)	
Shadows over Camelot	Rune Age
Munchkin Deluxe	Death Angel
Carcassonne Dice Game	Citadels
Cutthroat Caverns	Zombies
Monty Python Fluxx	Poo
Coloretto Card Game	Seven!
Impossible Machine	KR Multicase

CANE TOAD CUP



DeviltReject (Chris) fully endorses this prize pack!

CTC 2012 is all done and dusted. I think CTC really hit it off with a bang in 2012 and I have high hopes to get more than 30 players next year. I had quite a lot of positive feedback about the tournament from all the players especially around the players pack. People loved the idea of being able to stack more than one skill per player.

Most Blood Bowl tournaments lean to a progression or "Base Gold" regeneration style format. I guess what this pack had is the final outcome of a progression (taken further) and regeneration all in one. When I saw this pack I was immediately drawn to it. I can't take any credit for the pack at all as it was devised by

1. tribalsinner (Pete)
 2. D_Arquebus (Daniel)
 3. Carwyn Llewellyn
- Toadiliser: Chunky
 The Leaper:
 Murray Kuhl
 Best Tadpole:
 Steve Zimmerman
 Toad Princess:
 Gooseman (Jone)
 Giant Toad:
 DevilsReject
 (Chris)
 Not so wooden spoon:
 Troy Clifford



another Commissioner from the UK who uses it for his own tournaments. However, after obtaining permissions, I gladly stole the idea, tweaked the tiers and away we went. It was a huge win.

The hard work the organising committee put into the tournament beforehand really made sure that everyone walked away with something. The players pack was well received with the dice, toad miniature, commemorative bottle cap, the glass and other paraphernalia.

Operationally there were a few things that went awry. It's been a while since I've run a tournament and I had issues with the scoring system (I figured most things out by the end of the tournament) and generally processing people for sign-on. A few small tid-bits will help

improve it next year, but I think what we've done this year has been massive. I think towards the end things were running smoothly.

I am pretty confident everyone walked away happy. Most people received two random door prizes (ranging from blisters to dice to carry cases to full teams) and more than their monies worth. At 22 players I'm pretty sure CTC 2012 is the biggest two day Brisbane Blood Bowl tournament thus far!

Thanks again to everyone who came and those who helped out. Big, massive props especially goes out to DevilsReject; CTC wouldn't have run if it wasn't for Dev's doing a shed load of work. Also big props to Adam for painting the other team.

Kin





SANDGROPER CUP 6 - 2012

WAITING FOR NUFFLE TO KICK ME IN THE KEGS...

by Duro Bozic



I hope that trophy isn't perpetual!

Well, I remember it as though it were a beer ago, shuffling into the *Albion* early on a Saturday morning with young Virral in tow. There were greetings, nods of acknowledgement and a few bleary eyes as the competitors gathered in that wretched den of Blood Bowl iniquity. The ragged band eventually gathered before our glorious leader, Herr Reaper, to hear the words of Nuffle before the festivities commenced, more commonly known as the Sandgroper Cup (Episode VI).

Once again I brought along a Dwarf team (no surprise to the local players) and named it after the local football

(soccer to the heathens) team from my birthplace in a distant land. I also used the club colours as the inspiration for my team colours (blue/white). After perusing the players pack (1.2 million gold pieces, additional six normal skills and minimum of one fan factor) and thinking back on my previous Sandgroper experiences, I started to mull over a suitable roster, one that I could have fun with and wouldn't be too pathetic and weak. In the end I decided on the list in blue below.

I was originally thinking of taking Grim Ironjaw but with a few of life's little

curveballs cutting into my painting time I went with Flint as he was already painted. Maybe next year Grim old chum. I always take the maximum number of positional players in a dwarf team, especially the runners and blitzers as they are the only AG3 players on the team. Sure Hands on the Runners is gold when you don't have many rerolls and there is a good chance someone will turn up with a player with Strip Ball.

Tackle was the skill I picked for both the trollsayers as I tend to do a lot of blitzing with them. With the number of agility teams that usually turn up at Sandgroper I was sure it would come in handy for knocking over those pesky blodgers. In previous

years I opted for Mighty Blow for the trollsayers but it never seemed to be as effective as I imagined (as it turned out I didn't really need Mighty Blow as my dice were more than compensating for the lack of it).

The choice of skills for my blitzers was initially a bit of a quandry but when I really thought about my playing style they always tend to be support players, which naturally led me to giving both of them the Guard skill. I like them to support my ball carrier on offence and getting into spots to help support counterattacks on the opposition ball carrier, and being some of the more mobile members of the team they should be able to get to most places I needed them.

The easiest skill choice was taking Block for both my runners. The idea being it should keep them on their feet more often during blocks and also makes them handy fullbacks when playing defence. This also meant the whole team had Block (easy to remember in my doddering senility). I never really considered giving any skills to the blockers as they are slow and they are there to get in the face of the opposition and then block, tackle, bite, kick, scratch and punch them into submission!

**Day One: Game 1 vs
Greenland Morons (Orcs).**
Coach: Michael Watson

This was the State of Origin Grudge Match! The Beanie Challenge! He's a former

HNK Hasici 1994
2 Runners (block)
2 Blitzers (guard)
2 Slayers (tackle)
5 Blockers
Flint Churnblade
2 Rerolls
1 Bribe
2 Fan Factor





Participants and posers at Sandgroper 6..

Cane Toad and myself originally from the Cockroach state, we naturally resort to niggling each other about the NRL and yet somehow we never faced each other in the local leagues here in Perth. So the beanie was thrown down and I was challenged to our own version of State of Origin. We had a little wager that the loser had to wear the beanie of the other state's team for the rest of the weekend. So we settled down to play on Virral's fantastic Eucbowl beer mat pitch and prepared to defend the honour of our respective states.

Turn 1 I received and promptly fumbled the pick-up! 'Ah damn' I thought, 'hope this isn't indicative of the rest of the weekend'. We then proceeded to arm wrestle for most of the first half as I managed to claw my way up the pitch to score

late in the first half, taking out a few black orcs and the troll along the way. Michael pulled one back fairly early in the second half and then I proceeded to grind up the pitch for my second TD late in the second half as the CAS mounted for the *Morons* (and some terrible dice luck for Michael) and it became increasingly difficult for them to get to my ball carrier, mind you they never stopped trying - that Queensland 'Never Say Die' attitude coming through!

Thus with Blues Beanie on his head Michael went to his next game. He was a very good sport about it over the whole weekend even though he seemed to be afflicted by the Blue Beanie Curse. I breathed a sigh of relief as I didn't have to wear the Maroons beanie - no QLD taint on my noggin! TD 2-1. CAS 7-1.

Game 2 vs Filiacs (Necromantic). Coach: Brendan Morrison

I have to admit I was a little nervous about this match up; Gnome had been wording me up the day before about his game and I have to say I had my concerns about how to handle his team and style of play. He scored in turn 4 against the run of play and it looked like I was about to get schooled. Luckily for me that is when my dice remembered how to bring the pain. For the remainder of the first half I proceeded to kick the *Filiacs* around, removing some of the threats on their roster, as the dwarfs dashed for the end zone. In the second half I used the numbers advantage to grind out the half and score late in the game for the winning touchdown.

It really was a game of

differing dice luck, Gnome couldn't buy a decent roll for most of the game (he rolled more double skulls in that game than I saw over the rest of the tournament) and my dice ran hot for most of the game. Three of the casualties were against his two golems - one regenerated and came back for more hurt, which it promptly received. Gnome seemed to get flustered by the mounting casualties and that put him off his game, allowing me to keep him off balance by keeping the pressure on with my dice rolling absurdly well. I could tell my dice rolls were getting silly when he threatened to throw them on the roof so no-one else had to suffer as he did. TD 2-1. CAS 7-2.

Game 3 vs *Nevasober Vikings* (Norse). Coach: Steve Marr

I was very pleased to be playing Steve. Not only is he a good mate but his custom pitch is full of awesome! Steve only picked up Blood Bowl this year and he has come on in leaps and bounds in that time, a quick study and listens to good advice (smart enough not to listen to me for a start). We had played a few friendly games to help him get acquainted with the game but this was our first game in anger, so to speak.

We both had chainsaw

-equipped star players so that was going to make things interesting. Both teams went after each other's star players with gusto and managed to have both of them off the pitch part way through the first half; I think we both probably got a little obsessed with taking out the other guy's chainsaw. My dice had a bit of a break from the casualty production line, with the *Vikings* KO'd bin getting most of the work. The game devolved into a very tense arm wrestle, dwarfs and Norsemen smashing into each other with reckless abandon and the possession of the ball traded more times than I care to remember. In the second half I managed to secure the ball long enough to make a dash for the end zone after removing a number of the *Vikings* off the pitch to tilt the numbers in my favour, finally stumbling over the line in the last turn of the game. Only game that was more intense than this one was the last one of day two, loved it! TD 1-0. CAS 5-3.

Game 4 vs *Uppity Elves* (Pro Elf). Coach: Cameron Dawson

In the first half he held me out and it was a real tussle for the ball although the casualties and knocked outs had already started mounting for the elves by the end of the half. The elves received

in the second half and proceeded to do what elves do best, slip through the line to create multiple scoring options, making a mockery of my defence in the process. Turn 10 the thrower pushed forward to pass to a catcher in prime scoring position, the path of the pass travelling over the head of a lowly AG2 dwarf blocker. Again my luck held and the little blighter pulled in the ball, casting a baleful glare at the elf in the process. Cameron then opted to use Safe Throw and in the same breath told me it had already failed him once earlier in the day. The die was rolled and wouldn't you know it, up comes the 1. As I said to Cameron, you never call the roll - it's just asking for Nuffle Trouble. This turned the tide of the game. With ball in hand I proceeded to grind up the field, filling up the CAS & KO'd bins as turns went by. He did manage to pop the ball loose once but didn't have the players to take advantage of it. Ball quickly recovered and just kept on grinding. Having possession of the ball forced him to come at my players and this made it a little easier for me to bash the elves as I didn't have to chase them all over the pitch, nothing better than elves rushing to their doom! In the end he could only field two players for the turn 16 kick off (two of the



three in the KO'd bin refused to come back on), so he conceded the game. It was the first time I have ever done that and I felt really bad for Cameron, he was such a good sport and his never say die attitude was a joy to witness (whodda thunk elves could be so ballsy!). TD 1-0. CAS 5-0.

The Draft. The Draft is a nice little feature of Sandgroper, where each coach gets to pick up two skills/stat increases/etc to add to two players on the team who didn't get any of the six free skills. Last place gets to choose first and then continues down until first place and then once again for a second round. Sitting in top spot at the end of the day meant I would have last choice in the draft. I picked up +1MA in the first round and +1AV in the second

round (The other choice left in the second round was Thick Skull – since my entire team already had Thick Skull it wasn't really much of a choice). I picked up +1MA as its very handy for a dwarf team to have a MA5 blocker – I have one such player in a BRAWL league team and that extra movement has paid off many times with a surprise sack of a ball carrier who thought he was safe from the slow dwarfs. As for the +1AV, having an AV10 blocker was just a bit of a chuckle.

Day Two: Game 5 vs Barba Bellum (Dwarf). Coach: Danny Powell

Danny's team name was quite apt for our game, it means 'Beard War' in Latin. I was quite concerned at the start of this game, Danny had been pounding teams pretty hard in day one and

had a not lost a game either (three wins / one draw). He had four players with Mighty Blow and a Deathroller, so I was expecting to get a bit of a kicking from him. He had no runners in the team, this occurred because he had to change his team list on the morning of Day 1 due to forgetting the mandatory fan factor – he swapped out his lone runner for a blocker. With no runners I knew I just had to get rid of his blitzers and he would have real trouble hanging onto the ball as it would leave him with only having AG2 players left on field. The GFI curse struck him in the first two turns of the game; 1 reroll 1. This meant he had used up his rerolls and even worse for him, both players who failed the GFIs were the blitzers and I managed to CAS both of them. With his main ball movers out of the game he resorted to trying to beat up my team but his dice obviously missed the pre-game pep talk and didn't do much for him. Once I had the ball securely in hand I just played the trusty old grind game and scored at the end of each half. It was the first game he didn't get the bonus point for CAS. Funny moment of the game was when I set up on defence and he unwittingly placed his Deathroller in front of my AV10 blocker, which I foolishly pointed out, thinking the little sod would

be fine. He then proceeded to knock over AV10 boy with one of his own blockers, played the Blatant Foul Dirty Trick special play card (which means you bypass armour when fouling) and fouled my guy off the pitch with the Deathroller. That's what I get for getting cocky with AV10! TD 2-0. CAS 4-2.

Game 6 vs Tantra Bay Bunnyears (Amazon). Coach: Drew Lovell

Drew had been saying all weekend that he didn't want to play my team. Whereas I was very cheery about the prospect, not only did I get to crush 'zons but I also got to play on his awesomely pimped out pitch - it was so fluffy I wanted to keep rubbing it and stroking it! In what can only be described as gross and obvious TO corruption it came to pass that Drew had to face that which he dreaded most. I am sure our last state league game was playing on his mind as had I crushed his wood elf team into elf paste. One thing that was a little daunting was the fact he had four blitzers with Guard - four blodgers with Guard! The cheek of his 'zons having more Guard than dwarves! He also had Roxanna Darknail and I knew she was going to be the main threat in his team.

The game started with the dwarves receiving, at the end of the first turn one of his players was in the Dead & Injured bin and another in the KO'd bin. I was hoping this trend would continue. Drew came at my team pretty hard and the blitzers with Guard were giving me all sorts of headaches (to go along nicely with the migraine I had developed the night before). Eventually Drew got Roxanna into a position to blitz my ball carrier. She swooped down and struck hard, but only managed to push him back with a two dice block (remember the thing I said about Block keeping runners on their feet) and with Frenzy smacked him again, once again only resulting in a push back. With her having to follow up due to Frenzy I had to contain my excitement and stay straight faced as I realised where she was left standing. When Drew came to the same realisation I saw his face drop, shoulders slouch and I think he even died a little inside. For much to my joy, Roxanna was now standing next to Flint Churnblade. In my following turn I did a few other actions to draw out the suspense and then turned it over to Flint - the chainsaw roared to life, there was a mighty swing and into the crowd went Roxanna's head. The *Bunnyears* apothecary walked

out on the pitch, poked the body with a stick and proceeded to announce that 'Yep, she's got no head'. With his main striking power gone Drew was up that proverbial body of water in a native Indian water craft with no means of propulsion. Once again I resorted to the grind to put more of his players off the pitch and scored late in both halves. CAS score wasn't as high as I hoped; I rolled an outstanding number of 7's for armour. It was the only game where I missed having Mighty Blow. TD 2-0. CAS 4-1.

Final vs Blackhearts (Dark Elf). Coach: Bruno Schuts

Bruno! Dear Nuffle, why Bruno of all people! He is the one person I feared playing in the final and also the person I would have most wanted to play. All our previous encounters have been great fun (even if I have been his whipping boy for most of them) and I still have the scars from his victory over me in the last round of Sandgroper Cup IV (still have nightmares about the Punt special play card because of that game!).

Going into this game I was thinking this is the game where Nuffle finally kicks me in the kegs! He has built me up with six games of awesome dice for me and suckage for my opponents

and what better time to screw me than in the final! As all devotees of Blood Bowl know, Nuffle has a particularly sick & perverse sense of humour.

We shook hands and wished each other luck as gentlemen do and then got down to one of the most tense games I have played in many, many years of gaming. I received in the first half and Bruno managed to deny me scoring in the half with some dogged defence even as I started to chip away at his numbers. It just seemed that there was always a dark elf in the most inconvenient place every turn no matter how hard I tried to get them off the pitch. Flint Churnblade should take the slayer oath for his appalling performance as he seemed to have brought his nerf bat to the game instead of his chainsaw (he managed to break armour once for the entire first half before he went off) – one too many pre-game brews or perhaps a sneaky dark elf trick!

With him receiving in the second half and the score still nil all, there were some very concerned looks in the HNK dugout. Bruno is an excellent coach and I thought I was in a whole mess of trouble if he managed to score as I would struggle to equalise considering the first half. Second half started

much like the first half had ended, bit of an arm wrestle as we jockeyed for position. In turn 14 he threw a single dice block which resulted in a skull and with no rerolls left, it was a turnover. This one dice roll cost Bruno the game, if he had pulled it off he would have opened a corridor for his ball carrier to slip through and off load to a player in my back field ready to score (my coverage wouldn't have been enough to stop it). Instead I was able to crunch the ball carrier (getting him off the pitch in the process) and then grind down the dark elf numbers whilst 'sprinting' for the line as only a dwarf can. I could tell how tense the game was by the fact Bruno was so incredibly focused the whole time, never seem him so serious during a game of Blood Bowl, he is normally all smiles and chuckles – I am sure I must have looked the same although I tried to

play it cool and not show any signs of stress – laughable as that is! In the end I think we were the first game to finish in the round; a quick game is a good game. It gave us the chance to go check out a few other games and wind down from the pressure cooker of our game. TD 1-0. CAS 3-0.

Looking back over the weekend I think it's fairly obvious my playing style comes down to bash, grind, harass and patience – during this tournament I played a much more conservative game and focussed on defence and maintaining possession (shows in the fact I had five clean sheets out of seven games). As I said at the time, I had a lot of luck during the tournament. On several occasions my opponents had some shocking luck at critical junctures and I was lucky enough to be in position to take advantage of their misfortune – and the



dice rolls for CAS were pretty outrageous at times.

The most important thing I found about the weekend was my own attitude going into each day/game – I was there to enjoy myself first and foremost and hopefully help my opponents enjoy the experience as well (by resisting the urge to be an overly-competitive ratbag). Sandgroper Cup is the one tournament of the year that

is mandatory attendance for me and once again I was reminded why, because I always walk away from the tournament jazzed, maybe a little tired and even more excited about Blood Bowl and the upcoming season of BRAWL.

So in conclusion, I would like to say big dwarfy thanks to Drew, Dave and their minions who make Sandgroper Cup the outstanding tournament

that it is, thanks to all the other competitors (particularly Michael, Brendan, Steve, Cameron, Danny, Drew & Bruno) for the fantastic atmosphere. Special mention to the chaps who travelled from across the country to be there, it was excellent meeting you guys (sorry, but the Cup stays in WA this year!)

BRING ON SANDGROPER CUP VII!!

RESULTS

1. Duro Bozic

2. Bruno Schuts

3. Joel Brokaw

Stunty Cup:

Chris Stratford

MVP:

David Cotton

Best Painted:

Steve Marr

Best Support Staff:

Steve Marr

Best Custom Pitch:

Steve Marr

Most TDs:

Cameron Dawson

Most Casualties:

Duro Bozic



EUCBOWL



Eucalyptus Bowl wants to thank its fantastic sponsors, it wouldn't be the same without you. Artisan Studios, BothDown, Clever Mojo Games, CNC Workshop, Combat Company, Comixininos, Fantasy Bowl Dices, FF Fields, Gaspez Arts, Greebo Miniatures, Griffin Grove, Impact! Miniatures, KO'ed Dice Bags, KR Multicase, Maow Miniatures, Micro Art Studio, MilSims, Scibor's Monstrous Miniatures, Spartan Games, Thomarillion, Titan Forge, Vesper-On, Willy Miniatures.



Well another Eucalyptus Bowl has come and gone, and this year was a huge hit with the players.

The Boggy Hunt returned, seeing Boggys across the tournament being hunted remorselessly for their scalps and the Unlucky Door Prize was another big hit with all prizes going in Game 1. With the Boggy Hunt spread across the entire tournament, we may investigate doing something similar next year with the Unlucky Door Prize so they don't all go in one glorious flurry of rubbish rolls!

It was a tight field as always, with tribalsinner (Pete Arentsen) taking the win as the only undefeated player (finishing up with a 5/1/0 record). Right behind him were Boggy (James Russell-Wills) and Shadow (Andrew Vulling), both on 5/0/1 records.

As usual for Eucalyptus Bowl we had massive player gift packs including dugouts, dice, coins and a Platypus star, and we also had a huge prize table with awesome gear from our sponsors like a Custom Board made with help from Griffin Grove Gaming, a copy of Impact City

Roller Derby courtesy of Impact! Miniatures and even a voucher for a fully customised Dice Bag by KO'ed Dice Bags. My philosophy when it comes to setting up the prizes is making sure there is no "right answer" when it comes to picking the prize, the first place winner has to really put some thought into what they want to take home. Eucalyptus Bowl just wouldn't be the same without our amazing sponsors!

So if you missed out on the biggest tournament in the Australian Blood Bowl calendar, make sure you join us next year for another huge event! The organisers have already confirmed that EucBowl 2013 will occur on 6 and 7 July next year. So book your diary and get there!

Virral



RESULTS

1. *tribalsinner* (Pete Arentsen - orc)

2. *Rabid_Bogscum* (James Russell-Wills - orc)

3. *Shadow* (Andrew Vulling - norse)

Stunty King: Creature (Paul Morris - goblin)

**first coach to have won EucBowl itself and Stunty King*

Sportsmanship: Millsy (Paul Miller - chaos dwarf)

Best Painted Team: The Chad (Clayton Teschward - underworld)

Most TDs: Carbrawn (Phill Evans - wood elf)

Most Casualties: Knockout (Josh Tytherliegh - ogre)

Best Team: The Paper Street Soap Company

Saturday Champion: sangraal (Bill Murphy - dwarf)

Sunday Champion: Mancaver (Phil O'Grady - Khemri)

Best Custom Board: Drusus82 (Drew Evans - Norse)

Best Single Mini: NFA (Nick Allsop - human)

Most Kills: Greedysmurf (Nathan Thompson - lizardman)

Encouragement: Alphadingo (Tom South - dwarf)

Best Newcomer: MattyCole (Matt Cole - elf) **8th place in first tourney*

Furthest Travelled: ClayInfinity (Clay Meteyard - underworld) - Dubai

Comeback King: Beefcake (Stephen Gibb - Norse)

**55th and of day one, 16th end of day two (39 places)*

SHOWCASE

ALBERTO

MACHADO

FF Fields recently ran the Team Too Cool contest, aiming to collect pictures of the 'hidden gems' out there in the community. Alberto, a local of Portugal, won the "best original concept" category for his amazing team, the *Three Chile Burrito Bandits*.

Halflings are one of the most intriguing races to ever set foot on a blood bowl pitch. A game that puts a lot of emphasis on running, throwing blocks at the opponents while handling and passing a ball, clearly sets them a few steps behind in the starting line against practically everyone else, even before the game begins!



Nacho Villa

For one they definitely aren't the toughest guys on the block, and when depending solely on their short little legs it tends to take them an eternity to move from one end zone to the other. And I'll just skip the ball handling skills all together... as they tend to.

Without these basic tools

to thrive on the pitch, these chubby little fellows really need to "get tough or die" (to quote Johnny Cash in *A Boy Named Sue*), and that's the approach many coaches take when having a go with them in the game, yours truly included. But then, if you're a bit of a Blood-Bowlaholic like I am, you'll most likely end up



Cactus Jam Jackson



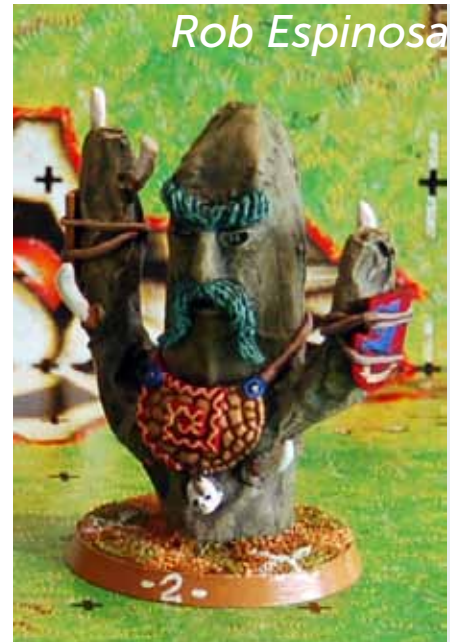
playing more than one team at the same time (be it in the same league, or in different leagues in the same or other clubs), and chances are you might forget you were supposed to be fierce and mean when playing with them... ahem... halflings! And that's when the concept for

this team came up and took shape!

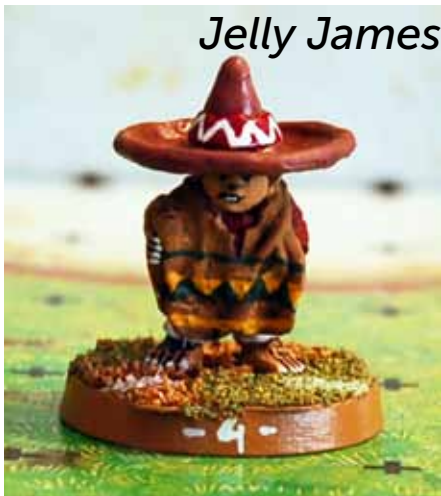
What better than a bunch of tough looking outlaws and desperados to remind you, they're supposed to give as good as they get, and let the opponent know he will regret having that kinky-looking-steroid-pumped wardancer laying down on the pitch for a single second? Oh yeah!

"Pardon? So what if you've killed & maimed five of my wild bunch? For crying out loud, just I'll recruit a few more exactly like those for next game! And while I'm at it I'll do that 'gang up' thing on that poor fellow you call 'catcher' who's laying down, right next to Nacho Villa..."

Rob Espinosa



I guess by now you got the picture, so after settling my mind on this Tex-Mex theme for the guys, turning the trees into these giant saguaro cacti was just a small step.

*Billy the Chilly**Jelly James**Butch Hot Camote**Rattlesnake Stew*

The conversions:

Most conversions are really easy to spot. All the hats and ponchos had to be scratch built from plasti-card and green stuff (or a mix of both), and then some little details had to be added either to take advantage of the original mini (most of them had spears in their hands that were converted into bottles, glasses, a burrito in the cook's hand, or a bible for the priest), or just to give them that extra something to make them 'shine' (like the star on the Sheriff turn counter, the cross on El Padre's neck, an open purse with gold coins to bribe the ref on Wyatt Burp, etc...).

The cacti were also scratch builds, with their structure made of wire covered with a couple of layers of paper strips and white glue, to give them the basic shape. A few plastic bits were added to give them some extra 'armor' (and to give me somewhere to paint numbers and team colors), and then some green stuff to sculpt some facial features (moustaches, eyes, noses) and a few details like spikes, ropes, etc to bring it all together.

The painting

Having decided the concept of the team, the color choices were obvious; dusty whites and yellows or brown

earth tones with striking red and blue patterns on top to make the 'ponchos' stand out. Of course like every true grit gang a few had to wear black too.

The trees... I mean the cacti... all started with the same dark green tone, but were then painted and highlighted with different mixes of white or yellowish tones to be easy to tell them apart on the pitch.

For all the bases, obviously taking into account their 'territory', the colour choice would be dusty yellows and browns, that would later be sprinkled with a few patches of green here and there



(we've got to have something for the horses to eat, don't we?).

The game:

I play in and have commised a local Blood Bowl League (the NABBO League), for 12 years or so.

In all those games, between The League and the Chaos Cup (the two major competitions that complete our season), with some regular coaches and a few others in and out (like any other league I suppose), we have never had a halfling team playing amongst us! We've had ogres, more than one goblin team, underworld,

slann, all flavours of chaos, and elves, but never halflings!

A couple of years ago I've decided to change that, and after grabbing a fairly good deal on a Games Workshop halfling team, I committed what would prove to be a grave mistake and... under-coated them!



Pancho Frijoles

Not that there was any problem with the undercoat, the major setback was that somehow work related stuff came up, I lost the momentum to paint them, and since I'm extremely picky on using halfway painted minis in games (either they are completely painted or not at all), I just couldn't get myself to field them like that, and they



Kid Churro

Three Chile Burrito Bandits



stayed on the shelf, primed and waiting for paint.

At the end of the NABBO League past season the Tex-Mex concept struck me and, since I wasn't going to chop or convert the original GW minis (quite fond of them, unpainted and all...), I decided not to commit the same error, and decided

I would convert and play a league with them, and would think of paint jobs afterwards.

And so I did. The season began and my first game was against a friend's Amazon team (Hi there Prowling Goddesses, you know it was you!). I wasn't that confident because the Goddesses

were already in their second season, and I still had a 'grudge' against them for giving my last season dwarf team the beating of their lives (casualties wise, even scoring a kill or two...).

Anyway, inspired by their theme, the chubby fellows "kicked like a mule and bit like crocodiles" (there we have Mr. Cash again) and managed to score a 2-2 tie (last turn fly) winning the casualty war by 3-1.

Not a bad start, I thought, but let's just see for how much longer will I be able to keep this stunt.

The very next day, while strolling over a few regular war gaming sites, I stumbled on an announcement that really caught my attention: the guys from FF Fields were putting up a contest named "Team Too Cool" which along with other categories would also praise the "Best Original Concept".

The prize for the winner would be a custom pitch (and man do they have good looking fields on their site...), so the Bandits couldn't help themselves and had to have a go at that goodies train!

And that was it, the fierce, (yet) undefeated, converted but unpainted Three Chile

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Three Chile Burrito Bandits



CACTUS JAM JACKSON



NACHO VILLA



BILLY THE CHILLY



ROB ESPINOSA



CODY TEQUILA THOMPSON



KID CHURRO



DOC HOLIGUACAMOLE



JUMILES JACK



BUTCH HOT CAMOTE



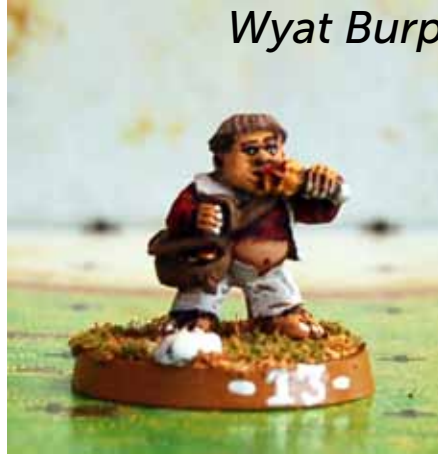
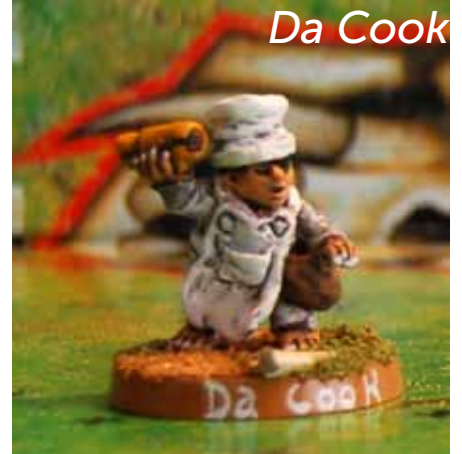
BLACK BUCHE BILL



RATTLENAKE STEW SAM



WYAT BURP

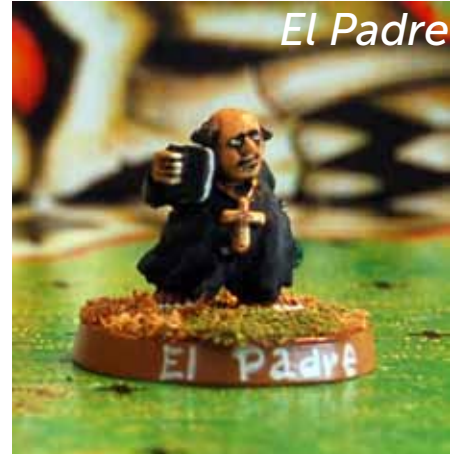
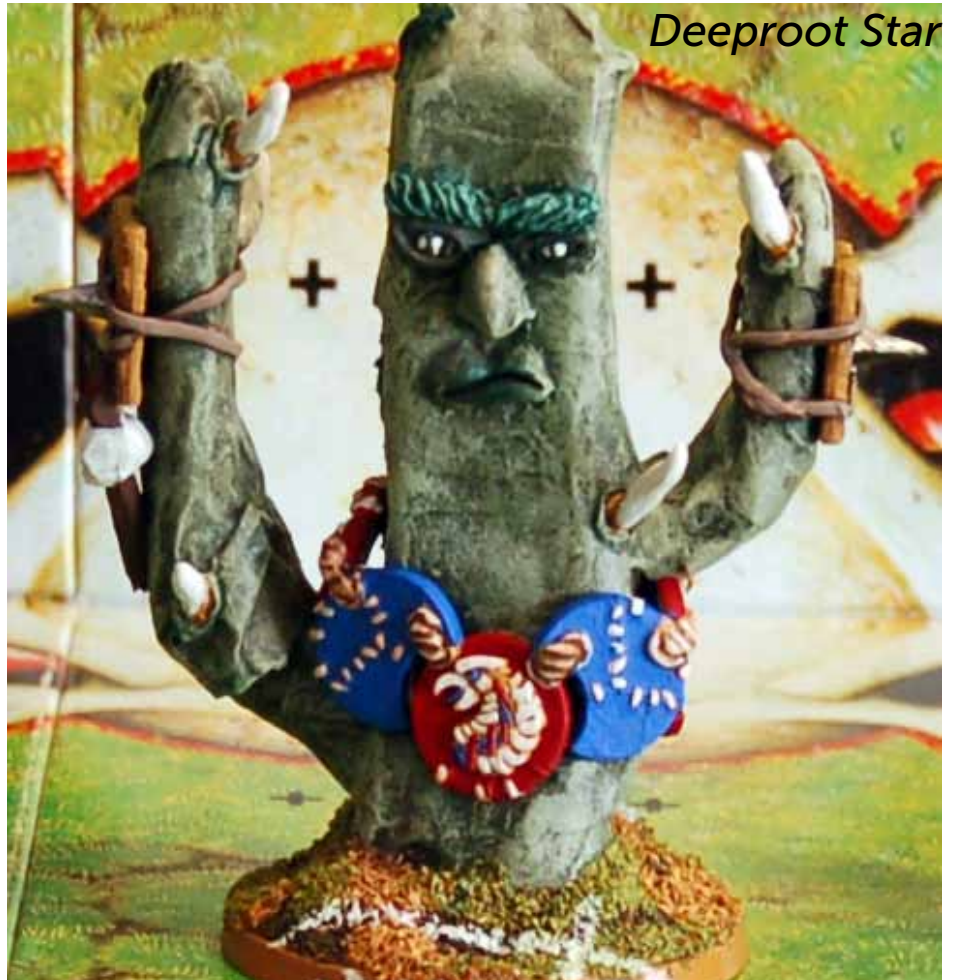
Black Buche Bill*Wyat Burp**Da Cook*

Burrito Bandits team, left the League circuit for the painting table and, after some powder on their noses and a photo session, they would see their career catapulted to stardom by winning their category in the contest and being acknowledge by the Blood Bowl community!

Well... at least a part of it.

To wrap it all up, the League had its finals last week and as you can probably guess I haven't managed to do it with the short legged fellows. Looking at the bright side, at least now I have an awarded and painted halfling team to participate in the next one. Hopefully that is because, being the Bandits that they are, Nuffle knows what they'll come up with the next time I expect them to have a shootout in the league...

[Axtlinge \(Alberto\)](#)

*Cody Tequila
Thompson**El Padre**Deeprout Star*

BOOK REVIEW:



FEUDBALL

In 2010, Stephen Babbage (Babs) and Geoff G Turner (Vimes) self-published a book called *Feudball*.

It has become a popular book of the fantasy football genre amongst Australian readers and is reviewed here by SinisterDexter (Brett Whittaker).

I've been meaning to read *Feudball* for ages. I grabbed a copy online about six months ago and have had it sitting provocatively on the shelf, teasing me, since then. However, over the recent school holidays I finally got a chance to crack it open and have a read.

I must say that it wasn't what I was expecting. *Feudball* follows the adventures of Alex Bathgate, of all things a bookkeeper who



Babbage

TURNER

The cover art of *Feudball*, created by Malcolm Van Drempt.

runs afoul of the law for laundering the accounts and, after a sojourn on the high seas, eventually finds himself in one of his homeland's correctional facilities. There he meets an ex-feudball player by the name of Gordon Tanner who is coerced into coaching a team of the rebellious 'cons' in a local competition as an 'experiment' in prisoner rehabilitation.

The experiment works and the Flagstaff Jailbirds go on

to become a successful and famous feudball team. But many of the Jailbirds, especially Alex, have chequered pasts, any one of which could compromise the team's newfound cohesion. Can they earn their freedom through the brutal sport they have come to love?

Stephen Babbage and Geoff Turner are well-known members of the Australian Blood Bowl community. Babs (Stephen) has been the

devoted representative of the NAF in Australia and New Zealand for as long as anyone remembers and Vimes (Geoff) has recently also started assisting with this role. I haven't met either man personally, but have never heard a bad word spoken about either. Neither are professional writers, although both have worked on other writing projects, but *Feudball* represents the first published novel for both..

The novel is set in an alternate world from both our own and the Warhammer World in which the Blood Bowl game is situated (for reasons that should be obvious). This world includes many familiar elements to both settings as the authors have used the post-medieval Earth as a template for this new background. Alex comes from a place called Brython, the capital of which is Lowden and the pride of which is their remarkable navy. Pirates ply the waters, preying on traders to the colonies, and the cities of Brython are becoming dominated by new factories that belch the smoke of industrialisation into the nation's skies.

But the setting also has much in common with similar fantasy games and series, with orcs, elves, dwarves and undead augmenting the human communities. The authors have given some of these races their own twist, with orcs being amphibious swamp-dwellers and elves possessing an insectoid grace. They have also added some races of their own, such as the bear-like nausicans.

The game of Feudball itself is also a mixture of the known and unknown. Many of the basic rules are as a player of Blood Bowl expect that game to be if it were translated into 'real' life, with the object of the game being

to carry the ball across the goal line to score (with almost anything allowed in the process). However, many aspects have been changed. The field positions of the players sport names such as 'slingers', 'strikers', 'fielders' and 'trenchers' and the pitch itself resembles an Australian Rules football ground. The game is, therefore, an interesting mixture of Aussie Rules, gridiron and Roman gladiatorial contest that is at once familiar and strange.

This is a tested template that works extremely well in this context, providing enough that is familiar both to players of Blood Bowl and fans of Australian or American football while still being different enough to maintain a unique brand. The book (and its website) includes detailed appendices on the rules of the game and the world it exists within, although a great deal of this can be gleaned in the text itself. In fact, it is the richness of the setting, both the world and the game, that are a main strength of this novel and that lend the characters and plot additional life.

Being a book about a team creates the interesting problem of having to detail a lot of characters. The brutal nature of the sport itself



The orc crashed against the advertising signage and slumped forward, his match well and truly over. Alex then upended the orc striker, which landed hard onto the turf and didn't get back up. Rex casually stomped on the prone striker's arm, leaving a set of sprig marks. He looked around guiltily to see if the ref had spotted the foul. He hadn't. (page 211).

exacerbates this as characters meet their doom with inevitable regularity. However, the authors deal with this well and each character has their own background and foibles that allow easy identification throughout. Further, the varied past lives of each 'con' provides ample source material to create conflict and suspense, which is used to great effect in the multiple sub-plots that wind around the main characters.

A half-dozen characters, however, provide the main elements of the plot and do so with varying degrees of success. Alex Bathgate is the main character, through whom we learn about the world and Feudball itself and with whom each of the others is associated. Despite the focus on him, Bathgate appears a little bit one dimensional compared to other team members. He appears to come from deliberately average beginnings, with his journey prior to meeting his team mates and his ability to link the story making him important rather than his strength of character. He does mature as the story develops, but always retains the feeling of a man to whom things happen, rather than an agent of his own destiny.

In contrast, ex-Feudball player Gordon Tanner is a man with a violent past who grasps his opportunity to coach the Flagstaff Jailbirds in both hands and runs it past the goal line. Tanner has real depth and is compelling to read about as he rides the rollercoaster of personal setbacks while also fielding honest concerns for his team mates while shepherding them towards fame and glory.

Jailbirds Kym, Tallin and Filch, as well as Warden Potter, all stand out as cast members who's backgrounds, agendas and intentions have a large effect on the novel's climax. Other characters such as Psycho, Shark and Father Kilkenny are memorable for their foibles or exploits. Even the opposing teams, especially the pirates led by Captain Arnders, are chock full of character, making the on-pitch segments of the book pop off the page.

And it is these on-pitch parts of the book that are the true stars. The Jailbirds engage in about a dozen Feudball games through the novel, each one lovingly described so that a reader can truly

envisage the match unfolding. Each clang of helmet on helmet and each crunch of boot on bone can be felt as the warriors of the Feudball pitch struggle to achieve their goal. Every match has its own challenges and tactics, and the fatal consequences for some players are not shirked. If for no other reason, Feudball is worth reading to immerse yourself into the adrenaline-soaked action of the game itself.

But the writing is not perfect. Unfortunately the editing process was not thorough enough and a number of spelling and grammatical errors plague the book. For many readers this will not be an issue, but for an English teacher like myself it caused many cringes and made some parts difficult to read. Thankfully these parts were few and far between although I highly recommend another edit for future publishing runs.

The writing style itself can be a little bit forced, with some dialogue not flowing as naturally as it could and some situations not ringing as genuine. In some places the topic of conversation changes

abruptly, or an event that would have caused most people to pause or react with great surprise is brushed over with very little fanfare. This happens, for example, in the romantic liaison that Alex becomes involved in and leaves that particular element of the text a little empty.

However, despite these incongruences, the story and characters remain convincing. Part of the reason for this is the breakneck pace at which the novel takes place. A great deal of content is crammed into the book, with even the format needing to adapt to the requirements of the text. Even though the authors have crammed a 400 page book into just under 300, the

pace is hectic, with each new game creating a mandatory milestone to the ongoing off-pitch action. This may contribute to some of the characters' attitudes to events beyond their control and such incidents quickly seem minor as the plot rockets past. Indeed the plot, with its various intriguing threads, is well thought out and satisfying as you reach the end.

Feudball is certainly not a work of literature, but then it doesn't pretend to be. It also might be problematic for someone not familiar with Blood Bowl to understand. However, as a novel specifically written for those with an interest, *Feudball* is an enjoyable read and a rollicking ride through the fantasy

football genre. There are surprisingly few attempts at writing in this genre, which makes Babbage and Turner veritable pioneers in the area. With the additional burden of having to create a believable new world in which to situate the story, they have done incredibly well.

Overall it is this setting, the credibility of the plot and the ability to bring not just one or two character to life, but the entire Jailbirds team that make *Feudball* a pleasure to read, even recognizing its few shortcomings. I thoroughly enjoyed it and recommend it to all Blood Bowl players.

Severin was head butted by one of the taller bear-like men, and slumped to the ground in a heap. Alex then desperately tried to fend off the attacking bearsark, who was frothing at the mouth, and grinned wickedly when he forcibly threw him off the pitch. The fans decided to add some bruises to his old ones...

(Page 153)

Feudball can be purchased from www.feudball.com. You can also purchase through Impact! Miniatures. The book costs AUD\$22 plus postage (a list of alternate currencies can be found on the website).

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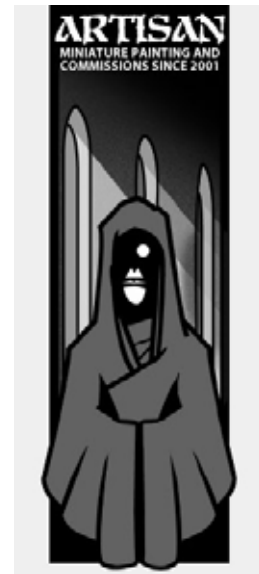
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INTERVIEW BOTH DOWN

You've all heard of Three Die Block, and the Zlurpcast "franchise" - the global octopus that absorbed Tacklezone Radio. But have you heard of the new gingers on the block? BothDown!

BLITZ: Hey guys, welcome to BLITZ. Tell us a little bit about everyone involved in BothDown. And no cheap efforts or cop-outs pasting from the "About Us" page on the BothDown website!

STEVE: Thanks for having us. Who's involved? That's pretty easy. It's just me, Steve Campbell(kilowog2814) and Scott Delsigne(fatfinley) that do it. We're just a couple of Blood Bowl loving guys from Oklahoma, USA. We record at my house and I edit, then

Scott uploads it.

We had help from Scott's coworker and fellow Blood Bowl coach, Brock, who helped with the website and getting feeds set up. As well as The Couch Pirates (couchpirates.com) who host a bunch of different podcasts and allow us to be hosted on their server space.

Now, as to something about each of us, I'll let Scott talk about himself. As to me, I

came into Blood Bowl later than Scott for sure.

We met playing Heroclix and became good friends. He had always talked about Blood Bowl and wanting to start up a league, and when Heroclix lost a lot of its appeal, he set one up and I jumped aboard.

I'm your typical comic book geek, for example of how geeky, I finished off my Green Lantern collection last year. Every comic since he



relaunched in Showcase 22 in 1960.

I also love movies, games, books, etc. Recently I've gotten more and more into Pinball machines as a hobby. I tend to keep myself busier than I should...

BLITZ: I can empathise with the keeping too busy thing, just ask Brett about him trying to get me writing stuff for BLITZ. And how are you travelling Scott?

SCOTT: I am doing quite well thank you! First off, let me just say that it's an honor to be interviewed by BLITZ Magazine. What you guys do for the Blood Bowl community is awesome. Now let me try to answer your question by adding to Steve's response. As he stated, it's just the two

of us on the podcast so to spice things up we try to get the local home-league guys to come on for interviews, or record bumpers for us. To be perfectly honest, I am very blessed that I don't have to do much more than show up for recording since Steve has taken it upon himself to handle all of the editing and messing around with the technical side of things. My job's fairly easy. I just try to be myself without cussing too much, and talk about the great game of Blood Bowl!

As for myself, I have always enjoyed roleplaying and table-top games that aren't your typical board games. I don't want to play Mouse Trap, sorry, or Monopoly. Give me games like Dungeon or the old TSR Marvel Superheroes Roleplaying

Game any day of the week. My Blood Bowl obsession all started when a friend bought the second edition game for his birthday. I played sports all of my life, and loved the fantasy setting of Blood Bowl, so it really was the perfect drug for that part of my life.

Like Steve I have been reading and collecting comics since 1986 so when HeroClix was released it was a natural fit as well. I ran tournaments and met tons of people because of the game. I am thankful to say that I have several friendships all because of those little plastic men. After the store we played in started having financial problems and eventually shut down (R.I.P. Dragonfyre Comics), I encouraged some of the guys to give Blood Bowl a try, thus

the perfect drug made its' return into my life, and it felt great!

BLITZ: Thanks Scott. It is still quite a shock how far this idea of a magazine has gone. I know our venture was humble in the beginning and was just something we threw around. What was your own vision for BothDown when you started and how has it changed to what we "see" today?

SCOTT: To me, the vision we originally had for the show is almost all there. We wanted a show to talk about Blood Bowl flavor and fluff, while promoting a tournament now and then for ourselves. Our main focus in the beginning was that we wanted to present the Blood Bowl community with a show that let everyone know that there is more to the game than crunching the numbers or just playing tournaments. There is a rich but very loose history to Blood Bowl's

backstory and the world it takes place in. I personally wanted people to see how with a little effort you can turn your standard dwarf team into something special by giving them a history and purpose. Further, I wanted our show to let players know that the game Blood Bowl has a setting, and players shouldn't forget that world and what has been established before.

On the tournament side of things Steve and I both came from HeroClix where we judged and ran events for players all the time so running Blood Bowl tournaments was a natural thing we both wanted to do, especially since there is only one event within a couple hour's drive in our area. We thought our area needed tournaments and that we could do that.


Overall the show is exactly on track to what we wanted, or at least what I wanted. The big difference between

Episode 1 and Episode 8 is probably Steve and I improving and learning as we work together. You would think that podcasting with a friend would come easy, but we still struggle at times. One example is when trying to close certain segments, and one of us is talking too much. OUCH! See? Steve just kicked me in the knee. I will let Steve talk now.

STEVE: Uh... Yeah, that pretty much sums it up. I just wanted something that I could be proud of on the technical side. I got us some good recording equipment, I do our editing and get our bumpers done.

I like hearing new things all the time. No offense to Johnny and Xtreme at Zlurpcast, but I get tired of hearing the same commercials on there. Those commercials are what hooked me on their podcast, I like being surprised. So, one of my goals was to do the bumpers and have them be different each time.

Of course, that being said, I know why they don't do new ones all the time... It's hard! I only have so many voices and so many people that want to do them. I was hoping we'd have more sent in from listeners, but not many so far.



"I love all the teams I have played. I make a point to invest time into the team name, the backstory and the players so every team I play I get very deeply attached to."

BLITZ: That's great that things are coming together as you envisioned them and I know from this e-mag that it is very satisfying. As you say there is a lot more to it than rolling dice and the new player can easily bypass all the richness we had thrust at us years ago.

Given now that we are on the underlying aspect of Blood Bowl, what is your favourite personal team/player that you have coached over the years?

STEVE: For me, that's a very easy question. My favorite team is my Norse team, the *Cambyl Claymores*.

They were my first team, they're two time Dragonfyre Blood Bowl League champions and they have my favorite player, Axjon Jokson. He's my runner with 4AG, Diving Tackle, Dodge, and Catch.

On a more "game level", I just love how the Norse play. I like bashing, and they do it best. I play very aggressive and the Block helps keep me from killing myself. Plus, they somehow never get hurt when I play them. Nuffle has blessed them.

Before getting them, I had assumed painting was never something I'd do or

be comfortable with, but they helped change that. I bought them off eBay and they were pretty much already painted with a color scheme I liked, but I went in and repainted everything and flocked them. It opened up my eyes to that part of the game I never thought I'd be a part of and now I paint my own teams. Like everything else, just need to find the time hehe.

SCOTT: Favorite team... Okay ready? *New Quetza Saints* (lizardman), *Black Water Bulls* (chaos dwarf), *Dwarf Giants* (dwarf), *Chrace White Lions* (high elf), *St. Llewins Hams* (halfling), *Wasch-Eng Tomb Deadskins* (Khemri), and *Hellpit Skorpionz* (underworld). Yes that is all the teams I have played in our home league, the Dragonfyre Blood Bowl League. Can that be my answer?

Seriously this is a question a lot of people ask me and my response is I love all the teams I have played. I make a point to invest time into the team name, the backstory and the players so every team I play I get very deeply attached to. If you made me pick one team it would be the *Dwarf Giants*, only

because of history. While I didn't come up with the name it was the team I took when we started to play second edition and has been a love of mine since.

Now for my favorite player?

Man I love talking about how these players are like real life people, and I guess they kind of are that way to us. I don't have one, but I will give them to you any way. First Split Tendoncutter star blitzer from second edition *Underworld Creepers*, you might remember his card and such from the old Star Players book. I love this player, his attributes were not crazy great but in our old league this guy was just a good solid player and always a star on the field. I wish he was in the current version of Blood Bowl.

Second is Nailer Goldheart. He was a dwarf blitzer for my original and new *Dwarf Giant* teams. In second edition, we kept stats like "paces rushed" and such and Nailer was the *Dwarf Giants'* star ball handler, who managed to rush for over a 100 paces each game. I was very proud of that. When I rebuilt the

team under LRB5 rules for the Dragonfyre Blood Bowl League, the *Dwarf Giants* won our Season 1 Championship (2508 for actual fluff year) and Nailor Goldheart scored the lone touchdown, earning the Dragonfyre Cup MVP. It was the perfect bridge for me between second edition history and the current league.

Finally, and probably my favorite player of all time, is Sears Mayfeather. He is a human Blood Bowl player that was also created during the second edition era. Back then he was everything from a catcher for the *Everbold Unicorns* and *Athelorn Avengers* to being a blitzer for the *Reikland Reavers*. In today's Blood Bowl world, he was a catcher for the *Middenheim Wolfpack* before being traded to the *New World Patriarchs* where he became legend. By legend I mean he literally became the first ever legendary player in our league. He was always a solid player in second edition and is crazy awesome in our current league. He is a player character that has been coached or used by three different coaches (and never once by me), so saying he is my favorite is saying a lot.

Sears Mayfeather, to me, is any of us, if we played Blood Bowl and by us I

mean us humans. In a game with wacky strong and agile races its nice when a lowly human shines bright. Plus Sears Mayfeather wasn't just created by myself he was a group effort. Sears was created by Robert Henry, Gary Brown and I, the guys that started this journey of Blood Bowl. Without those guys buying Blood Bowl there wouldn't be a Sears Mayfeather and possibly never be a BothDown. That's of course, if you buy into the whole butterfly effect thing

BLITZ: Good to see you are just as crazy over in the US as we are over here!

There is obviously a certain nostalgia that surrounds Blood Bowl and there are other games that we remember fondly. Previously I talked about the Fighting Fantasy games and personally games like Mechwarrior (PC and RPG) always will have a certain charm. For you guys, is there anything that would be considered unusual which you also have the nostalgic connection too?

STEVE: Well, as I mentioned earlier, I've been getting more and more into the Pinball hobby. I got my brother addicted, so he's got about 30 machines now and I've been working on his and I've own some. I just got my

Flash Gordon machine up and running and that's pure nostalgia there.

As to more traditional type of games, I have a fondness for the Dungeon game that was put out in the early 80s. It was basically a Dungeons and Dragons boardgame and I've had it since I was a kid and still enjoy it. I also recently bought some old board games based off movies (Star Wars, Krull, etc) and have been enjoying those.

I'm definitely a big fan of nostalgia. I like old movies, collect old comics, and hang around Scott, so I'm just surrounded by oldness. Hehe

SCOTT: Real funny buddy, I'm not that old.

Like Steve there are some old comics I try to collect, stuff like G.I. Joe and Transformers, the ones published by Marvel Comics. I tried the newer sleeker updated versions of those books, but I want to read the stuff I enjoyed as a kid. Sure the art might not be as cool and the writing sub par but its what I enjoyed and still do. Another comic I am always looking for is Peter Porker, the Spectacular Spider-Ham, yes that is the Spiderman parody book from Marvel's Star Imprint. I love that stuff. Besides these



three books I look for those old Marvel 25th Anniversary covers (<http://kleefeldoncomics.blogspot.com/2006/11/marvels-25th-anniversary.html>). They were the books that had the one lone character in the middle while all the Marvel Characters bordering the comic with a frame. Again something I thought was awesome when I was a kid, and if I can find any of those covers I try to pick them up.

Besides old comics I still try to find some of the old Kinnikuman stuff or M.U.S.C.L.E. Men (<http://en.wikipedia.org/wiki/M.U.S.C.L.E.>) as they were named here in the States. I was and still am to this day a big pro wrestling fan so when these little pink

cosmic wrestler guys found there was into stores I was hooked. I have most of these, but some still escape my grasp and some go for more than I am willing to pay for on ebay but its a fun thing to look for. Not sure I would ever want to get them all, because then the hunt would be over and all the fun is in the hunt.

BLITZ: Must say that I have been similarly bitten by the comic bug again. I had a bad experience with a comic book store doing the wrong thing by me years ago which put a stop to it, but since re-entering the scene I have gone down the hard cover trades path. Nothing like having all that stuff we remember (dodgey

art and all) in a coffee-table-esque hard cover tome!

People are always thinking up thematic ways to represent their Blood Bowl teams. Have either of you thought about a comic themed team? Steve, I was thinking you would have tried something like a human team of Lanterns! Red Lanterns for blitzers, White Lanterns for linemen, Green Lantern as Griff, Sinestro Corps for catchers, etc.

Surely you have got something totally off the wall happening?

STEVE: Well... Nothing quite so thematic so far. I tend to try to keep my teams

within the fluff of the universe. Not that I haven't been tempted to do a Thundercats team using Slann stats, but so far, I've been pretty tame.

The exception to that is with my amazon team, the *Ashfall Scorchers*. Their name is fluff (they hail from a volcanic area, so hence it's called Ashfall. They burn up the field, hence Scorchers) but the player names were all female Green Lanterns. Luckily not many got hurt or cut, since there's not a ton of female GL names.

SCOTT: I have never really come close to having a thematic comic tie in but I am guilty of defaulting to pro wrestlers for a sub theme at times. When I created the *Stamfordheim Titans* for the Bugman's Bowl tournament, I wanted to take a vampire team but I wanted the vamps to have a reason to attack the thralls. In wrestling, guys turn on each other all the time thus the vamps became the wrestling heels (bad guys) that would occasionally "Heel Turn" and attack the faces (good guys), thrall team-mates.

When I use names of wrestlers I always try to disguise the names so they appear like they fit in the Blood Bowl universe, so if you happen to be a wrestling

fan you might look at my roster and get what I was trying to do. Example of this is with the *Titans*. The wrestler known as the Undertaker was the team captain and head vampire, so I changed his name to Bishop Marcus Calaway the Callous. The "Bishop" part of his title being a ranking within the vampire community. I found on the web, that "Mark Calaway" was his real name (so I went with Marcus) and finally, "the Callous" was added because before he was the Undertaker he was "Mean Mark Callous" earlier in his career. When using names or themes to name players, I love when people disguise them to fit the world of Blood Bowl.

The *Stamfordheim Titans* was also a play on words involving the WWE. They are located at Stamford, Connecticut here in the United States. Up until 2002 the actual name of the company was Titan Sports. So I use Titan as the mascot and added some heim to Stamford and got the *Stamfordheim Titans* a small vampire community located in North Eastern Sylvania.

BLITZ: Very few games seem to have this kind of ability to cross over into other genre. Recently here there was a Street Fighter themed team, and there are numerous

others that take a modern day concept and place it on the Blood Bowl field. What are some of the wackiest themes you have seen locally? Do you think this is something that draws people in?

SCOTT: As far as wacky teams, we have one guy using different clown miniatures for a goblin team. In the fluff they are all prisoners dressed as clowns to entertain the locals. What better way to entertain people than by playing Blood Bowl? I know our buddy Alan wanted to run an ogre team as a bunch of wizards and animated towels. He wanted them to be the *Tallis Towelboys*, with the name being a play on the *Dallas Cowboys*. I assume this was based off of the character Towelie from South Park, but with Alan you never know. He built all of the magically animated towels and glued them to bases, but that's the last I've seen of them. They looked good so I'm not sure why he didn't follow through with this idea. Alan also ran a Norse team called the *H'Naa Barbarians* based off the Hanna-Barbera cartoons characters.

I do think the customisation part of Blood Bowl is what draws people in. People describe it as a table top sports game, but to me when

you play in leagues it takes on a role-playing game campaign life of its own. Much like a role-playing character you create, what you put in is what you get out, and it will continue to grow as you play from game-to-game, and from season-to-season. That is what makes this game so great!

STEVE: I think the themes and creativity is a big draw. Alan is a great example because he loves to stretch things and make them fit into the universe.

We all in our own way bring other elements into the game and also allow ourselves to be creative with themes, logos, pitches and etc.

There are a ton of things that may draw people into the game, but overall, people stay with it because it's fun. You may have the greatest theme ever, but if nobody has fun while playing or showing off their team, then it'd drive people away.

BLITZ: I think we all have some kind of wacky idea floating around that we want to visualise, but there is a lot that never see the table.

I have been playing for a long time and we here have noticed a renaissance, almost

like a rebirth with it going from strength to strength over the relatively recent history of the game.

Why do you think Blood Bowl has had this kind of new lease on life and do you see any other niche-type games having a similar revival?

STEVE: I think a lot of the revival can be traced to one overall factor, the internet.

The NAF and other websites allow people to connect with and find each other. So, yeah, I may play in a small league somewhere, but I can meet up with people online and talk about it and further my enjoyment of the hobby.

In addition to forums, there are so many ways

to connect now. We have Facebook, Twitter and email on our smart phones and not to mention podcasts.

I look at my own experiences, and I've been playing for years and I've known of the NAF and FUMBBL and other websites, but I wasn't that interested in them. I didn't feel a need to connect with people really. However, along comes my fancy smart phone and I start looking at webpages at work and listening to podcasts, and it makes me feel more connected to the hobby.

Zlurpcast is the main force behind us going to tournaments and doing a podcast. I enjoyed hearing them talk about the game and talking about



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tournaments. It made me want to go.

Then I started listening to other podcasts and then telling people locally about them and it snowballed. It got us interested more in tournaments, made us enjoy the game more and it showed Scott and I where the other podcasts were lacking, the fluff. So that's how we made the decision to make BothDown (The #1 Blood Bowl podcast... In this sentence).

As to other games? I have no clue. I'm the novice to miniature games, maybe Scott knows some...

SCOTT: I think Steve said it all the internet has made the world smaller and more connected. If you think you are the only one that collects or enjoys something strange, you're wrong. Heck there likely is a podcast or YouTube show about whatever it is that you enjoy.

I was shocked to hear Zlurpcast. I couldn't believe there was a podcast about Blood Bowl. I mean really, a whole show about Blood Bowl. I knew me and my buddies did podcasts on wrestling or various other man-like subjects over at Couchpirates.com but Blood Bowl? I was amazed and so happy that Steve found those

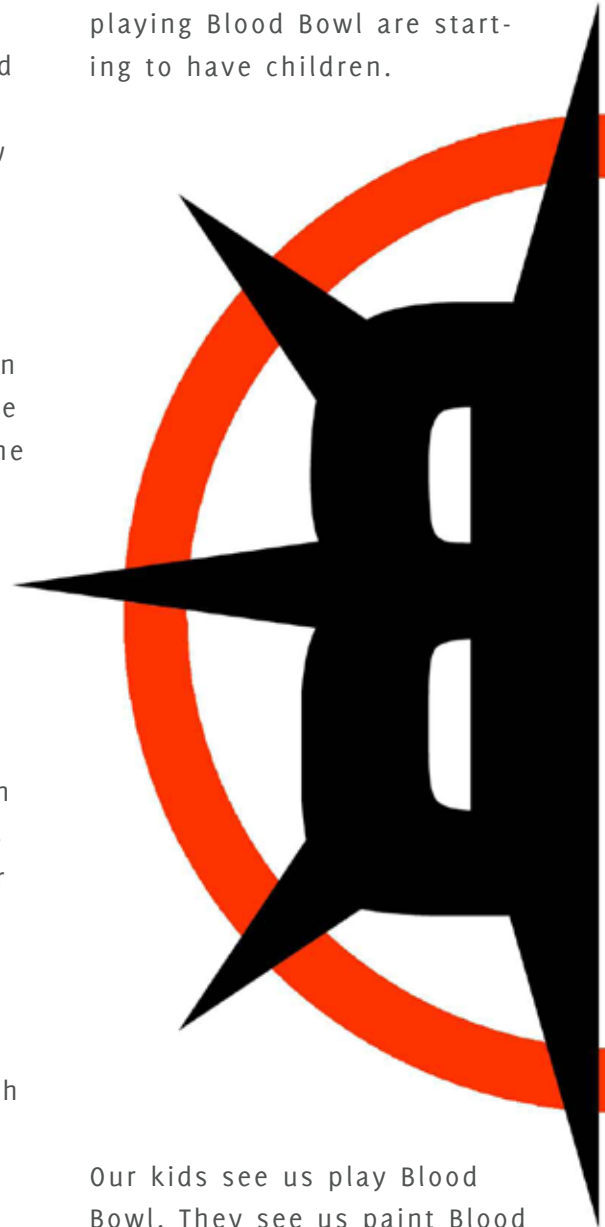
guys. That opened the door to the Tackle Zone Radio and Three Die Block podcasts. Three podcast's dedicated to Blood Bowl. I was in Heaven. Before 2011 I had no clue anyone besides my six to eight friends played Blood Bowl here in the states, through the internet we now know otherwise.

I also think some of the resurgence of Blood Bowl is money and growing up. When I first got into Blood Bowl we played all our games with the plastic teams from the box. We couldn't afford to purchase all the extra miniatures for our teams. I think teams at the time were 16 mini's and sold for 30 dollars. We would look at a team and think one day I am going to buy a couple teams and paint them, but it never really happened. I think I was the only guy that got a dwarf and skaven team for Christmas. Thankfully my dad was very supportive with us being so into a table top game. Otherwise we would pull our money together to buy a pack of star players and split them up. Now that we are older, we have better jobs and have money to dedicate to the hobby. I have at least 14 teams at home, some painted, some primed, some just metal, but to think if could grab young Scott Prime and show him what he would

one day have and then tell him that he was still playing Blood Bowl he probably would have pooped himself.

Lastly, all us older guys playing Blood Bowl are starting to have children.

Our kids see us play Blood Bowl. They see us paint Blood Bowl miniatures and most kids want to be and do things like their parents. I know my daughter, Wakelynn, who is five, already stated she wants a vampire team. She loves vampires and enjoys watching football with me, so it's a perfect fit. She has also expressed interested in



painting figures with me. So when I can, I let her give it a try. She assisted me on the “Give him a Goblin Contest” that was all over Twitter. You can see her work, with some assistance from myself here

of fact, to her any small figurine like a Heroclix or a D&D Miniature is a Blood Bowl figure to her. Hearing a toddler yelling “Blood Bowl! Blood Bowl! Blood Bowl!” with so much excitement is really funny.

As for other games I would love to see people play more or maybe see a re-release of would Dungeon or Mordheim. But if they don't return I can still enjoy my old copies of those games too. I am lucky to have Steve and a good bunch of guys that will dust off these relics and play some games with me.

BL!TZ: OK some interesting thoughts there. Here's one for Steve:

Being a novice to miniature gaming in general, how did you find things coming in as a “mature age student” of the field? What drew you into miniatures to start with? I mean you could have ignored Scott and gone and done something still in the industry . . . board games, back to D&D, whatever. What grabbed you?

Steve: What? Ignore Scott? I'm not sure if you've listened to the podcast, but

it's kind of hard to ignore him.

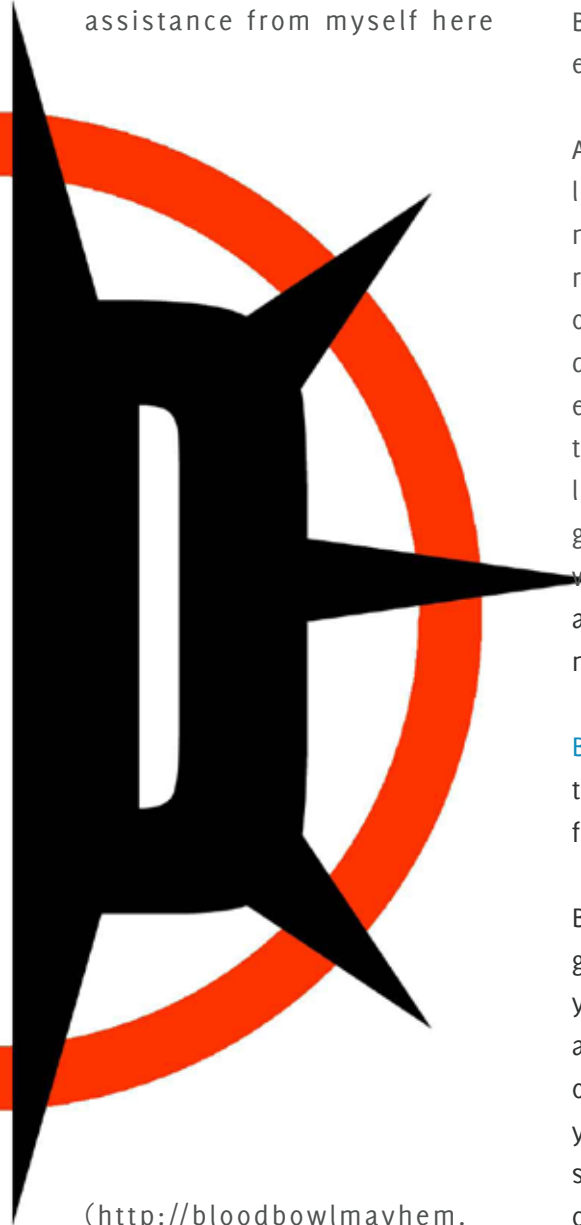
But seriously, Blood Bowl appealed because of the fluff, the subject and the limited number of figures used. I figured it was a good game to start.

I found it to be a lot of fun obviously. I love finding miniatures to be my team, that appeals to the collector in me. I like the fluff and painting, it appeals to the creative side of me. Then the competition of it appeals to the competitor in me.

Ultimately, I tried it because my friends wanted to play. I stayed and flourished for all the other things I've talked about. I see me staying with it and keeping with the podcast because of the community and listeners. It all works itself together into a big spiky ball of happiness.

BL!TZ: And one for Scott.

Do you remember your first Blood Bowl game? I know when I first started there was just really three of us playing and we went overboard where we would hook up the cassette player and play intro music for our teams. We built



(<http://bloodbowlmayhem.blogspot.ca/2012/04/ghag-contest-raffle-results.html>). This weekend we will start working together to paint a couple of Nurgle Rotters for the Chaos Cup Legacy Team. Her sister Eden is only two and gets excited anytime I get the Blood Bowl stuff out to play or paint. As a matter

goal posts out of the sprues and runners from other miniatures. For us it really was a love at first sight once we played the game.

Was it a similar revelation for your own players?

Scott: I vaguely remember that first game. I know we played it with the simple quick-start rules. I was the *Dwarf Giants* and I think I played against the *Elfheim Eagles*. I remember winning 3-2.

I was sold when I opened the box. I loved the artwork. I loved the miniatures. I loved

the fluff. I loved it all. There was three of us when we started and we all felt the same way.

We started a League with 40 teams and a 16 week schedule right away. We thought that was just what you did to play Blood Bowl at least according to the books that came with the game. Yes we played it all out, every single game with expanded playoffs.

So in our 2489 Blood Bowl World the *Orcland Raiders* beat the *Oldheim Ogres* 3-2 for the NAF Championship that year. I have even modded the LRB6 rulebooks

we use to reflect this.

We didn't have theme music but we did start *Bloodweiser Illustrated*, which was a play on the *Sports Illustrated* magazine. We would draw out a scene from the game with a small recap of what went on. We loved to draw so it was a lot of fun.

We were in deep with Blood Bowl that year. If we would have chased girls with as much effort as playing Blood Bowl we all would have become men a lot sooner than we did.

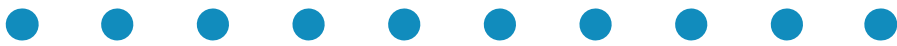
But looking back I have no regrets, so many great memories with lifelong friends and it still continues today.

BLITZ: So I will just throw in a few quick questions before we wrap things up. Cats or Dogs? Favourite Drink? Worst Habit?

Steve: Cats, Dr Pepper and spending too much money.

Scott: Cats, sweet tea, wasting money on hobbies (the wife answered this).

BLITZ: And with that guys I would like to thank you for coming aboard for this issue of BLITZ.



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Carnivean (Erin McKee)

BLITZ

ADVERTISE IN BLITZ

BLITZ Magazine is going from strength to strength, with issue 4 being downloaded almost 2000 times in May 2012 by a global audience. We can provide space for half, full or double page spreads, with or without additional exposure on the AusBowl discussion board, all at very reasonable prices. Target your advertising at the fantasy football community. Contact Erin at admin@ausbowl.com for information.



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GAMING FOR CHARITY



Is this team strategically devised, or just strategically placed?

So, you love Blood Bowl, and you love helping out a good cause. Awesome! You want to run a Charity Tournament? Even better! It is great to see people doing good and challenging the perceptions of the traditional “nerd” stereotype. We are not made up entirely of basement-dwelling trolls, we are people who live, work and interact in the community and there is no reason why we can’t use our hobby passions to support a good cause.

First things first, you need to understand what kind of person you are. Are you running this tourney because you honestly have a desire to support the cause or do you have another reason? This is a bit of a big thing. Mainly because if you are the first kind of person then you are going to be pumping in a lot

of time, effort and possibly money to an event where you will not be getting much personal reward other than the satisfaction of helping out whatever cause you have backed. If you are more of the latter kind of person, then you have to understand that running a tourney, even a small one, is a major hassle and there might be easier ways to achieve whatever goals you are trying to achieve.

Ok, now that bit of introspection is complete what does a fledgling Charity TO need to know and do?

1) **Have a Cause.** Are you throwing blocks for Breast Cancer? Are you dodging for Diabetes? Fouling for Cystic Fibrosis? Find something that means something to you and have a chat with

their organisation, responsible body or representative. The talking part is important to make sure that they are ok with you trying to raise money on their behalf. Some organisations can be a little weird on what they will and will not allow and who knows, if you can get explicit permission perhaps you can get extra backing from them. This backing could be anything from permission to use their logo all the way up to material backing in the shape of rewards and prizes or even somewhere to hold the event.

2) **Have a Location.** Well you are going to have some rambunctious Blood Bowlers running around and you are going to need to put them somewhere. Make some estimates of how many you will be able to attract, and then start looking for places you can obtain. Depending in the size you might be able to get it done in a large house or you might have to hold it in a proper hall. One suggestion I have to is to make whoever is in charge of the location aware you are doing it for charity. Some places can be really cool about things like this and will do it for a reduced price or even for free.

3) **Have Receipts.** As bad as it may sound, always keep receipts and be ready to whip them out in a moment's

notice! While you are doing this out of love (you are doing this out of love right?) it is always an awesome idea to be able to show where all the money has gone. If some douche accuses you of trying to siphon off some of the fundraising? Bam, smash him with your 100% legit paper trail and he looks like total cockroach. If you don't have it, or if it is a jumble of confusing chicken scratched notes, then it is possible for your rep to take a massive blow.

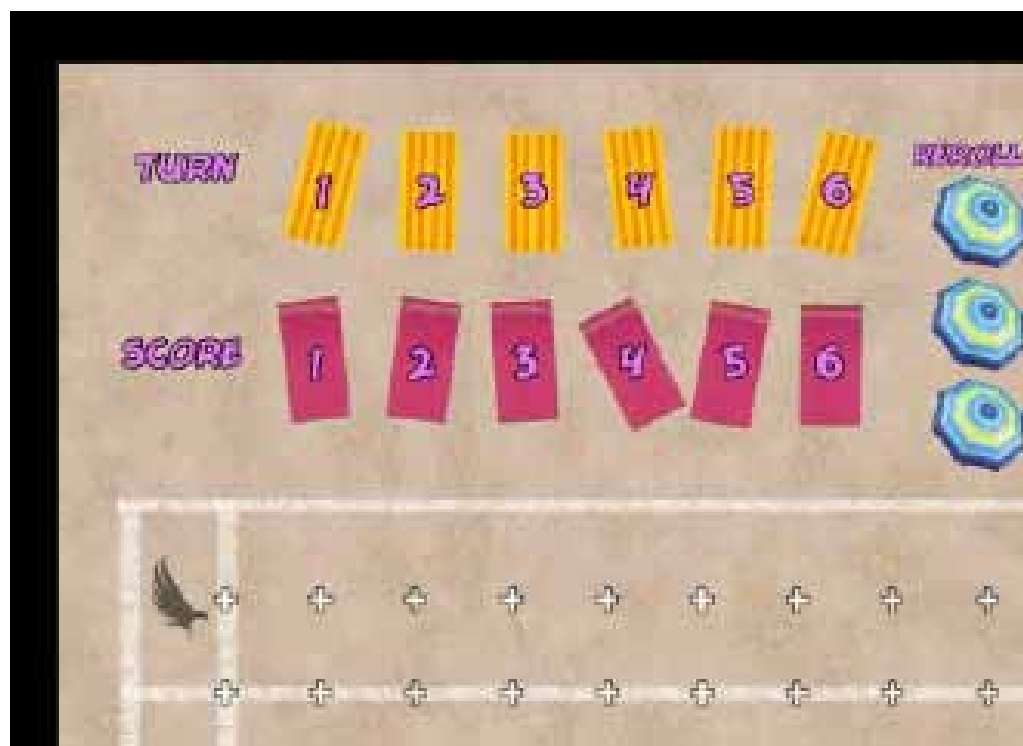
4) **Have Advertising.**

No matter how much your tourney is going to rock, it won't raise any money if people don't know about it. Advertise often, early and everywhere. Post it on forums, in shops, get your league mates and friends to spruik about it to their friends. To be able to do all of this in enough time you

need to...

5) **Have a Plan.** If you want to be successful you need to know what is going to happen, when it is going to happen and who it is going to happen to. If you fail to plan, you plan to fail. Yep, it is so obvious that there are cheesy clichés about it. Give yourself a timeline with deadlines and stick to them. Haven't booked a location yet and your deadline is next Monday? Get on that phone and make some damn calls!

6) **Have Food.** As much as it is the stereotype, Blood Bowlers are generally nerds. Nerds generally have terrible eating habits, be it relating to the quantity or the quality of the food. Take advantage of this and use it for your own altruistic ends. Have a sausage sizzle running, have cupcakes for sale, do



what you can to prevent your players from going up the street to Zombway and spending their money there. The more money they spend with you, the more you are squeezing them for your charity.

7) **Have a Support Group.** As awesome as you are, having people who can help means you get to be awesome elsewhere, thus spreading your awesomosity. This could be getting your significant other to help you prepare the food, or getting a talented friend to paint up a Raffle prize miniature or even just someone who can help

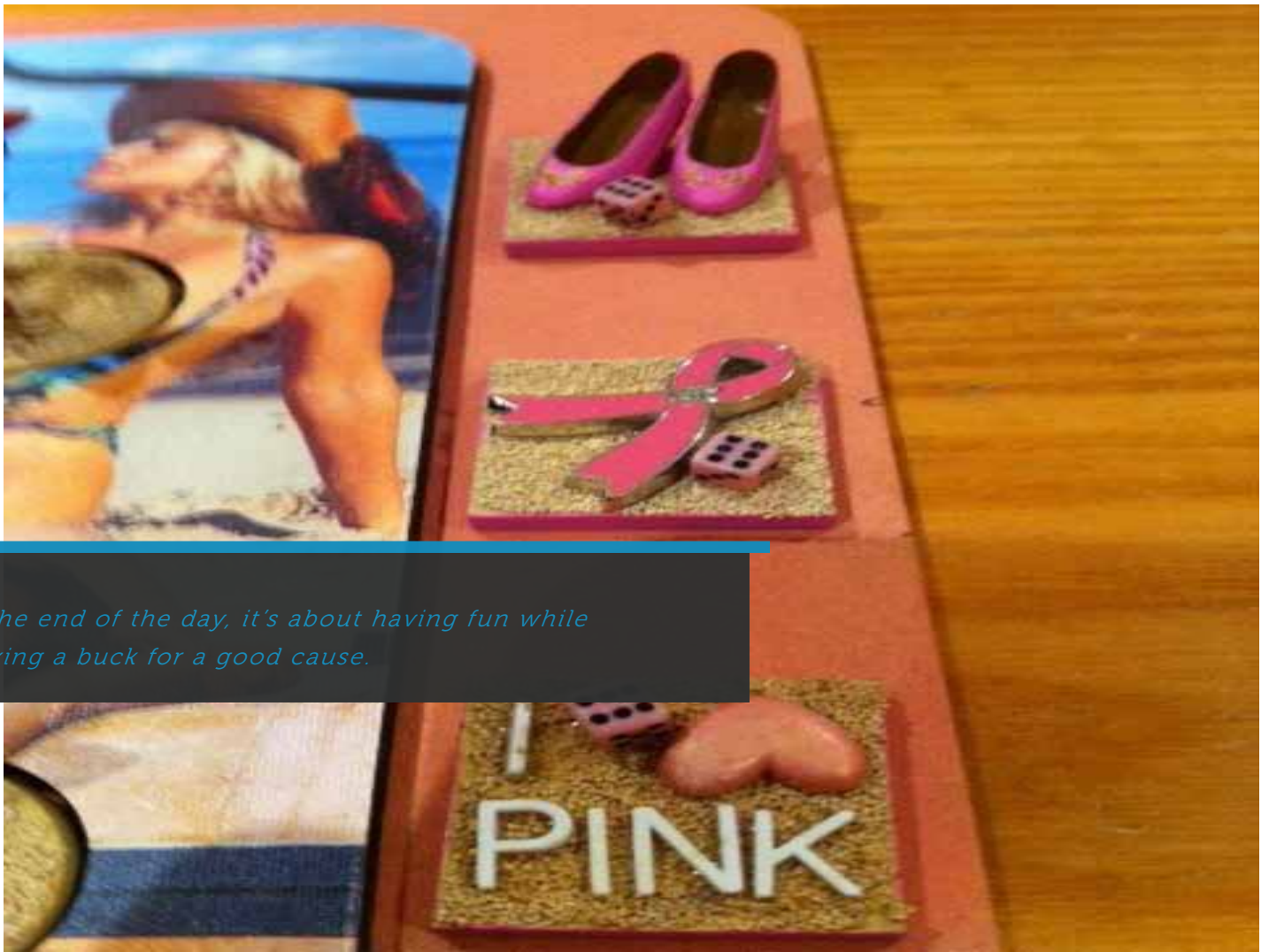
you with the tedious data entry. If you do everything by yourself then you are guaranteed to feel it at the end of the day, and you will make more mistakes along the way than you would have if you had some help.

8) **Have some Guts.** Do not be afraid to ask people and companies for charity. You are doing this for a charitable cause are you not? Ask companies for sponsorship, ask fellow T0s if they are willing to part with some of their tourney loot in return for a bit of spruiking at the event.

9) **Have a System.** How are you going to record the rounds? What are you going to do between rounds to promote any of your sponsors or 'sister-tourneys'?

All of this was hard earned experience from running last year's Hindley Street Bowl IV: Breast Cancer Beach Brawl event. Hell, I would have loved to have a little check list like this before I ran it. Especially 1, 4, 7 and 9. I was on the back foot for those points especially. Hopefully you can take from my experiences to make your first times a lot easier than mine.

Vain (Casper)



At the end of the day, it's about having fun while making a buck for a good cause.

SPONSORS

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FANTASY
BOWL DICES

VESPER-ON
GAMES

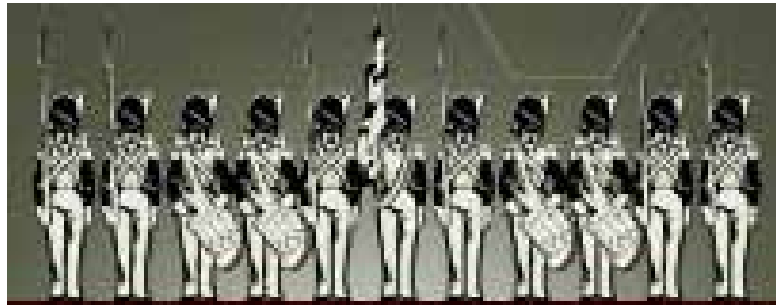
WARPUDDY
MINIATURES,
GAMES &
HOBBY HOUSE

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ARE YOU A SPONSOR?

If you have sponsored an Australian or New Zealand Blood Bowl event in the last year, contact us to list on the Sponsors pages of BL!TZ.

THANK YOU.



The Tin Soldier

TITAN FORGE



**Vesper-On
Games**



Miniatures, Games &
Hobby House



THE ROAD TO GLORY

We are looking for four coaches to participate in a year-long fantasy football journey...

Think you've got what it takes? The four participants in "The Road to Glory" will receive a fantasy football team from one of four miniature companies and will take that team from a local league to Australia's biggest tournament; Eucalyptus Bowl 2013..

But what's the catch? The four participants will need to commit to painting their team and creating a background and history for it. They will need to be able to complete one season of a local league and will need to be able to attend EucBowl 2013. Most importantly, the participating coaches must commit to writing an article about their journey by a deadline for four issues of BLITZ Magazine.



GREEBO

Up for it? Email us by 10 Aug:

SOUTHERNSTRIKEEDITOR@GMAIL.COM

IRONBOWL CHALLENGE

Knockout painting competition.

There are plenty of talented Aussie painters out there. If you're one, maybe you have what it takes to become the Ironbowl Challenge "Iron Painter"!

Each round a challenge will be issued to participants, like "undead", "orange" or "blitz". Your job is to use this theme to paint and convert a miniature over around six weeks.

The piece will be judged on how well the theme has been incorporated, with the winner progressing to the next round. This is more about incorporating the theme than being a stunning painter. More creativity the better.

Participants will face off against each other in a head to head format with pairings drawn randomly each round. If there are weird numbers of people for a straight elimination, wildcard progression



to the next round and possibly byes will be used until a "power of 4" is achieved (16, 32, 64, etc).

Each round will coincide with an issue of BLITZ so we can bring you the amazing results.

Submissions: There will be a deadline given for submissions that must be met. The six-week turnaround allows time for photography and development of the BLITZ article.

Submissions must be newly painted and should be accompanied by a short blurb about how the round's theme has been accommodated.

So, if you can:

- 1 - finish a figure in six weeks,
- 2 - follow the challenge task,
- 3 - find a creative way to incorporate the theme;

Contact us and get involved. We have ten participants so far, don't miss out.

ADMIN@AUSBOWL.COM

AUSCON ADELAIDE DUNGEON BOWL CUP
 BLOCKTOBERFEST AUSBOWL
 GREENSTONE BOWLING LEAGUE BOWLING
 HINDLEY STREET CANBERRA CUP
 MAGAZINE CANCON
 CANCER BEACH CANE TOAL CUP
 BOWL CLASH OF THE TITANS
 JOKER BOWL CONQUEST
 REDNECK RUMBLE EGYPT BOWL
 SOUTHERN SHRIKE EUCALYPTUS BOWL
 BOWL GATHERING OF MIGHT
 SPEEDBOWL CUP GOSEFORD GAUNTLET
 TIN SOLDIER LEVIATHAN
 PENRITH ONE MOAB
 DAYER SANDGROPER CUP
 WINTERCON WAACYBOWL

In the final issue of Southern Strike Magazine, the predecessor to this publication, a series of coaches were inducted into the Hall of Fame. With the expansion of the Strike into BLITZ, it is time to welcome a new crop into the refurbished BLITZ Magazine Hall of Fame.

Inductees to the Hall come in three flavours.

Champions. Those who win a tournament or league are worthy of being inducted as BLITZ Champions. Any commissioner of an Australian or New Zealand tournament are welcome to submit Champions to the Hall.

Stars. The Hall also recognises five individuals each year who have exemplified one aspect of the hobby. Nominees for these awards, which can be found explained on the facing page, are voted on by the community, the winners becoming BLITZ Stars.

Legends. For those that provide extended and valuable contributions to the community, BLITZ Legend status may await. As yet there are no Legends in the Hall, and the honour must be earned. If you think someone fits the bill, let us know.

[Congratulations to the 2013 inductees.](#)

This is the second Hall of Fame induction. However, the first induction was undertaken when BLITZ was still Southern Strike Magazine, so it only included South Australian inductees. Now we welcome all Australian inductees.

The Vain Gauntlet. An arcane mechanical gauntlet of unknown origin, the Gauntlet glows with a strange, green, inner light. It is awarded to the coach voted most brutal during the year.



One Eye's Helmet. A battered green helmet once worn by the infamous Lag B. Hind and containing the jawbone of an ogre, killed on the sacred field. It is awarded to the coach voted most tactical and strategic during a year.



The Cod Piece of Sharnt. Possibly the dirtiest and most battered cod piece ever worn, this item has protected the balls of over a thousand halfling players and is reputed to have once belonged to halfling legend Johy Sharnt. It is awarded to the best coach of stunty teams during the year.



The Sinister Garter. A tarnished red garter, trimmed with gold, used to secure a scabbard that once held the sword of a knight who gave it up to follow Nuffle's laws. Said to have then been cursed by the Lady of the Lake, the garter is rumoured to be under a sinister enchantment. It is awarded to the coach voted best presenter of teams during the year.



The Darkhorse Ribbon. A mouldy blue ribbon that supposedly once adorned the Chaos Cup itself and was retrieved by the Darkhorse on pilgrimage to the Chaos Wastes. It is awarded to the coach voted the biggest contributor to the community during the year.



BLITZ STARS

Gauntlet - Helmet - Cod Piece - Garter - Ribbon



The Vain Gauntlet.

2012: GardenGnome (Brendan Morrison - NSW)

2011: Vain (Casper Fertier - SA)



The Sinister Garter.

2012: SinisterDexter (Brett Whittaker - SA)

2011: SinisterDexter (Brett Whittaker - SA)



The Darkhorse Ribbon.

2012: Drakeular (Gavan Pearce - ACT)

2011: Darkhorse (Jake Kroker - SA)



One Eye's Helmet.

2012: Thomsy (Steven Thoms - NSW)

2011: One Eye (Evan Whittaker - SA)



The Cod Piece of Sharnt.

2012: Thomsy (Steven Thoms - NSW)

2011: Sharnt (Johannes Dongelmanns - SA)

CONGRATULATIONS

**TO THE
BLITZ STARS**

AND

THANK YOU

TO

EVERYONE

WHO

VOTED.

BLITZ

CHAMPIONS

First Place in Aus/NZ Leagues and Tournaments



ACT Blood Bowl League (ACTBBL).

2011 Season 7 GMT2:
Carbrawn (Phill Evans - ACT
- skaven)

2011 Season 7 FAC2: sum-
bloke (Peter McAndrew - ACT
- skaven)

2011 Season 7 OC2: Sledge
(Simon Mortimer - ACT
- necromantic)

2011 Season 7 CC2: Shadow
(Andrew Vulling - ACT
- necromantic)

2011 Season 6 GMT1: Big
A (Andrew Rintoul - ACT
- nurgle)

2011 Season 6 GTL2: Shadow
(Andrew Vulling - ACT - dark
elf)

2011 Season 6 ERC: James
R (James Ravenswald - ACT
- vampire)

2011 Season 6 DB2:
BeefyGoodness (Ben Vanzino -
ACT - undead)

2010 Season 5 SVS2: Grimrod_
Waaghfist (Rod Noy - ACT
- elf)

2010 Season 5 AC:
BeefyGoodness (Ben Vanzino -
ACT - undead)

2010 Season 5 ST2: Lelruthus
(Leight Cole - ACT - dark elf)

2010 Season 4 FAC1: Shadow
(Andrew Vulling - ACT
- lizardman)

2010 Season 4 OC1: Nik_the_
Pig (Nik Keeling - ACT - dark
elf)

2010 Season 4 BB1: Shadow
(Andrew Vulling - ACT
- necromantic)

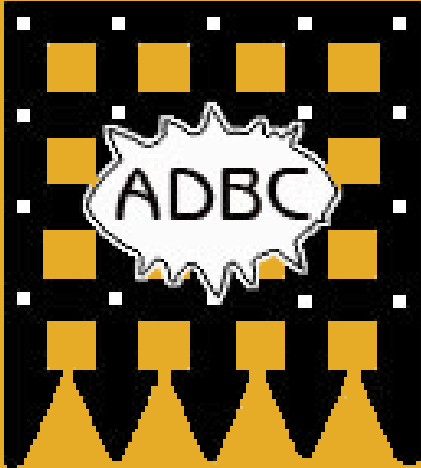
2009 Season 3 GTL1: Shadow
(Andrew Vulling - ACT
- necromantic)

2009 Season 3 CC1: Lelruthus
(Leigh Cole - ACT - dark elf)

2009 Season 2 DB1: Phil L
(Phil Lindenmayer - ACT
- skaven)

2008 Season 2 ST1: Hugh62
(Hugh Gregory - ACT - human)

2008 Season 1 SVC: Carbrawn
(Phill Evans - ACT - chaos)



Adelaide Dungeon Bowl Cup (ADBC).

2012: Jimm (James - SA - dark elf)

2011: Olaf the Stout (Adam Marafiotti - SA - skaven)



Adelaide Fantasy Open Under Lights (AFOUL).

Season 6: Chris (SA - goblins)

Season 5: Kanga1869 (Mark Forster - SA - slaan)

Season 4: Kanga1869 (Mark Forster - SA - Khemri)

Season 3: ancoo1 (Alex Coombe - SA - elf)

Season 2: Kanga1869 (Mark Forster - SA - Norse)

Season 1: War Raven (Darren - SA - dark elf)



AusBowl State Championship (ASC)

2011 ASC1: Australian Capital Territory Team - Shadow (Andrew Vulling - necromantic), Azza (Aaron Green - dwarf), Big A (Andrew Rintoul - wood elf), BeefyGoodness (Ben Vanzino - undead), Cuttant (Anthony Cutting - skaven), Grimrod_Waaghfist (Rod Noy - orc).

AusBowl Team Championship (ATC)

2012 ATC1: SLOBB Bone Idlers - Rabid_Bogscum (James Russell-Wills - lizardman), Grumpsh (Iain Fisher - dwarf), tribalsinner (Pete Arentsen - undead), Redcard (Brad Milner - Norse)



Brisbane Area Blood Bowl League (BABBL)

2012 Season 11: Hosko (Matt Hosking - QLD - dark elf)

2011 Season 10: Foxfire (Aaron Uniacke - QLD - slaan)

2011 Season 9: Woolfe (Aaron Titman - QLD - human)

2010 Season 8: Maeglammen (Ivan Sykes - QLD - chaos)

2010 Season 7: Woolfe (Aaron Titman - QLD - human)

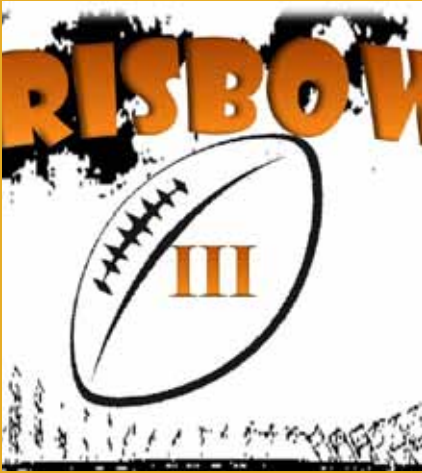
2010 Season 6: Rednick (Nick Ashby - QLD - chaos dwarf)

2009 Season 5: Zombie-X (Paul Jackson - QLD - necromantic)

2009 Season 4: Rednick (Nick Ashby - QLD - chaos dwarf)

2008 Season 3: Mango (Jason Chellew - QLD - undead)

2007/8 Seasons 1/2: Sparticus (Matt Kelly - QLD - necromantic)



Brisbowl

2012: Greedysmurf (Nathan Thompson - QLD - lizardman)

2011: Greedysmurf (Nathan Thompson - QLD - lizardman)

2010: DevilsReject (Chris Stratford - QLD - chaos pact)



City of Churches King's United Prize (CCKUP) League

Season 6: One Eye (Evan Whittaker - SA - orc)

Season 5: Someone2040 (Mathew Weiss - SA - chaos dwarf)

Season 4: Havoc (Clancy Cunningham - SA - dwarf)

Season 3: Someone2040 (Mathew Weiss - SA - Khemri)

Season 2: Incognito (Bryan Blundell - SA - dark elf)

Season 1: Havoc (Clancy Cunningham - SA - dwarf)



CanCon - Australian Nationals (Major Tournament)

2012: Grumpsh (Iain Fisher - NSW - high elf)

2011: tribalsinner (Pete Arentsen - NSW - undead)

2010: Thomsy (Steven Thoms - NSW - undead)

2009: Ben O'Neil (dwarf)

Previous winners unknown.



Bushranger Bowl

2011: Creature (Paul Morris - NSW - human)



Drakebowl (Cyanide)

Season 2: Slothboy (Sam - VIC - orc)

Season 1: Slothboy (Sam - VIC - orc)



Hindley Street Bowl (HSB)

2011: GuppyShark (Brad Carletti - SA - elf)

2011: GuppyShark (Brad Carletti - SA - Norse)

2010: Vain (Casper Fertier - SA - skaven)

COTT

Clash of the Titans

2011: sangraal (William Murphy - NSW)



Eucalyptus Bowl.

2012: tribalsinner (Pete Arentsen - NSW - orc)

2011: GardenGnome (Brendan Morrison - NSW - necromantic)

2010: D_Arquebus (Daniel Hutchinson - NSW - Nurgle)

2009: Azza (Aaron Green - ACT - dwarf)

2008: Rabid_Bogscum (James Russell-Wills - NSW - wood elf)

2007: Creature (Paul Morris - NSW - dark elf)

2006: doubleskulls (Ian Williams - NSW/UK - orc)

2005: Virral (Richard Andrew - NSW - necromantic)



New South Wales Open

2011: Hammer (Mark Hammersma - NSW - undead)



Southern Adelaide Blood Bowl League (SABBL)

Season 4: Jimmah (James Scott - SA - orc)

Season 3: One Eye (Evan Whittaker - SA - wood elf)

Season 2: StoneColdSpider (Graeme Fazerlakey-SA-dwarf)

Season 1: Torturous (Drew Stearman - SA - amazon)



Bouthern Shrike Bowl (SSB)

2011: Rabid_Bogscum (James Russell-Wills - NSW - wood elf)

2010: D_Arquebus (Daniel Hutchinson - NSW - wood elf)

2009: One Eye (Evan Whittaker - SA - orc)

2008: Olaf the Stout (Adam Marafiotti - SA - orc)

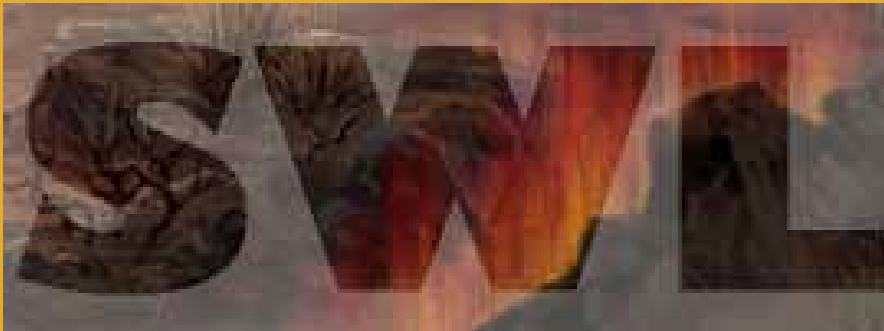


WAACY Bowl

2011: not run

2010: D_Arquebus (Daniel Hutchinson - NSW - chaos pact)

2009: ksharper (Kyle Harper - VIC - orc)



Southern Wastes League (SWL - FUMBBL)

Season 44: tribalsinner (human)

Season 43: Tomay (undead)

Season 42: Faulcon (lizardman)

Season 41: OldBugman (chaos)

Season 40: not run

Season 39: Bobs (dark elf)

Season 38: erikekers (vampire)

Season 37: Olgrot (amazon)

Season 36: OldBugman (chaos)

Season 35: erikekers (vampire)

Season 34: Tomay (amazon)

Season 33: Faulcon (lizardman)

Season 32: PianoDan (undead)

Season 31: Laviak (amazon)

Season 30: erikekers (chaos)

Season 29: Faulcon (lizardman)

Season 28: Snorri (elf)

Season 27: erikekers (chaos)

Season 26: Faulcon (lizardman)

Season 25: ClayInfinity (Nurgle)

Season 24: PainoDan (Nurgle)

Season 23: PianoDan (Nurgle)

Season 22: erikekers (wood elf)

Season 21: Snorri (undead)

Season 20: Ansalon (chaos dwarf)

Season 19: OldBugman (dwarf)

Season 18: erikekers (wood elf)

Season 17: Longshanks (dark elf)

Season 16: Flo711 (chaos dwarf)

Season 15: Symmetrical (skaven)

Season 14: Symmetrical (skaven)

Season 13: Snorri (dark elf)

Season 12: Flo711 (chaos dwarf)

Season 11: Snorri (dark elf)

Season 10: PLATYPUS (wood elf)

Season 9: Sandune (dwarf)

Season 8: Michael_Warblade (lizardman)

Season 7: Sandune (dwarf)

Season 6: PLATYPUS (wood elf)

Season 5: ClayInfinity (Norse)

Season 4: Flo711 (chaos dwarf)

Season 3: neverborn (dark elf)

Season 2: twahn (human)

Season 1: vigil (undead)



Geelong and Regions Blood
Bowl League (GARBBL)

2012 Season 3: Big Dave
(David Burns - VIC - human)

2011 Season 2: Big Dave
(David Burns - VIC - orc)

2011 Season 1: Zac Bennett
(VIC - dark elf)



Sydney League of Blood
Bowlers (SLOBB)

2011 PL6: D_Arquebus (Daniel
Hutchinson - NSW - undead)

2011 RL1: tribalsinner (Pete
Arentsen - NSW - human)

2011 PL5: D_Arquebus (Daniel
Hutchinson - NSW - undead)

2010 PL4: Rabid_Bogscum
(James Russell-Wills - NSW -
dark elf)

2010 OL2: laphyr (Matt
Williams - NSW - high elf)

2009 PL3: Rabid_Bogscum
(James Russell-Wills - NSW -
dark elf)

2009 OL1: laphyr (Matt
Williams - NSW - high elf)

2009 PL2: Rabid_Bogscum
(James Russell-Wills - NSW -
dark elf)

2008/9 PL1: GeoffWatson
(Geoff Watson - NSW - wood
elf)



CANCON

WWW.CGS.ASN.AU



BL!TZ SUB- MAGAZINES



Each issue the BL!TZ sub-magazines compile information specific to each region in Australia. The following page shows all sub-magazines, some of which may not be included in this issue.



CAPITAL PUNISHMENT

Australian Capital Territory

BeefyGoodness (Ben Vanzino)



NUFFLE TERRITORY NEWS

Northern Territory

morge (Matthew Semmens)



NUFFLE SAYS WHAT?!?!

New South Wales

Rabid (James) & Virral (Richard)



CANE TOAD CHRONICLE

Queensland

Kin Sum



SOUTHERN STRIKE

South Australia

SinisterDexter (Brett) & Olaf (Adam)



VICTORIAN TIMES

Victoria

ksharper (Kyle) & DazedMW (Matt)



WESTERN JUGGERNAUT

Western Australia

Reaper (Drew) & Ratt (Nathan)



THE CRYSTAL BALL

Online (FUMBBL / Cyanide)

SinisterDexter (Brett Whittaker)



ARE YOU COVERED?

If you would like a local sub-magazine for your area, contact the Chief Editor SinisterDexter (Brett)..

ACT LEAGUES

ACT Blood Bowl League (ACTBBL) - Canberra

Commissioner Carbrawn (Phill Evans): carbrawn@internode.on.net.
www.southernvalley.bloodbowlleague.com



NT LEAGUES

Darwin Tabletop Gaming Blood Bowl League (DTGBBL) - Darwin

Commissioner morge (Matthew Semmens): pm_morge_on_AusBowl.
www.dtg.org.au



NSW LEAGUES

Sydney League of Blood Bowlers (SLOBB) - Sydney

Commissioner Rabid_Bogscum (James Russell-Wills): pm_on_AusBowl.
slobb//talkfantasyfootball.org



Newcastle Open Blood Bowl League (NOBBL) - Newcastle

Commissioner danielcollins (Daniel Collins): pm_on_AusBowl.
www.ausbowl.com (then find the NOBBL sub-forum)



Foot of the Mountain Blood Bowl League (FOTM) - Blue Mountains

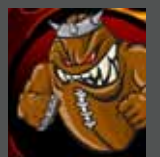
Commissioner Creature (Paul Morris): pm_on_AusBowl



QUEENSLAND LEAGUES

Brisbane Area Blood Bowl League (BABBL) - Brisbane

Commissioner bouf: brisbane@bloodbowlleague.com
brisbane.bloodbowlleague.com



Hotgoblin Blood Bowl League (HOBBL) -

Commissiones Allan and Nic
www.hotgoblin.bloodbowlleague.com



Irresistible Force Blood Bowl League (IFBBL) -

Commissioner Slardy (Gavin Clark): gavin.clarke@irrestistibleforce.com.au
www.iforce.bloodbowlleague.com



Queensland Northern Knights Blood Bowl League (QNKBBL) -

Commissioner Jacob:
www.qnkbbl.webs.com



SA LEAGUES

Adelaide Fantasy Open Under Lights (AFOUL) - Northeastern Adelaide
 Commissioner ancoo1 (Alex Coombe): AFOUL@internode.on.net
www.ausbowl.com



City of Churches King's United Prize (CCKUP) - Adelaide CBD
 Commissioner Darkhorse (Jake Kroker): sagbbl@gmail.com
cckup.bloodbowlleague.com



Southern Adelaide Blood Bowl League (SABBL) - Southern Adelaide
 Commissioners Nayfan (Nathan) and One Eye (Evan): Nayfan@hotmail.com
www.ausbowl.com



VICTORIAN LEAGUES

Melbourne Blood Bowl League (MBBL) - Melbourne CBD
 Commissioner ksharper (Kyle Harper): pm on AusBowl
melbourne.bloodbowlleague.com



Geelong and Regions Blood Bowl League (GARBBL) - Geelong
 Commissioner Van der Vaart (Liam): garbbl@hotmail.com
geelong.bloodbowlleague.com



WA LEAGUES

Albany Blood Bowl League (ABBL) - Albury
 Commissioner Slothman (Damien Watson): pm on Westgamers.com
www.westgamers.com



BRAWL - Perth
 Commissioner Reaper (Drew Lovell): pm on Westgamers.com
www.brawlbb.com



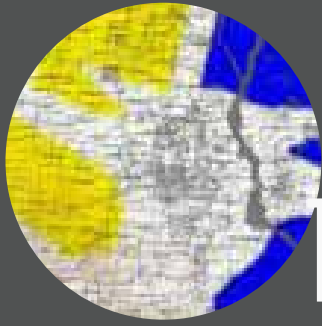
Rock n Rumble
 Commissioner Ratt (Nathan Staff): nrgall@optusnet.com.au
www.westgamers.com



ONLINE LEAGUES

Southern Wastes League (SWL) - FUMBBL
 Commissioner danielcollins (Daniel Collins): pm on AusBowl
fumbbl.com





CAPITAL PUNISHMENT

Australian Capital Territory - Issue 5



ACT BLOOD BOWL LEAGUE

We are starting to wind up a short season with the Rookies finishing regular games, the Minors in the finals and the Majors catching up to the schedule after a slow start.

The much anticipated rematch between last seasons Majors Grand Finalists *Hell's Cout* and the *infernal comedy* was close fought with only one TD scored and the win going to *Hell's Cout* despite being down 8-4 in the Cas count, these two teams haven't performed as well this time around and are running fifth and sixth, despite the *comedy's* huge +23 on Cas F/A. The winner of last seasons Minors, the necomantic *Grim Reapers Guards* are heading









the table but their last match is against fourth place *Food For Thawt* who may be aiming to take first place with their round six game against *Rusty Cage* yet unplayed.

While the Majors teams are suffering more cas per game, the Minors are filling the graveyard with 48 deaths from only 37 matches. The regular season has finished and there have been three Elimination Finals and one Semi Final match played with *FUBAR Fellows* storming through. An unexpected skaven win over

the fearsome chaos dwarf *Hammer of Hashut* saw the *Mome Raths* move to a Semi Final berth and *Hammer of Hashut* move to an elimination match where they had to face *FUBAR Fellows* who had already taken out *Crimson Breweries*. *Paris Catacomb Runners* defeated the *Hellarious Pranksters* and *Didditon Oddrugs* knocked out *Chaos Madness* making the round two matches skaven v underworld and dwarf v chaos dwarf. *FUBAR Fellows* crushed *Hammer of Hashut* and then went on to destroy *Paris Catacomb Runners* to







Group

The top 4 go to the playoffs, the bottom 2 will be relegated to the Minors.

Team	Race & Coach	team value	won	tied	lost	points	TD score	Cas score (kills)
 Grim Reapers Guards	Necomantic Simon M	2,020k	5	0	1	104	11 - 5	31 - 15 (4-4)
 Eastern EurElf Gym Team	High Elf Peter M	1,940k	3	1	2	78	15 - 13	8 - 31 (0-2)
 Sewerside Runners	Skaven Lehthus	1,330k	3	1	2	78	18 - 20	10 - 23 (0-5)
 Food For Thawt	Undead Ben	2,000k	3	1	1	74	10 - 4	21 - 15 (4-2)
 Hell's Cout	Necomantic Andrew V	2,110k	3	0	3	72	10 - 10	24 - 21 (6-2)
 the infernal comedy	Chaos Pact Aaron	2,020k	2	0	4	56	9 - 12	38 - 15 (10-1)
 Davi Grontis	Dwarf Phil W	1,750k	1	1	4	46	6 - 12	22 - 24 (4-9)
 Rusty Cage	Nurgle Andrew R	1,670k	1	0	4	36	7 - 10	13 - 23 (2-5)







Group Widdershins

Teams ranked 3 and 4 will play 4 & 3 from Sunwise

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 Hammer of Hashut	Chaos Dwarf Big Pete	1,620k	3 2 0	80	9 - 5	16 - 7 (2-2)
 Hellarious Pranksters	Underworld Drakeular	1,930k	3 1 1	74	10 - 6	15 - 20 (4-3)
 Crimson Breweries	Dwarf Leinthus	1,740k	1 4 0	60	6 - 4	30 - 4 (6-0)
 Didditon Oddrugs	Skaven Peter M	1,760k	2 1 2	58	9 - 9	10 - 19 (3-3)
 Purple Haze	Dark Elf Keith	1,390k	1 1 3	42	9 - 13	5 - 20 (2-6)
 Dead Ringers	Undead James H	1,560k	0 1 4	26	5 - 11	14 - 20 (1-4)

Group Sunwise

Teams ranked 1 and 2 will play 2 & 1 Widdershins

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 Paris Catacombs Runners	Necromantic Michel	1,300k	3 2 0	80	10 - 4	13 - 11 (3-3)
 Mome Raths	Skaven Carbrawn	1,880k	3 1 1	74	19 - 7	16 - 19 (4-3)
 Chaos Madness	Chaos Andrew V	1,840k	3 1 1	74	10 - 9	16 - 14 (3-3)
 FUBAR Fellows	Dwarf Simon M	2,080k	2 1 2	58	4 - 4	26 - 9 (3-4)
 Brutle Orcs	Orc Phil W	1,640k	1 1 3	42	4 - 11	9 - 15 (3-3)
 River Stir Slayers	Human ModelWarrior	1,400k	0 0 5	20	4 - 16	11 - 23 (4-4)

take their place in the Grand Final, now they wait to see whether they face skaven or underworld after *Hellarious Pranksters* took the win in overtime. *Hellarious Pranksters* are the current pick with more players, skills, RR and the benefit of two Tackle players to take on the *Mome Raths* gutter runners. The *Mome Raths* are not inspired by the prospect of a GF against the dwarves who stopped their non-losing streak of 14 games, especially as the dwarves now have nine MB players including a Block/Tackle Deathroller.

In the Rookies the top four

are well clear on points, *Ellyrion's Eyra's* was the only team with a chance of sneaking in to replace fourth spot until their recent loss to *Pulp Horror United*. Now *Belconnen Bluetongues* and *Pulp Horror United* play off and hope for an upset win by *Odinn's Champions* against top of the









table *All French Company*. MMM had a comment on the AFC team performance "After a terrible first match (loss 0-1) against the *Barak Varr Dreadnaughts*, a dwarf team currently ranking fourth, Pascal Puncher (lineman) was...punched and killed by a dwarf and the catcher Luc Filovent was seriously injured losing -1 in MV, I was not really optimistic. But finally, the team overcame the odds and performed well in the other matches, even if sometimes it was really close.

Wintercon has been run & won with MMM's necromantic team taking the trophy over Azza's dwarfs and Drakeular's lizardmen in second and third respectively.

Canberra Cup will be held on 28/29 July at the Harmonie German Club. We've had just under 20 entrants at the last two so we're hoping for an increase this year. **Carbrawn (Phill Evans)**

Group

The top 4 teams will go to the playoffs

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 All French Company	Human Michel	1,400k	5 0 1	104	14 - 4	17 - 7 (1-2)
 Belconnen Bluetongues	Lizardmen Drakeular	1,300k	4 1 1	94	11 - 6	9 - 13 (3-4)
 Pulp Horror United	Necromantic Luke	1,350k	4 0 2	88	11 - 6	21 - 12 (4-3)
 Barak Varr Dreadnaughts	Dwarf Big Pete	1,320k	3 2 2	88	7 - 9	19 - 7 (3-2)
 The Midnight Hour	Necromantic James H	1,400k	1 2 4	56	9 - 14	16 - 10 (4-0)
 Woodland Stryders	Wood Elf Grimrod	1,210k	1 2 3	52	11 - 13	5 - 24 (2-5)
 Ellyrion Eyra's	High Elf ModelWarrior	1,280k	1 2 3	52	7 - 12	8 - 14 (2-2)
 Odinn's Champions	Norse Paul O G	1,160k	1 1 4	46	5 - 11	11 - 19 (4-5)



NUFFLE SAYS WHAT?!?!

New South Wales - Issue 5

Hi Folks, here is edition 5 of Nuffle Says What?!?! My partner in crime Virral is hard at work preparing for Euc Bowl, so I have nobly stepped in to write his edition of our sub-mag. The tournament will have been run and won since writing this forward, so read all about it in the tournament wrap up. I can't tell you how excited I am for this year's tournament, and if the general buzz on AusBowl is anything to go on, so are the rest of you, or were as the case may be.

We have had a busy period of tournaments, with mixed results for NSW. Hutchie won Leviathan and the Gosford Gauntlet was won by Sangraal... who thanks to the Bridesmaids' Wall has been making every post a winner lately. Unfortunately NSW gave up their hold on the prized WA chalice known as the Sandgroper Cup, though we sent some fine troops, including last years champion it was not to be. Wintercon came and went...

to a Frenchman of all people, Congrats Michel. Tribalsinner ensured there was a NSW champion taking home the inaugural Cane Toad Cup in QLD... Pantsing the QLDers with 42 Casualties in six games (something I hope the Blues have also done in the State of Origin), while Hutchie was a fine runner up with halflings. Both spoke highly of the new tournament, and it could be one to put in the calendar in future years. Tribal also won the second NSW selection tournament held at Tin Soldier in Penrith, more on that in *Blue Bloods Battlecry*. Sangraal and his partners have got a great set up at Tin Soldier. It's a thriving store with plenty for avid gamers of many systems, and a heap of floor space to hold tournaments and get involved in the hobby of wargaming. Check it out if you're in the area.

If you're a New South Welshman and you play Blood Bowl or would like to. Check

out our leagues section and see if there is something nearby and sign up, you wont regret it. Or come to a tournament. We are lucky to hold the vast majority of Australian Blood Bowl tournaments in our own state, and the organisers are all experienced coaches, and all round great people. Come out and get your feet wet at a tournament today, I'm sounding like a broken record here but, you won't regret it.

I'll try not to miss anything, but make no promises with new tournaments popping up all the time. Over the coming months we have; The Canberra Cup on the 28-29 July, which is really just a leisurely drive away for most of us. A new tournament I plugged last issue called Dragon Bowl, held in Mudgee in regional NSW on 4-5 August. There is Southern Shrike Bowl in South Australia, which is a bloody awesome tournament, really laid back and fun, and great to have a drink at.

NSW has won it the last two years and it would be nice to rub their noses in a threep-
eat ahead of next years State
Championship over there. I'm
not entirely sure what is hap-
pening with Bushranger Bowl
this year (with the venue
having been sold), but it's a
cant miss also, so stay tuned
to the forums for news on

this one [*unfortunately not
happening this year - Ed*]

In closing, I hope you all
enjoyed Eucalyptus Bowl,
Im assuming you were all
there... and if you weren't...
why the hell not? Do yourself
a favour and make sure you
are there next year, and con-
tinue to make our little down

under tournament the biggest
outside of Europe. Good luck
in all your games, be they
table top in leagues or tour-
naments or even online. Just
don't pull off any bullshit
against me, im kinda over
it thanks [Insert my recent
opponent's names here].

Rabid_Bogscum (James)



SYDNEY LEAGUE OF BLOOD BOWLERS

Let me start by congratulat-
ing Daniel Hutchinson AKA
D_Arquebus AKA Hutchie on
going back to back in the
SLOBB League. Your season
6 "Tear of Redcard" winners
are the defending Champions
Meat the Beast, who emerged
victorious from a truly epic
final between two past
SLOBB champs. Geoffwatsons
Summer Faerie did them-
selves proud, giving them-
selves every chance of a win
despite the undead team
sending waves and waves
of concussed elves to the
dugouts. At 2-2 at fulltime,
the *Faerie* hit the lead in
O/T but fast running out of
players, they couldn't stop

two quick replies, and
Meat the Beast finished
deserved 4-3 victors.
Can *The Beast* match
the *Visigoths* threep-
eat with the dreaded Tear
of Redcard hanging from
their necks? (Hutchie
your trophy is being
engraved, *Meat the
Beast* can have their
photo with it in time for
next issue).

They have started
strongly enough in
Season 7, The Killy Kup.
A season that echoes
the Rookie league in
that the prize for the
winners is a star player
not normally afforded
them. In this case it's
the star of Bushranger
Bowl "Nedd Killy", the
tough as nails human
blunderbus star.

There are only a few months to
go before finals but there are
some clear front runners in each
of the three conferences. My
own *Disturbed* lead in the Bone
Idlers, *Meat the Beast* are ahead
in the Lazy Lumps, while trib-
alsinners *Bushrangers* fresh off
their Rookie League triumph have



Killy Cup 2012												
Bone Idlers												
#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	RabidBoscum	Disturbed	Necromantic	1750k	4	3	1	0	9	0	0	17
2	Burn	die grüne Redrohung	Orc	1830k	3	1	2	0	1	5	0	9
3	Lazoth	Women of Legend	Amazon	940k	3	1	1	1	-3	-2	0	7
4	druso82	Mirvix	Elf	1450k	4	0	1	3	-5	-8	0	2
5	GeoffWatson	Galston Greenskins	Orc	940k	3	0	1	2	-2	-1	-1	1
Lazy Lumps												
#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	D. Arcuebus	Heat The Beast	Undead	2090k	3	2	1	0	3	10	0	12
2	Justin_beld	Spear of Akkad	Undead	1520k	3	2	0	1	3	6	-1	9
3	Mathuric	Alufand Blues	Elf	1540k	4	1	0	3	-3	-16	0	5
4	Grimmoth	Chaos II Leaders	Chaos Dwarf	2180k	1	1	0	0	1	5	-2	3
5	Grid	Big Bang Theory	Chaos Pact	1210k	1	0	1	0	0	-4	-2	0
Slack Jacks												
#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	Tribalinner	Duelbringers	Human	1690k	5	4	0	1	1	13	0	20
2	Conan	The Beasts of Shortwood Forest	Chaos Dwarf	1670k	3	2	0	1	3	2	0	10
3	Chavo	Atomic Winter	Norse	1730k	3	2	0	1	2	-3	0	10
4	Vimes	Oz Correctional Facility	Orc	1760k	4	0	0	4	-7	0	0	0
5	Redcard	lost and found	Chaos Pact	1490k	2	0	0	2	-3	-7	-4	-4

jumped out to an early lead in the Slack Jacks.

Rookie League: Season 2 of the Rookie league is also heating up. With only a few rounds to go before crowning a winner, it looks like a clear three horse race like last season. Redcard, courtesy of his Bridesmaids' Wall induction, leads the pack with the dwarves of *who wears short shorts*, their big game will be against the chaos dwarves *Blue Steel Mining Corp.* A win will probably see them take it out, but a loss or a draw might see either the aforementioned chaos dwarves or the high elves *Maelstrom* who are also yet to play *Blue Steel*, leapfrog them for the services of Zara the Slayer. *Friends Don't Let Friends Stand Next To Trolls* left their run a bit too late, but have developed an absolute killer in "Oscar Sparhawk". A chaos

warrior who in ten games has wracked up 19 casualties and 70 SPPs all up, if *Atomic Winter* take a break, this chaos team could make some waves in Season 8. Also faring quite well in their first season at SLOBB, Gumbi's *Swedish Designers* are well placed to finish fourth or fifth in the league, despite a net casualty count against them of -3.5 per game. The plethora of orcs fill out the middle of the ladder with Khemri, while the pact have struggled, and the gobbos from *A.R.G.H.* prove that not even with a quality coach at the helm can the stumpy greenskins mix it with the big boys.

Seems the curse of Admin has struck again. While he has missed the last season, one of our original commissioners Virral (Richard Andrew) is moving to Canberra and has

been lost from SLOBB. There was a bloodbath in the beginning about which of us would take them helm, but good thing I did or we would be without a leader now.

While he has struggled of late, and is a borderline Bridesmaid, I would expect him to get back to winning ways in the soft ACT leagues, plus I've now got a place to stay in Canberra, so high five!!! Seriously though, you'll be missed mate. Won't be the same without you. With tribalsinner moving to Goulburn and Redcard already back living in the gong, it seems admin'ing for the league is a bit of a poisoned chalice with Doubleskulls gone back to England as well. Rest assured folks... you've still got Boggy..... Forever ... mwa ha ha ha ha.

Ahem. See you next issue.

Zara the Slayer (52)

#	Coach	Team	Race	TV	Pld	W	D	L	TD	Cas	SMP	Pts
1	RabidBoosum	Blue Steel Mining Com.	Chaos Dwarf	1490k	8	7	0	1	12	14	0	35
2	Redcard	who wears short shorts	Dwarf	1540k	9	7	2	0	15	18	-5	34
3	Tribalsinner	Maeldrum	High Elf	1650k	8	6	1	1	10	4	0	32
4	Chavo	Friends Don't Let Friends Stand Next to Troils	Chang	1540k	10	5	2	3	3	20	-1	28
5	gumbi	Swedish Designers	Elf	1380k	9	4	2	3	3	-32	0	24
6	Mathhuric	Bull's Best Down	Orc	1580k	10	4	3	3	2	8	-4	22
7	Vimes	Sandropers II	Rhino	1580k	8	2	1	5	-8	-1	-1	11
8	NFA	The Rock Bumpers	Orc	1430k	8	2	0	6	-9	-3	0	10
9	Murshido	Murshido's Mercenaries	Orc	1440k	7	3	0	4	-1	6	-8	7
10	Conan	Homebush Hoodlums	Chaos Elf	1340k	7	0	1	6	-11	-8	-1	1
11	D. Arouseban	A*"G*"H (Axid Refs Gobbo He-Skwad)	Goblin	1070k	6	0	0	6	-13	-21	-1	-1
12	Archam	FNC Monks II	Dark Elf	970k	1	0	0	1	-1	-2	-2	-2
13	marcus	Miscider Vikings	Norse	980k	1	0	0	1	-2	-3	-3	-3



BLUE BLOODS BATTLECRY



Tribalsinner is a blood bowling enigma. A freak that plays the game consistently faster than anyone else in the business, which I am sure benefits him immensely due to his ability to somehow speed up his opponents play, and potentially force errors through rushing their own play. Tribal is currently a valued member of SLOBB, and was in the AusBowl

And then there were two. Following a tense but fun day at Tin Soldier Penrith, the Blue Bloods have another team member. Courtesy of a four game one day selection tournament hosted by Sangraal, we see another returning member of the NSW AusBowl team, tribalsinner (Pete Arentsen). Who finished on three wins and one draw to take the title. He was pushed all the way by a relative newcomer in Drusus82 (Drew Evans) who finished on the same record with his surprise packet Norse.

TeamChampionship winning Bone Idlers. He has in fact called many leagues home, including FOTM (which he used to commish), the Blacktown league, and the Tin Soldier Penrith league, while his move to Goulburn may even see him take up residence in the ACT leagues. Currently hitting a bit of a purple patch (he is a past Cancon National Champion), he has now won his last two tournaments. The inaugural Cane Toad Cup in QLD and now the Tin Soldier One Dayer. He is also the current Premier League Champion from the FUMBBL based Southern Wastes League. Skilled with many teams, his overall NAF record stands at 92/30/39 (which doesn't include his last two tournaments). It is with the Bash that he excels at. With an uncanny ability to break armour and lay the hurt on, it is with the bruising teams his record is even more impressive. Pete holds 180+ Naf Rankings with chaos dwarfs (will do once this tournament is entered), dwarves, undead, orcs, and some very bashy humans. I would expect him to turn out in SA with one of these teams. At AusBowl One he finished 4-1-1 with dwarfs and was one of only two coaches in the NSW team to get the job done in our all important match up with ACT. A valuable addition to the team, congratulations on retaining your place.

Wall of Averages: This is the average placings from selection tournaments and will be used as part of team selection should any of the winners be unavailable or should there be inadequate numbers of selection tournaments. The first figure is the averaged placing, the second figure is the number of tournaments the average came from. Initially to be eligible for selection from the wall of averages you would need three tournament placings. This may change to two depending on the total number of selection tournaments held. The figure in brackets is the number of Raffle tickets allocated to that coach for the wildcard selection.

*already qualified

1/1 Grumpsh (0)*
 2/1 Drusus82 (0)
 3/1 Virral (0)
 3/1 Creature (1)
 4/2 tribalsinner (1)*
 4/1 sangraal (2)
 4.5/2 GardenGnome (1)
 5/1 Grimrod (0)
 6/2 Rabid_Bogscum (1)
 6/1 Thomsy (1)
 6/1 Rmilsom (0)
 9/1 GeoffWatson (0)
 9/1 Angryman (0)
 10/1 Amaroo (0)
 11/1 Vimes (0)
 11/1 Hogle67 (0)
 12/1 Payne_train (0)
 12/1 Nichren (0)
 13/1 Fester (0)
 14/1 Daduckie1 (0)
 15/1 Junior (0)
 16/1 Ads (0)
 n/a Redcard (1)
 n/a Mathfuric (1)

You gotta be in it to win it folks. It only takes one selection tournament win to make the team, or attending two selection tournaments to get a wild card ticket. What have you got to lose. We have funding from GOM 2011, and the AusBowl Dice Bags so far. Always looking for more ideas to subsidise the trip as much as possible for the selected team. Thanks go to Mathfuric who has kindly donated a fully painted high elf team to raffle off for fundraising. Tickets will be \$2 for one, \$5 for three or \$10 for seven. This includes an impact carry case, and any international winners will have the postage subsidised to make it more attractive to get involved. Contact any of the committee on AusBowl for more information.



Rabid_Bogscum (James Russell-Wills) on behalf of the NSW Selection Committee: myself, Virral (Richard Andrew), tribalsinner (Pete Arentsen), D_Arquebus (Daniel Hutchinson), and Redcard (Brad Millner)



CANE TOAD CHRONICLE

Queensland - Issue 3



The first issue of *Nuffle's Northern Noos* was recently released. I'm your chief columnist, Motty da Gobbo. Each issue I'll be bringing you da most up to date info on all the goings on in the Queensland Northern Knights Blood Bowl League (QNKBBL).

This season saw the introduction of a new League Commissioner, Millsy, while the true Commish takes a hiatus. Anyway, that crazy, drooling psychopath introduced a few new rules, a new team, a new venue and a butt load of enthusiasm.

Each week I'll be calling on the captains of each team to say a few words and perhaps get some insights into the

QNKBBL

minds of some of the world's best coaches, or at least the raving lunatics that call the QNKBBL home.

So sit back, relax and enjoy some light reading whilst you throw back a cold Bloodweiser.

Upcoming Events: In two weeks time a number of the Northern Knights will be making their way down to Sydney Australia, for their annual 'Eucbowl' trip. The Eucalyptus Bowl is Australia's largest tournament. In 2011 there were 76 coaches, making it the largest Blood Bowl tournament in the

world, outside of Europe.

Last year the Knight's came away with several awards including, third (unofficially), best painted, best come back, not to mention most inebriated. So how will the boys go this year? Only time will tell.

Millsy (Paul Mills)



Team	Points	Games	Record	Touched	Cap.
1 Cripplesnek Crossbacks	34	8	4-1-3	20:18	17:28
2 P.A.L.E.	28	4	4-0-0	17:3	13:4
3 Red Bay Heddlings	16	4	2-0-2	5:6	13:9
4 Hall of Famers	15	3	2-0-1	7:7	8:2
5 Omnitrix	13	3	1-2-0	4:3	5:9
6 Promiscuity	8	4	0-2-2	3:6	7:7
7 Cann Vale Glamazon	7	1	1-0-0	4:2	6:2
8 Winterfall Wolves	7	1	1-0-0	4:3	0:4
9 Death	7	3	0-3-1	3:6	3:7
10 The Inargings	6	4	0-1-3	3:10	14:11
11 Sons of Agard	3	1	0-0-1	1:2	0:3
12 Northern Nightmares	1	1	0-0-1	2:3	4:2
13 Goblin Express	1	1	0-0-1	0:2	1:5



SOUTHERN STRIKE

South Australia - Issue 10



CITY OF CHURCHES KINGS UNITED PRIZE

The CCKUP League (City of Churches King's United Prize League) is into the pointy end of the season with only one game to play before finals.

Being that we have nine teams competing, we are using the SANFL model of finals with five teams qualifying seeding my top two of each division plus highest points team of those not in the top four and with one round to play, the top five are settled and raring to go!

I know when this season's teams were first announced, there was much wailing and gnashing of teeth that there would be two dwarf teams this season but my oh my how Nuffle has conspired to

make this season interesting!

The dwarf teams, the *Dun Morogh Thunderballs* and the *Barak Varr Sunshine Girls*, face off for the first time this season in round 13 – and then are set to play a knock out final against each other in round one of the finals! There can be only one dwarf team to progress through the finals it seems!





So with that to look forward to, I wanted to take a sec to look at the season so far.

Two standouts of the season so far for this Commish have been the performance of our two human teams. Previous CCKUP Cup winner, Mathew, has coached *Hartmann's Heroes* expertly taking out the top ranked team position despite not throwing a pass until round eight! The other human team, *Rebels*






of the Sacred Heart coached by the stalwart Mikey, endured a horrifying pre-season having nearly half his team die or crippled in three games and continued with the team (against advice) into the regular season and not only survived the season but claimed a few big scalps along the way.

Don't think the *Heroes* have it all their own way though. A real challenger has stepped up in the form of the *Blue Green Bayou Blues*, Johy's lizardmen team that is the only team to beat the *Heroes* this season. The savage Tzeentchian chaos pact team *The Makers of Plays* can't be counted out either, having spent the season honing the team from raw, no skilled recruits in to a well honed killing machine. *The Sunshine Girls* and the *Thunderballs* (Commish's

Group East Coast

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 The Makers of Plays	Chaos Pact Vain	1,690k	8 3 1	27	21 - 5	33 - 15 (3-2)
 Barrak Varr Sunshine Girls	Dwarf Lootpuppy	1,430k	6 1 5	19	17 - 17	21 - 17 (5-3)
 Impending Ruin	Dark Elf Fishsticks	1,270k	4 2 7	14	21 - 22	13 - 38 (1-9)
 Rebels Of The Sacred Heart	Human Mikey	1,460k	4 2 6	14	17 - 23	21 - 16 (3-2)

Group West Hills

Team	Race & Coach	team value	won tied lost	points	TD score	Cas score (kills)
 Hartmann's Heroes	Human Weissm	1,520k	9 2 1	29	20 - 7	25 - 21 (5-3)
 Blue-Green Bayou Blues	Lizardmen Sharrt	1,790k	8 2 2	26	33 - 12	25 - 25 (5-2)
 Dun Morogh Thunderballs	Dwarf Jake	1,670k	7 1 3	22	14 - 9	24 - 11 (3-2)
 Still Waters	Khemri Paxaro	1,450k	5 0 6	15	12 - 18	22 - 19 (2-2)
 Crookback Corpse Rats	Skaven Black Rider	1,150k	1 1 8	4	12 - 28	10 - 34 (3-5)

team) are two dwarf teams tuned up for the big bash and the double header will show if it is the *Girls* or the

Ballers who will carry the dwarf banner through the finals. Whichever way it goes, the League is guaranteed

to have six great games to crown a new champion!

Well, all that is left to say from the desk of the CCKUP Commish then is:

I will see you at the Grand Final and get your Block on!

Want to get more information on the CCKUP League or sign up for CCKUP Season 8? Contact the Commish (DarkHorse on ausbowl) or email Jake on sagqbb@gmail.com Check out our league site at <http://cckup.blood-bowlleague.com>

Darkhorse (Jake)



SOUTHERN ADELAIDE BLOOD BOWL LEAGUE

With a very welcome break (desperately needed one for some) behind us, the SABBL's undead horde slithered, shuffled and dragged themselves back to our chaos blessed temple of sin for Season 5 of the greatest game in the realm. It was time for some more SABBL-styled Blood Bowl mayhem to kick-off and to kick-in some heads!

Some notable absentees

from the anarchy this season included Season 4's Champion James who had reportedly taken up a crusade to rid the world of all known goblins after getting a taste for squishing the little green blogs during last seasons epic grand final. Also MIA is the SABBL headquarters' very own mistress of pain Sammi, who was taking the season off for *SHUDDER* secret womans business (although rumours have surfaced regarding a serious case of Facebook-itis, a condition

that is sadly incurable).

We did however welcome some new blood to the undead ranks (well technically there would be no blood if he was undead but you know, since when have I ever let facts get in the way of a good story) with our youngest member Jake joining after a SABBL demonstration day led by Nathan and Robert. Some of the god botherers may well frown upon the offering of candy and promises of bloody murder to

recruit younglings to our cause but hey, thats how we roll here in SABBL! Word is out that this recruitment technique has also claimed the souls of a couple more interested parties for next season which will swell the ranks of evil even more but at the beginning of this season, ten hardy fellows stood ready to battle out another season of pain, snake eyes and dummy spits!

Before the action began though, SABBL had very excitedly put through an order with FFields in the off season for six brand spanking new pitches to replace our stock of crumbling ones and we had high hopes to have them in our hot little hands for the start of our first round. Disappointingly they failed to arrive in time but our sacrifices to the chaos gods had not gone unnoticed as just an hour into the first night, OneEye received a call from his life-orc den master who announced the arrival of a large cylindrical package back at his cave (i mean we are talking 7.30pm... no complaints about the mail service down south!!!). Giddy excitement ensued as we awaited the missus who hopped upon her trusty warboar and raced the package over and SABBL had their spanky new boards on the table by the start of the second half of play!!

PRAISE BE TO THE CHAOS GODS... erm lets say Nurgle takes the kudos this time, poor blighter always gets left off the guest list...

But enough chatter about the lost souls of our members, it's the pitch we all care about and in true SABBL fashion, the races lining up to attend this season had a drastically altered look to them from the more bash orientated lineup of season 4 to a much dodgier, pointy-eared looking bunch this time round. One of only two second season teams and returning after a season of celebration and relaxation at Club Woodie, Season 3 champions the *W.E.A.P.O.N.S* coached by OneEye were the early title contenders along

with a team made up of their kin from across the seas in the *Dangerfields* (high elves), lured over with promises of ancient arcana by our Commish Nayfan while their mortal enemies the dark elves also had representation in *Abusement Part*, fighting in the name of pure evil that is known only as Tim! The only other second season team to make a return this season also saw the welcomed but somewhat emancipated form of the long lost Scott and his slimy lizardman team the *Dinostars*, a man thought lost to the tender embrace of Cabalvisions latest tech, the Ethernet. Scandalous rumours soon followed regarding his fascination with websites such as scalylizardsgonewild.com

SABBL Ladder - Round 8

1. Nathan	<i>Dangerfields</i>	22
2. Tim	<i>Abusement Part</i>	17
3. Evan	<i>W.E.A.P.O.N.S.</i>	15
4. Jake	<i>Oilers</i>	13
5. Scott	<i>Dinostars</i>	13
<hr/>		
6. Drew	<i>Bayside Butchers</i>	13
7. Robert	<i>Nightwings</i>	4
8. Aubrey	<i>Rum Rebellion</i>	4

but then we at SABBL don't judge... so long as our own dirty secrets stay out of the press!

Also coming along for the ride we saw two orcish tribes the *Oilers* and *Afrika Corps* join the fight led by Jake and our temple guardian Paul, a chaos pact mob known as the *Bayside Butchers* under Head Choppa Drew'manchu who was sent to redeem chaos's name after the Commish completely bullocked them last season as well as a couple of truly rare sights indeed within any league, an ogre team the *Rum Rebellion* led by the snotling fondler Aubrey AND a halfling side the *Nightwings* led by the indomitable Robert the Fling King and his merry band of... hobbits... armed with KNIVES??? Hmmm someone thought the mini's looked 'arder with a weapon in hand but it may be that they are simply making the flings seem even more appealing to the orc teams, i mean who could resist a meal that comes with a toothpick for picking those annoying fling bones from between the tusks afterwards??

So we find ourselves currently eight rounds into a shortened 10 round season and the three elven teams have succeeded in occupying all three of the top

spots (including the undefeated *Dangerfields* on top), very likely due to the serious lack of punch coming from most teams this season (the Ogres the only exception... OUCHIE!). Going strong in his first season is Jake who is holding fourth place while the last of the finals spots sits Scott and his resurgent lizardmen, but only by the skin of their teeth. Struggling for consistent form but only just outside the top five on percentage (td's) sit Drew and his evil chaos pact who have been in and out of the top five over the past few rounds and sadly but predictably, the two stunty-filled teams of the flings and ogres sit out of finals contention this year but have racked up some impressive SPP's to be an interesting wildcard next season should they return.

Some highlights of the season already have been the *Rum Rebellion* bashing their way to the 'Most Cas' awards yet stunningly only able to cause a single injury against the *W.E.A.P.O.N.S* wood elves while the halfling team *Nightwings* needing a drunken mercenary coach to record their first victory while filling in for head coach Robert as he eloped with his star treeman for a weekend of passionate tree-hugging (BADOOM CHING!! I'm here all week people).

So we are very close to the finals series once again and come next BLITZ we will have crowned the Season 5 champion. Will one of the three elven persuasions triumph and rub their success right in the faces of their kin or can the brutality of the orcish hordes, the sliminess of the lizardmen (and their freakin' unbelievable super-skink) or the pure evilness of the chaos pact prove enough to hold aloft the prized skull trophy? Who cares so long as enough bodies litter the field and blood rains from the heavens in honour of the great game Blood Bowl!

Be good to your mothers or risk her reading your army books, praying to Khorne and finally turning into that murderous psychotic b**** you tell all your friends she already is!! You have been warned...

One Eye (Evan)





WESTERN JUGGERNAUT

Western Australia - Issue 3



ALBANY BLOOD BOWL LEAGUE

Well another season has come and gone for the ABBL and what an exciting season it was with a newly implemented rivalry rule and a season record broken. The season started with a few less players than the previous season due to the closing of *Ethereal Realmz*.































But with the opening of the WAAGH (Wargaming and All Gaming Hobbies) group there was a venue that most people could get to on every second Saturday where games could be played. After the teams were sorted into their divisions teams then nominated another team in that division to be a rival. If one coach nominated a rival but the other coach nominated a different coach it was a rivalry match, if both coaches nominated each other then it became a blood feud match. Both of these kinds

of matches added a 50k card for each coach and an extra 10k gold for the winner. Also the next time these team met on the pitch the winner gained a +2 to FANS for that game. When the game turned into a blood feud the additional rules of the player with the most SPP after MVP on the winning team got a 30k bounty and the next time they played the winning team got a free reroll to be used once during the match.

If you watched any team this season the team to watch was *3RAR* coached by Jack Taylor. This team was a brand new pro elf team that could not be stopped, winning all but a few games by four or more touch downs. This team took out the season awards for most team touchdowns, most casualties and the least amount of touchdowns against. He also took

out the award for most team touchdowns scored with 38 touchdowns in the 8 games in the season beating the previous record held by *Ghoul Runnings* coached by Joshua Davies which was standing at 30 Touch downs.

The finals were played with two divisions this year called the plate and the shield. The shield consisted of the four teams that came from the top of their division during the season and the plate consisted of the four teams that had the highest win loss score excluding the teams in the shield finals. The Plate finals finished with the *Red Hot Beast Infection* coached by Justin Martin winning after a difficult game against *Da Green Machine* coached by Sam Horler. The Shield finals came down to *3RAR* coached by Jack Taylor against the *Perciville's Pussy's* coached

Team trophy	Winner	Race & location
 Deathroller Trophy	 3RAR	Elf Jack
 Wood Elf Wannabee	 3RAR	Elf Jack
 Stalwart Trophy	 3RAR	Elf Jack
 Iron Skull Award	 Blackclaw Blitzers	Orc Titian
 Road Kill Award	 Har Ganeth Hitmen	Dark Elf Jacob
 Were Da Ball	 Da Maggpyz	Orc Chris
 Were Da Ball	 Sand Everywhere	Khamri Rick
 Were Da Ball	 White Crown Of Ra	Khamri Jake
 Its Raining Leather	 Da Maggpyz	Orc Chris
 Handbag Award	 Har Ganeth Hitmen	Dark Elf Jacob
 Block Division	 Underdark Destroyers	Chaco Dwarf Justin
 Tackle Division	 Perciville's Pussy's	Human Damien
 Dodge Division	 Brightstar Vixens	Amazon Ken
 Leap Division	 3RAR	Elf Jack
 NABBA	 Da Maggpyz	Orc Chris

by Damien Watson.

3RAR ended up winning after a wizard wearing 3RAR team colours knocked down three of the *Perciville's Pussy's* players knocking the ball loose before the team had a

chance to tie the game and force it to go in to overtime.

If you would like to join the league or are in Albany and would like to have a game head to <http://www.waagh.org> sign up and introduce

yourself or if you would like to follow the games and teams of our leagues then come check us out at <http://www.albany.bloodbowlleague.com>

Jack Taylor

MISERY IN AN ALE TANKARD

PART 2

BY CODY TIFFEN

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Sunshine lanced down onto the small caravan as it wound its way along the Emperor's road. They were in the eastern portion of the Empire heading for the small city of Glenrowan; the weather was pleasantly warm now that they'd left the mountains.

Three wagons made up the bulk of their procession, followed by a contingent of Dwarves in marching order, five-abreast in five columns. The only non-dwarf in the column rode along sullenly on a newly bought horse at the very back. He rode hunched over glaring daggers at his saddle pommel as the hangover was finally starting to abate somewhat.

The lead dwarf from the head of the column gave a





great sigh, his broad shoulders rising and falling with the one breath and rattling the small stone ornaments and trinkets that filled his enormous beard. He finally fell back to speak with the human. With another deep breath he spoke, "Coach, might I have a word?" the gravelly voiced old dwarf began, the human gave a surly non-committal grunt, taking this as permission the dwarf continued, "When are we going to actually start

training, we'll be there in less than a week." The coach looked at the dwarf with an evil glare.

"You want to train?" he asked, to which the dwarf only nodded, "Fine, pull the caravan to a stop and have your men don their heaviest armour, not their Blood Bowl equipment, their battle gear." Tungdil nodded once more and jogged to the head of the caravan shouting orders to all and sundry, the hardened

battle commander's voice carrying over the entire breadth of the procession.

Before long the entire group of dwarves stood before their mounted coach in full armour, except the notable exceptions of Boindil and Glimbar whose oaths stopped them from wearing any armour. The coach looked at each of them, "You are now going to run until we

stop for lunch, no jogging, I want a full battle sprint, if you can handle this you'll play Blood Bowl if not then I'm wasting my time." The man looked around a bit longer, "Well? MOVE!!!" he roared and the dwarves took off at a cracking pace, followed closely by the coach on his trotting mount, the wagon drivers slapped the reins and were soon in hot pursuit.

It was almost three hours before they stopped for lunch, sweat-soaked dwarves fell to the ground to ease their aching muscles, they were veterans of dozens of battles and yet nothing had ever pushed them so hard as this, of the twenty dwarves only a handful remained standing, glaring defiantly at their sneering coach. Tungdil, Boendal, Boindil, Glaimbar, Balendilin and Gandogar stood on trembling legs none wishing to fall before their coach. The man simply nodded in approval before allowing them to eat from the supply wagons that had just caught up.

The dwarfs, now relieved of their heavy armour sat in a semi-circle before their coach, now wearing their Blood Bowl equipment, holding their spiked helmets under an arm. They shone in the brand new

gear that had been requisitioned by the Thane, colours of blue and white stood out proudly with their symbol of the shield with a mountain emblazoned on their chest. "Alright," the coach began as he held up a sheaf of papers, "The Tournament's entry fee is only allowing us to take twelve players, this isn't one of the big majors so you can forget sixteen player rosters." He informed his players, "Here I have the list of players who will compete, and the rest of you will continue to train with us in case we need replacements during the Tournament as is bound to happen." He flicked over a sheet, "Now if I call your name, stand up and step over here." He pointed to a patch of turf to his right, "Now our starting line-up, Tungdil, Boendal, Boindil, Glaimbar, Balendilin, Gandogar, Goimdil, Salfalur, Bislipur, Benegrim, Thorgeild and Kagrim." He nodded to each in turn as they passed, "Tomorrow we'll sort you into positions, for now I'll choose a Captain—"he was cut off almost immediately by Tungdil.

"That'd be me."

"I'll decide who's captain."

"I sign your pay cheques"

"Tungdil is captain." The

argument finished, and the team got ready to move on once more.

As it turned out it didn't take long for the coach to assign positions, most of the team had battlefield roles that let them fall easily into their new life. Tungdil was a born leader as well as being strong and agile, at least by dwarf standards; he became a blitzer instantly, followed quickly by his Lieutenant Boendal. Balendilin and Gandogar who had been battlefield message runners were by far the fastest of the dwarfs and were named runners almost as quickly. Glaimbar and Boindil being slayers had no official position but slayers had been common place on the pitch for many years. The remaining dwarves became blockers, donning the heaviest Blood Bowl padding.

The coach approached the team-captain just outside Glenrowan, after he'd spent the day in the city scoping the area, "Alright I've arranged a pair of practise games for the lads, are you ready to play?" Tungdil nodded and went to round up the team and get them ready.

They arrived at the designated pitch, really just a farm paddock that had been quickly renovated into a pitch, with a few hastily drawn white lines marking out the field. The dugouts were just a pair of roped off areas on either side of the pitch, each team huddled around their coach. "Well this is it, here you'll finally prove to me whether or not you're worth training, Captain, time to lead your team." And with that Cody left the dug-out and walked off to the grandstand to get a roll filled with bacon. The youngest of the dwarves, Thorgeild crossed his arms with a grin.

"He really grows on you doesn't he." Which brought a chuckle from the older dwarves, Tungdil pulled him into the huddle once more.

"Okay lads, this is make or break, he doesn't expect us to win but we don't have to, we just have to make sure that if we lose it's not by much and we make sure those bastards remember who we are, so, who are we?" the Captain looked each in the eye as they wrapped an arm around each other's shoulders and in a solemn monotone they began what almost sounded like a prayer.

"We are they who guard the

mountain,

As solid as the stone we defend,

Hardy as they who did so before us,

In reverence,

In respect,

Forever,

We are they, who guard,

THE MOUNTAIN GUARD!"

they roared as one before taking to the field, jogging to their places, leaving only Kagrim on the sideline, their only reserve.

Tungdil approached the referee to meet with the opposing team captain, he was a tall somewhat lanky man with scars across his face, his teeth had been sharpened to points and he leered at the dwarf, Tungdil just smiled at him unfazed showing off a set of reddened teeth. The dwarf captain had chewed a bunch of special berries earlier which stained the teeth red but washed away

easily with water. The effect was obvious, causing the human to double take. The ref called to Tungdil, "You may call, orcs or eagles." He then flipped a gold coin high in the air.

"Never trust an Urk, eagles!" the dwarf cried, and sure enough it came up eagles, "We'll receive." He answered the unspoken question before heading back to his team and giving them orders as to where to set up. The starting line of blockers took their position on the line of scrimmage, Thorgeild in the centre, Tungdil and Boendal each took up position in the wide-zones guarding a runner each. The two wild cards Boindil and Glimbar hung just behind the main line prepared to unleash their fury on any humans who got past the line. As the ref blew on his whistle the crowd groaned in a mounting anticipation finally evolving into a roaring crescendo of a cheer as a foot met the ball and the inflated pigskin arced skywards and down towards Balendilin's waiting arms.

How will it go? Time will tell. In reverence, in respect, forever, we are they who guard: the MOUNTAINGUARD

SO YOU WANT TO BE A T.O.:



Think you've got what it takes to run a tournament? Virral (Richard Andrew), with some help from Olaf the Stout (Adam Marafioti) take you through the details. In part one of this two-part feature: **organising the tournament.**

Introduction:

Running a tournament can be an extremely fulfilling and rewarding experience, however it can also be tiring, frustrating and a hell of a lot of work!

It also costs money, especially at the start, as you need to book venues, buy prizes and otherwise promote the event. You need to start small and build up a loyal following, if nothing else because it's a potential money sink if you don't know how many players to expect on the day.

It's important I think to work out why it is you want to run an event. Is it intended as a fundraiser for a local league? Did you just want to give back to the community or improve the local tournament scene? Perhaps it is

connected to a larger event or convention and you've been asked to help out?

Whatever the reason, this event will live or die on your energy, enthusiasm and willingness to put in the hard yards. It's a huge task and in your first year you might not get much in the way of attendance... you need to be committed to building the event and its reputation over a number of years into a Must-Attend event on the calendar. If that's putting you off, better to stop now believe me!

General Tournament Stuff:

Right off the bat there are a few things you need to decide:

1. What is the tournament going to be called?

2. How are you going to set yourself apart from the existing events?
3. When do you want to hold the event, will it clash with other events?
4. What sort of format and rule set do you plan on using?

Most tournaments these days have some kind of theme or thing that sets them apart from the rest. It might be just a unique name or mascot, or it could be a new ruleset we've never tried before... getting players excited about the event is a big part of the battle when it comes to attendance.

When and Where:

Once all that is decided, you need a spot in the tournament calendar. There is no point setting up an event if it turns out that it clashes with something already out there, all you're going to do is divide the player base. Check out your local Blood Bowl forums, and the NAF tournament listings. For Australia, avoiding major events in other states is also important, if you put them too close together you're forcing potential interstate players to choose and chances are they'll choose the more established tournament.

Once you know when, it's

time to work out where. Since this is your first event, ideally you want to get as much for free as possible. Approach gaming shops like Good Games, see if they are willing to host an event on their premises. Normally this might just require you to spend a certain amount of the ticket price at the store on prizes, which is a great deal if you can get it.

If you can't find a free venue, look at community halls, RSL clubs, pubs... you want something with space to play, tables and chairs and if possible somewhere to eat and drink close by. RSL clubs are popular because they often come with free parking and always have bars



and café's inside, but might cost you a bit more than a community hall would.

The location is also important, you need to work out how players will get to your event. Accessibility for public transport and free nearby parking is often a deal breaker for players.

Before agreeing to anything, make sure you go and visit the venue and see the space. You want to make sure the tables are going to be big enough for boards, and that there will be enough space for players. Normally places will want a deposit and you'll pay the balance on the day.

Tournament Format and Rule Sets:

There are three main format decisions to be made. Firstly, are you going to be playing Blood Bowl or one of the variants like Street Bowl or Beach Bowl? If you decide on a variant, you can't assume everyone will have a suitable pitch so you need to factor that into your plans.

Next is the length of the tournament... six games over two days is standard but depending on the venue and rule set it's also possible to fit four games on day one. Make certain you have access to the venue for long enough

if you want to attempt this.

One day events (playing four games) are also growing in popularity, and have appeal to players with families, however an event of this type is very unlikely to attract many interstate players. Expectations will also be on significantly lower ticket cost, so you'll have to dial back your plans for prizes and trophies accordingly.

Finally you need to decide whether you're going for a Progression or a Resurrection event. Since Resurrection events were introduced in Australia the number of progression tournaments has



dwindled. There is more paperwork for progression events and games typically go longer as players have to keep track of more records during the event, but there is a certain amount of nostalgia for that kind of tournament. The other good thing about a Progression tournament is that you just need to decide how much money teams start with.

If you go for Resurrection, there are more decisions to be made...

1. How much starting money do players receive?
2. Can players buy skills and inducements with that money?
3. Are there limits on allocating skills? (maximum of one per player, no doubles, no stat increases etc)
4. Alternatively, are you giving players free skills or some kind of skill packs that they can choose from?
5. Do teams progress during the event, e.g. perhaps you start with Rookie teams and you get to add one normal skill after each round.

6. This only scratches the surface of options out there, the best thing to do is check out other tournament rule sets both locally and internationally for ideas.

I mentioned before that you need to set yourself apart from other events, and the rule set is a key way of doing this. Try to come up with something fun and different that will appeal to coaches, get them thinking about how the rule set would work with their favourite teams. International events are good for this, find ideas that have never been used locally and introduce them into the local tournament scene.

Scoring System and Swiss Matches:

I'm not going to give advice on what makes a good scoring system (i.e. the scores for a Win, Loss or Draw), what bonus points to give and how to do tie breaks. For one thing, I'm notoriously unaware of these things, and for another there are so many different and yet perfectly valid opinions out there that I'd hesitate to put forward one system over another. My suggestion is to research player packs for other events, get a feel for what YOU think is a good

system and then steal it

On the topic of matchups though, I don't think you can go past the Swiss System. Basically you match people randomly in the first round, and after that it's based on position. 1st plays 2nd, 3rd plays 4th and so on. This is the default system, although some tournaments include an actual "Final" game where the top two players at that stage battle it out, winner takes all and loser comes 2nd. While I'm personally not a fan of that (it doesn't take into consideration that some other player might have a better tournament score after the final round than the player who eventually wins the tournament), some people love it.

All of this stuff is very much a judgement call for the organiser, I've yet to come across someone who has been put off an event by the scoring system!

Prize Categories and Trophies:

What prizes are you going to hand out on the event? Here are some suggestions to consider...

- 1st, 2nd and 3rd (these are pretty much mandatory)



- Best Stunty Coach
- Best Painted Team (and Best Single Mini)
- Sportsmanship Award
- Most TD's and Most Casualties
- Most Kills (i.e. when you roll Dead! on the injury table)
- Wooden Spoon or Encouragement Award
- Furthest Travelled
- Toughest Team (team that suffered the least casualties)
- Best Defence (team that let through the least TD's)
- Comeback King (player with most improvement from Day 1 to Day 2)
- Best Custom Board

They don't all need a trophy or medal of course, you can just name categories and give the player a prize. That said, if you go to a trophy/engraving store you'll be surprised by the number of ready made trophies that you can pick up quite cheaply, get engraved and award on the day. Medals are also a good choice and



will often come cheaper than trophies.

Sponsorship and Prizes:

Once you have prize categories, you also need prizes to go with them. One way to source a few prizes is to approach companies for sponsorship. Don't be afraid of rejection, my advice is to contact as many companies as you can... plenty of them will never respond, but some will and this can lead to extra prizes on your table. In some cases companies get a lot of sponsorship requests and might, for example, offer you a large discount rather than free product.

Group orders are also a valid way of raising funds, pioneered a few years back by Impact Miniatures, players at the tournament can order gear at a discount with some of the funds raised being funnelled back into the tournament as prize support.

Whenever you contact a sponsor, lay out for them exactly what you intend to do in exchange for their support. Including them in print advertising, including them in the player pack, mentioning their support at the event... if sponsors believe you're organised and motivated to give back for their support rather than just

looking for easy handouts, you'll get a better response.

Chances are you won't get enough sponsors to cover your entire prize table, so you'll also need a prize budget. Wait until you've got a reasonable idea of numbers before you start buying things and try to plan and have a few larger and more smaller prizes... but don't go crazy, this is an easy spot for new organisers to blow their budgets.

Feedback I've always received is that players like a mix of Blood Bowl and non-Blood Bowl related prizes. A couple of small Board Games you enjoy can be a good pick, vouchers for stores, painting and hobby supplies, there are loads of options out there beyond unpainted metal miniatures.

Advertising:

Getting the word out there as early as possible is of course important. Target local gaming stores and any leagues you're aware of in the area. Take hand outs to other tournaments, post on forums and register your event on the NAF website. You can also contact Games Workshop and they'll add your tournament listing to their White Dwarf magazine free of charge.

Try to avoid a lot of text in this kind of advertising, you want something eye-catching and with the most important information (what, when, where) clearly displayed. If you've got a logo or design of some kind, make it nice and prominent!

It's good to wait until you've got your sponsors locked in before you really kick this off, since you'll want to include their logos in your advertising material. The earlier you contact sponsors the better basically!

Player Gifts:

Separate to the prizes and trophies, will players receive anything for signing up to play? It's a nice little bonus to consider and will probably motivate some extra attendance. However, please start slow! Along with spending too much on prizes this is the other big potential money sink for new organisers, you have no absolute guarantee you're going to ever recoup money spent on this if you don't budget well.

Custom Dice – Dice from Chessex are an excellent giveaway, they aren't expensive and there is some scope to sell extras after an event. People love dice basically

Custom Mini – People love

limited edition miniatures, but you need to be careful. First you need a lot of lead time and you've got to put up the money upfront. Second you need to make sure it's a design that's going to appeal to non-tournament goers because you're going to need to sell some outside of the event to cover costs. Loads of companies out there will do custom miniatures for tournaments, best thing to do is contact a few companies with a design suggestion and see what they come back with. Costs will vary wildly from one company to the next, so it's worth shopping around if you're serious about this.

Other stuff – There are loads of options out there for player gifts... stubbie holders, tournament coins, custom reroll counters, dugouts or throwing templates... The list is huge, and there are loads of hobby companies out there who can help you bring your concept to reality.

Ticket Prices and Registration:

Try and set a ticket price that reflects the event. If you're going to set the price high then players are going to expect more prizes, trophies and giveaways for their money. As you grow your event and you introduce more

for the players, you can raise the entry fee in line with your growth.

To encourage early registration, you can also look at an early bird registration discount of some kind, knocking \$10 off if you register before a certain date. This allows players to get a discount and gives you some much needed funding before the day, it helps you plan more effectively and minimize some need for you to fund everything upfront.

Other options tournaments are starting to introduce are things like Loyalty programs for players who've attended for several years in a row, or Bring a Friend bonuses for old players who bring along newbies. These are something to be considered down the track though, not for a starting event.

You need to decide how you are going to handle registration and payments. If you're handy with web design you can set up a website for players to register on, or you can handle everything via email and paypal. If you handle everything via email, make sure you keep an active forum thread updated with registered players, both so that others can see who is going to be there and for your own benefit too!

Coach Packs:

So now you've decided when and where it's going to be, what the format is, how they're going to be scored and what they're playing for, it's time to put together a coach pack.

This is basically a simple document that includes all the relevant information about the event, times and dates, the rule set and any other information you think would be relevant. Post this up on forums and if you've got a website put it there too. Players should be able to read this one document and know everything they need about the event including how to register and pay.

Painted Teams:

Another thing to include in the Coach Pack is your policy on painted and converted teams. Playing against unpainted teams can have a really negative impact on someones experience, so standard practice is to request that all teams are painted to a basic standard (base coat plus three colours), and numbered clearly. Players should be recognisable as the race in question, and positionals should also be easy to distinguish.

If you feel this is too limiting and you want to allow unpainted teams, perhaps consider incentives to encourage as many people to bring a painted team as possible. This could include something like a lucky draw for people with painted teams, or even a negative impact on tournament score for teams that are completely unpainted.

NAF Registrations:

Get in touch with your local NAF rep to arrange registrations at your event. If they can't be there themselves, they can probably arrange for you to take registrations on their behalf. In Australia at least NAF tournament funding is tied to dice registrations, so the more players who register at your event, the more

NAF funds you receive in support.

Check out next issue of BLITZ, when we discuss actually running the tournament.

Virral (Richard Andrew)

Olaf the Stout (Adam Marafioti)



SHOWCASE

PAUL

O'GRADY

FF Fields recently ran the Team Too Cool contest, aiming to collect pictures of the 'hidden gems' out there in the community. Alberto's *Three Chile Burrito Bandits* were featured earlier, but Paul O'Grady's *Terracotta Terrors* also placed in the competition.

In ancient times civilised nations would seek out one another for trade, commerce and friendship. Long was the association between the City of Khemri and the Empire of Qin, far to the East. They traded spices, silks and precious valuables, learned one another's languages, and played each others games. And thus did Nuffle's game make it to the ends of the Earth.



Emperor Qin was fascinated with the game and developed his own teams to play for him on a pitch within his Forbidden City.

When his favourite players died they were immortalised with Terracotta effigies and sorcerers bound their spirits to the statues so they could continue to play in the afterlife.

When Emperor Qin died he was entombed with many possessions and his fabulous collection of players. Now unearthed and awakened from their aeons long slumber, the undead of the Orient take the pitch once again!

Making the Team. I've wanted to build a Khemri team for awhile but while some of the



figs are great, the bulk of the sculpts are rather so-so in my opinion. So I'm using the same team list, but went with a different slant and theme.

Who else had Mummies?

Well the Chinese for one.

And what is cooler than Chinese Mummies? That's right - Terracotta Zombies! A weapon snip here, add a ball there and we were on the way!

The figures are by John Jenkins Designs and because they mostly come with separate weapons, they were





"Ra's"



Extras



"Hopping" Rerolls

relatively simple conversions. I added a plastic ball (from the boxed set) to two of the figures to make easily identifiable Throw-Ras. Only the officer figure, which I used as a Blitz-Ra, needed a sword snipped off and I used the other two command figures as Turn and score markers.

I went with an entombed warrior look and used a lot of washes and drybrushing to overcome the lack of colours. I'm really happy with how they have come out. I agonised over whether to try glowing eyes but in the end I'm glad I did and the orange glow sets them off well.

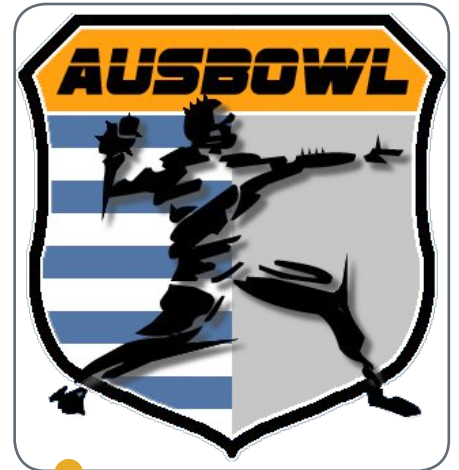
The bases are suitably desert themed and I applied Chinese style numbers which are coloured for the different positions (red numbers for Blitz-Ra, white for Throw-Ra, black for Skeletons).

I entered the team in FF-Fields' recent "Team Too Cool" competition, and was delighted to be awarded second place in the "Best Original Concept" category.

They will have their debut at EucBowl 2012 and I'm looking forward to trying them out of the pitch!

Mancaver (Paul O'Grady)

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THE LAST WORD



After a year of BLITZ, Carnivean (Erin McKee) explains just how popular BLITZ has been, and how blown away we have been by your support.

Who can believe it has been a year? It can be hard to think of things to write sometimes and usually it is something that strikes me in the right mood. This time it was looking at the download stats for BLITZ to see what had changed, if anything. From a “Hey Brett, I think you should take what you are doing national” to what you read today . . . it’s working.

Now without sounding cliché at all, this issue’s *Last Word* is going to be a massive thank you to everyone who is even reading this far into the mag. Without you broadcasting out through your own channels and then

flowing on from there, it would not have happened.

You who have read previous issues more than likely know about how all this started. Brett really is the driving force behind this and he tries hopelessly to whip me into shape (figuratively!) [*only because you live in a different state!* - Ed], but there is always the question of viability. Are we doing this and people are actually getting something out of it? Is it actually contributing to the community? What has the reaction been like? It is tough to determine what is exactly happening out there.

Feedback is one measure. We

have had a fair amount of feedback and nothing really negative which is a plus. And we are not blind enough to not know that for every bit of praise we do see there are a probably just as many ambivalent people out there who can't be bothered being critical, constructive or otherwise. What has been really exciting is the number of people who have contacted us and wanted to be interviewed or have an idea for an article. It isn't earth shattering numbers, with articles queued for the next four issues or anything, but people are obviously seeing things that resonate with them and others.

Another way we can see this is with the downloads of the issue, especially in that first month. We should see the bulk of the downloads right off the bat surely? But what about going forward? One year on how does issue one stack up? Are people still reading it? Are we just spitting out garbage that will only see the light of day for a month before shriveling up? Or are we cultivating mushrooms? Are these things flourishing in the dark and propagating through word of mouth, forums and other websites?

It is actually quite interesting to see, especially in the context of what was being

done previously. I am not sure how many downloads Brett had before the change in focus but the mailing list was 31 people. It is now just above 100 people, it may not seem like a lot but when you think of all the places we post and then others re-posting it again, I am surprised we have that many. Email these days is the slow way to get info!

Then there is the downloads themselves. The first issue was an unknown. When it got to a few hundred right away, we were pretty impressed, when it broke 500 that was great. After looking at the "Month One" results, 950 downloads was more than we could have hoped for and really meant we had to follow through on Issue 2.

In the next two months Issue 1 dropped markedly with about 60 downloads a month, it just meant that our audience got it right away . . . on with Issue 2.

It didn't take long for it to go past the first Issue, which was huge - 1350 downloads.

Issue 3 pipped Issue 2 at 1460 downloads in the first month; growth was still happening. What about Issue 4?

Well that was the first surprise when I checked the figures recently. Almost 2000

downloads in May for Issue 4, that's fantastic. I know I am possibly putting words into Brett's mouth here [*nope - Ed*] but I dare say neither of us expected anything like that.

Even more exciting is the longevity we are seeing in the older issues.

Issue 1 had around 1300 downloads across the first 6 months (Jul-Dec 2011). In the following 6 months (Jan-Jun 2012) it had over 2100 downloads. That is probably the most surprising thing I have seen in the statistics. Growth is continuing.

Where I was expecting 500-600, we see triple that in the first month. Where I thought that it would be downloaded and then taper off, the downloads remain strong.

We went in blind on this thing, not knowing what would come about, not knowing if what we were about to do would even be read.

The support has remained great and that has pretty much all been because the community has embraced it. Hopefully you are all getting something out of it and continue to do so going forward . . . bring on Issue 6!

Carnivean (Erin McKee)



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