

SPECIAL

EDITION

BLITZ

A TASTE OF TURE

KSHARPER vs DAZEDMW

ISSUE 2



BLITZ

Welcome fans of Blood Bowl to the match of the round. Today, two veterans of the Australian circuit face off in a struggle for individual bragging rights. In the green and verdant corner, with the frilly pink get up, is Rabid Bogscum while, in the black corner that reeks of the inevitability of death, and sporting a fetching black cloak and scythe, is Virral. The teams are set and the pitch is ready, so let's cross to the venue for more...

Hello to everyone, thanks for downloading. If you're a regular reader of BLITZ magazine, Australia's community-based Blood Bowl magazine, you'll recognise the story that unfolds on the pages of this booklet as one of the match reports from that very publication.

Long story short, when Alex from Comixininos saw BLITZ he immediately asked if he could host the magazine on his site, and also asked if we could compile just the match reports into an easy-to-read series of articles. *A Taste of Turf* is the result.

What's that? You have no idea what BLITZ is? If you are in this category, BLITZ is a quarterly, not-for-profit community-magazine put together by the AusBowl Committee, led by myself, SinisterDexter (Brett Whittaker). With each issue topping 100 pages and a range of Australian contributors, it has something for every Blood Bowl fan. Subscribe for free at:

http://ausbowl.com/mailman/listinfo/blitz_ausbowl.com

Meanwhile, however, I hope you enjoy *A Taste of Turf*.

SinisterDexter - BLITZ Chief Editor



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A TASTE OF TURF

KSHARPER VS DAZEDMW

So here we are, not long to go till the Ausbowl Team Championships, and it is time to test out teams, and decide what we want to take. It has nearly become a tradition that Matt and I get half a dozen games in before a tournament, to get our team rosters decided. So here we go again, and this time it's the classic starter box match up. Orcs verses Humans. Can't beat that!

TEAM DESIGN

Humans - DazedMW (Matt)

With the extra cash that the 1.1million format allows I thought it was a good opportunity to test what four human catchers can do for a team. Of course keeping them alive will be the issue.

As for skills, Wrestle combined with the speed of a human catcher works well, Guard on a Blitzzer to try to cope with teams with additional strength and

Accurate on my Thrower to help with the passing game. I do have four catchers so I hope to be passing a bit!

Orcs - ksharper (Kyle)

I've taken orcs to a few tournaments now, EucBowl format a few times, and progression once or twice, but I've always seemed to take them down the same style, slow and steady grind. I wanted to try make a faster team, but not give up the black orcs.

So I passed on the troll, and took three linemen to roll with the blitzers. I really like the idea of having a full team of AV9 when kicking, and my thrower only afield when I'm receiving. I'll see how it goes.

Skill wise, I easily decided on taking Guard and Tackle blitzers, but the third skill was up in the air for a bit. In the end I decided to take a Mighty Blow blitzzer as well, mainly because I felt I wanted a bit of variety.

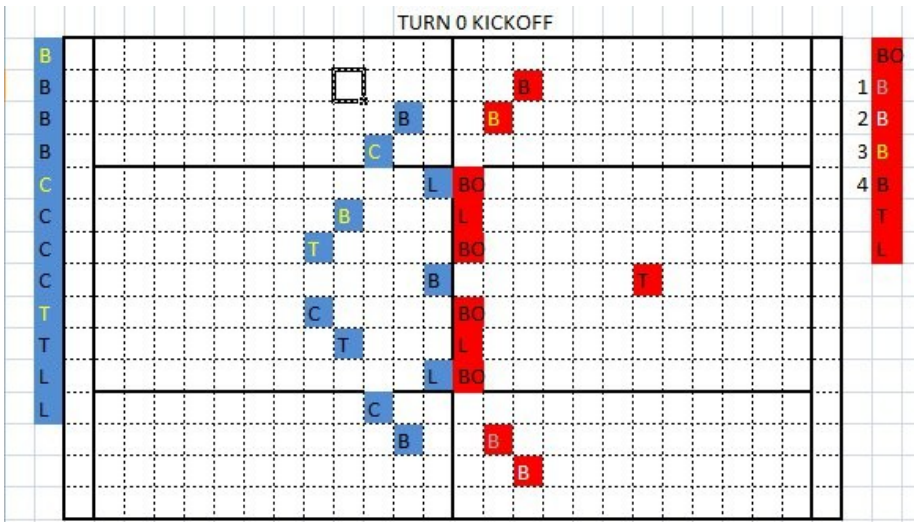


Humans: 3 rerolls

1. Blitzzer with Guard
2. Blitzzer
3. Blitzzer
4. Blitzzer
5. Catcher with Wrestle
6. Catcher
7. Catcher
8. Catcher
9. Thrower with Accurate
10. Thrower
11. Lineman
12. Lineman

Orcs: 3 rerolls, 1 Assistant Coach

1. Black orc
2. Black orc
3. Black orc
4. Black orc
5. Blitzzer with Tackle
6. Blitzzer with Guard
7. Blitzzer with Mighty Blow
8. Blitzzer
9. Lineman
10. Lineman
11. Lineman
12. Thrower



FIRST HALF SET UP

First half kickoff

FAME: +1 to both teams
 Kickoff: Blitz
 Weather: Fine

Matt: Having all four catcher on the field defensively seemed to be too weak so one started in the dugout. I placed two catchers behind a blitzer each ready to take advantage of any dropped balls (hopefully). One catcher at the back with the thrower, to keep him safe.

Kyle: With Matt's fairly defensive setup, I decided to go with a fairly solid frontline bash setup, with the four black orcs and two lineman there, and if all goes to plan, I'd be able to use two or three of the black orcs to push forward.

I kept the blitzers in the wide zones, as I wanted them to be ready to be a screen, or move to create a cage. I kept the thrower back by himself, against my usual rule of thumb, as I want to get stuck in to the humans as early as possible.

Blitz Turn:

Oh a Blitz! But with the ball in the end zone there is no hope of grabbing it when it lands. I'm able to get pressure downfield with a catcher marking the thrower. A couple of poor dice here from Kyle and I could be looking at an early score.

TURN 1

Kyle: Well, not the ideal start for me so far and definitely doesn't help with the strategy I wanted to use. I wanted to get a player or two back to cover the catcher, and get my hands on the ball.

I KO'd the human lineman first

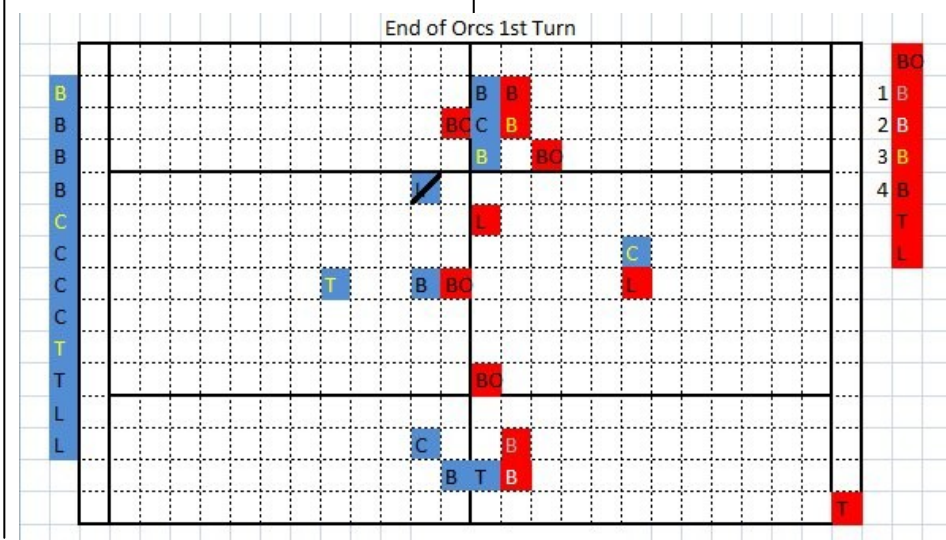
block, and stunned the other, leaving my lineman free to Blitz the catcher on my thrower, managing to POW him. With Matt's pressure on my right flank, I decide to move my black orc behind his players, and try to pin them in there. I manage to pick up the ball, but use a reroll for the Go-For-It. The thrower is stuck in the back corner square, but luckily with the catcher going down, he's safe from the crowd surf.

Matt: Hmm... down players already! Kyle has my left tied up but he has five on that flank dealing with my four players.

That leaves me six to deal with his seven in the middle and on my right. The ball is in the very back of the field and I don't think he will be able to form a full cage.

I reposition my catchers so they are still keeping a couple of Kyle's players out of the action but I will be able to dodge away next turn.

Let's see what Kyle manages to do with his thrower who has the ball in the backfield...



TURN 2

Kyle: With now two catchers in my backfield, I'm looking at getting the cage together ASAP. My two black orcs and a blitzer are keeping two human blitzers and a catcher busy on the right flank, but only a knockdown there.

With the black orc knocking the thrower over, and my lineman moving across to assist the hit on the Blitzer, I'm left with three used players in a good position for the cage.

Last thing for the turn is the thrower's action. I can either leave him with the ball, just short of companions, or go the short pass to a secure position. I decide to press my luck, and take the two Go For It's, to remove the interception, and also make the catcher dodge to get into the cage, and proceed to fumble the ball.

Matt: Nice! The ball is on the ground and there are two catchers nearby. Knock the thrower out of the way and then swoop in and pick up the ball. What to do now?



End of orc turn 2.

I am already a couple of players down with four players pinned on my flank by those mean Strength 4 BoBs.

Even though it is two extra squares, I don't have the players or the movement remaining to stall, I have a reroll and the play has to be to go for the score.

92.6% chance of success, right?

the chant of "roll a one, roll a one, roll a one..." to really work. And if this was at Southern Shrike Bowl, or Eucalyptus Bowl, poor Matt would have probably won a prize for failing the second GFI to score, with the re roll.

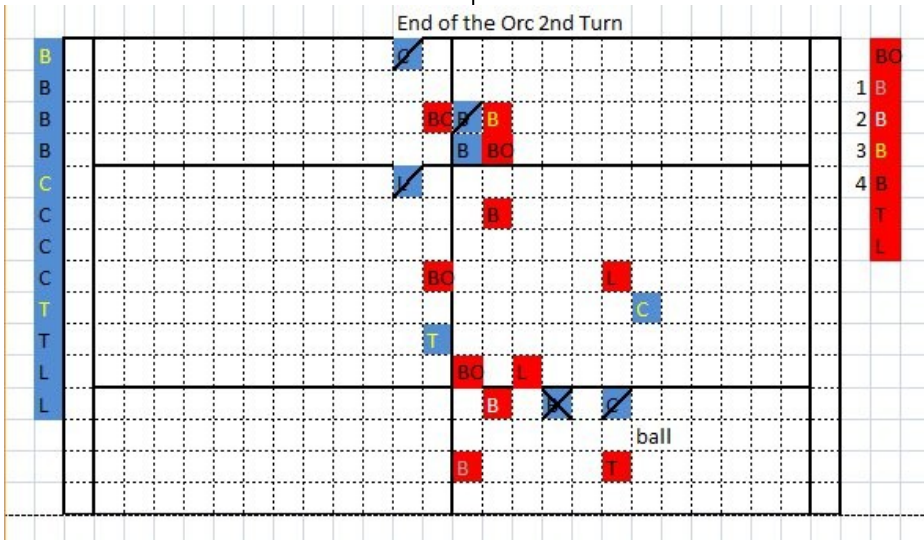
As it is, the ball is lying near my thrower, and he has no qualms with picking it up, and the two blitzers and two linemen take up positions to his left and right, a step in front, and a step behind.

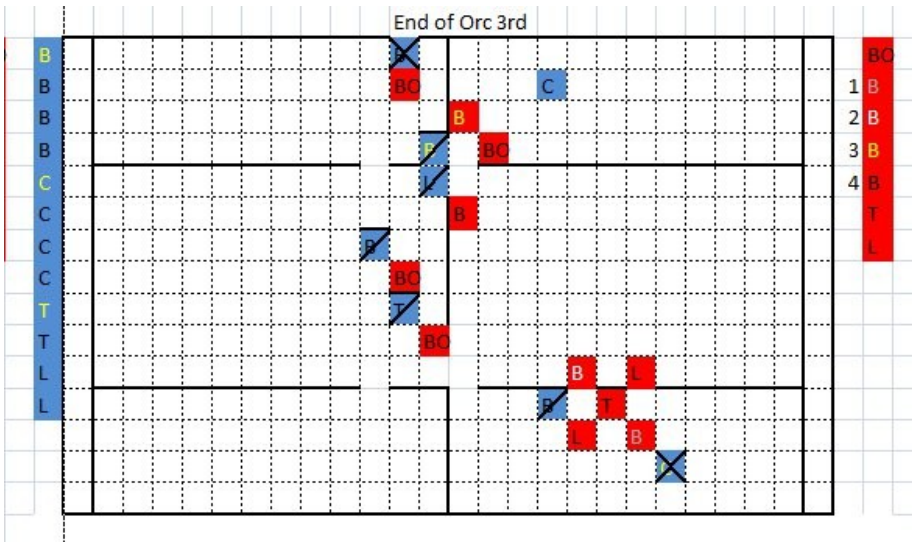
TURN 3

Kyle: Well, I didn't really expect

Meanwhile, the more exciting stuff, across on the right flank, I've kept two of his blitzers and a lineman on the ground, and stunned one of the blitzers.

It's really feeling like the orc gods are looking down, and enjoying the orc bash. Only rolled POW's or defender stumbles this turn, really powerful turn for blocking. Currently three players having KO'd the one of the thrower this turn as well. Looking like I can just walk the ball there in five turns.





Matt: Ugh. I can see the game slipping away already. Why do the dice hate me?!?!? J

The orcs continue to smash my team leaving me with few options in my turns other than standing my players up and trying to reposition them to achieve something later in the drive.

Kyle is well and truly caged up and now the Humans are really feeling the lack of either Strength 4 or Agility 4 for breaking up cages.

TURN 4

Kyle: Just love turns like this. I block with the front members of the cage, and follow up, and use them as the back of the new cage.

Pretty tame turn really. I don't really feel pressured at this point; just have to make sure I keep moving each turn.

Matt: The one thing I'm thankful for at the moment is that, while Kyle is breaching armour twice a turn, stunned results seem to be the popular outcome.

TURN 5

Kyle: Left with two blocks from the cage, my blitzers failed to knock over the human blitzers at the front of the cage, so I pivot on that corner, and move the cage forward a few squares.

Half of the humans are on the ground, so I man up as much as possible.

Eleven players against eight at the moment, and no orc armour has been broken so far this game. Hopefully I can add a few more bodies in to injury bin.

Matt: Yes, not one armour break. But then when the team starts getting down players it can be hard to line up a lot of blocks each turn.

TURN 6

Kyle: Thankfully my strength is enough to deny the humans a two die block, but I end up with one corner of the cage one square out of position.

Matt: This is starting to remind me of my 2010 game at EucBowl against sangraal's orcs. That day I threw wave after wave of human fodder against his orc cage as he sat in the corner of the field. All I really achieved was to weaken my team for the second half and ended up with a 0-2 loss.

While I continue to try to pressure the edges of his cage, he is successful at clearing me out and advancing a few squares each turn.

TURN 7

Kyle: This is a nice easy walk up towards the line, ready for the score next turn. Make a couple of blocks, but a rather quick and dull turn all around really.

Matt: Not much to do here, he will walk it in turn 8.

TURN 8

Kyle: Probably the quickest turn of the game, walk the ball over the line, don't even move anybody else.

Matt: Well I have a turn to try to hit something. I manage a stunned orc Lineman. My first armour break of the game. Well, at least I get the ball in the second half; I just have to remember how to roll for GFIs!

FIRST HALF SCORES:

KYLE 1 - MATT 0

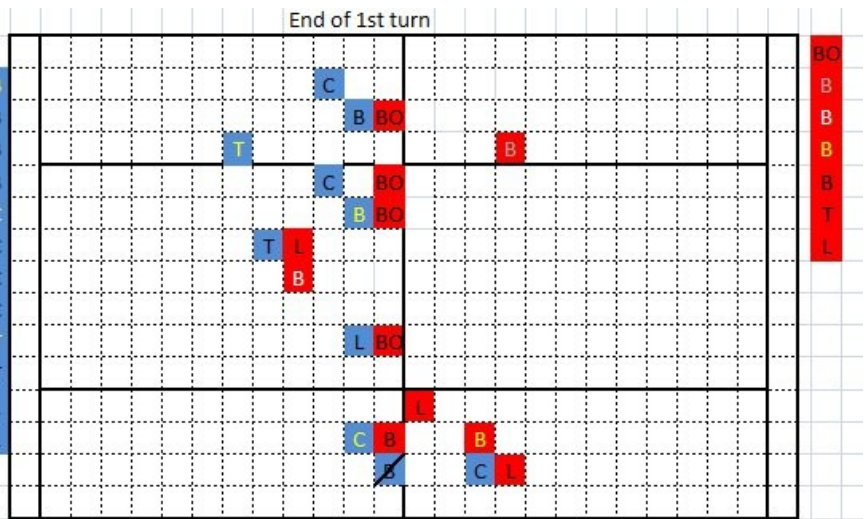
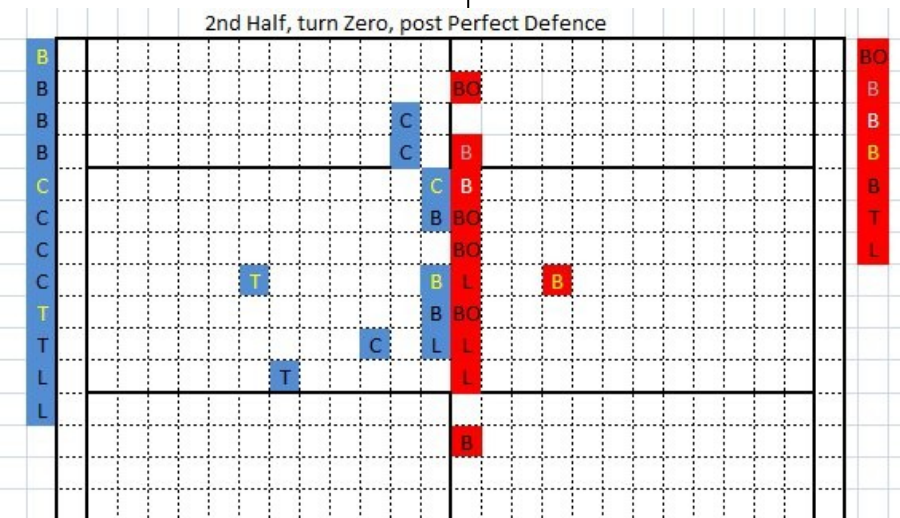
SECOND HALF SET UP

Kyle: I usually tend to have a fairly full front row as orcs, but with the movement on the humans, I decide to pull back on this one and try to make it quite hard to squeeze a catcher through. Bench the thrower; put my three linemen on the line, two black orcs in each wide zone, and the four blitzers staggered in the middle.

When the Perfect Defense came up, I was quite happy to change my cautious approach. I manage to get my Guard blitzer and black orcs in the right positions to really make it hard for Matt to do any blocks.

Matt: One player down for the start of the second half. Not too bad.

The way Kyle set up with the linemen as an offering to be smashed and the black orcs protecting the wings just invites me to go through the middle. The catchers have the speed to get through the line after my blitzers have cleared out the orc lineman.



TURN 1

Matt: Well, Perfect Defense changed all that. All of a sudden I'm looking at being completely outmatched on the line with blitzers facing black orcs and even my Guard skill being pretty much useless. The kick was short so I can get it with my thrower no problem. The question is to try some one dice blocks and basically concede the drive with a bad roll, or set up the protection as best as I can and then dodge the remaining players out of harm's way?

I took the latter option which was safety first and the dodges came

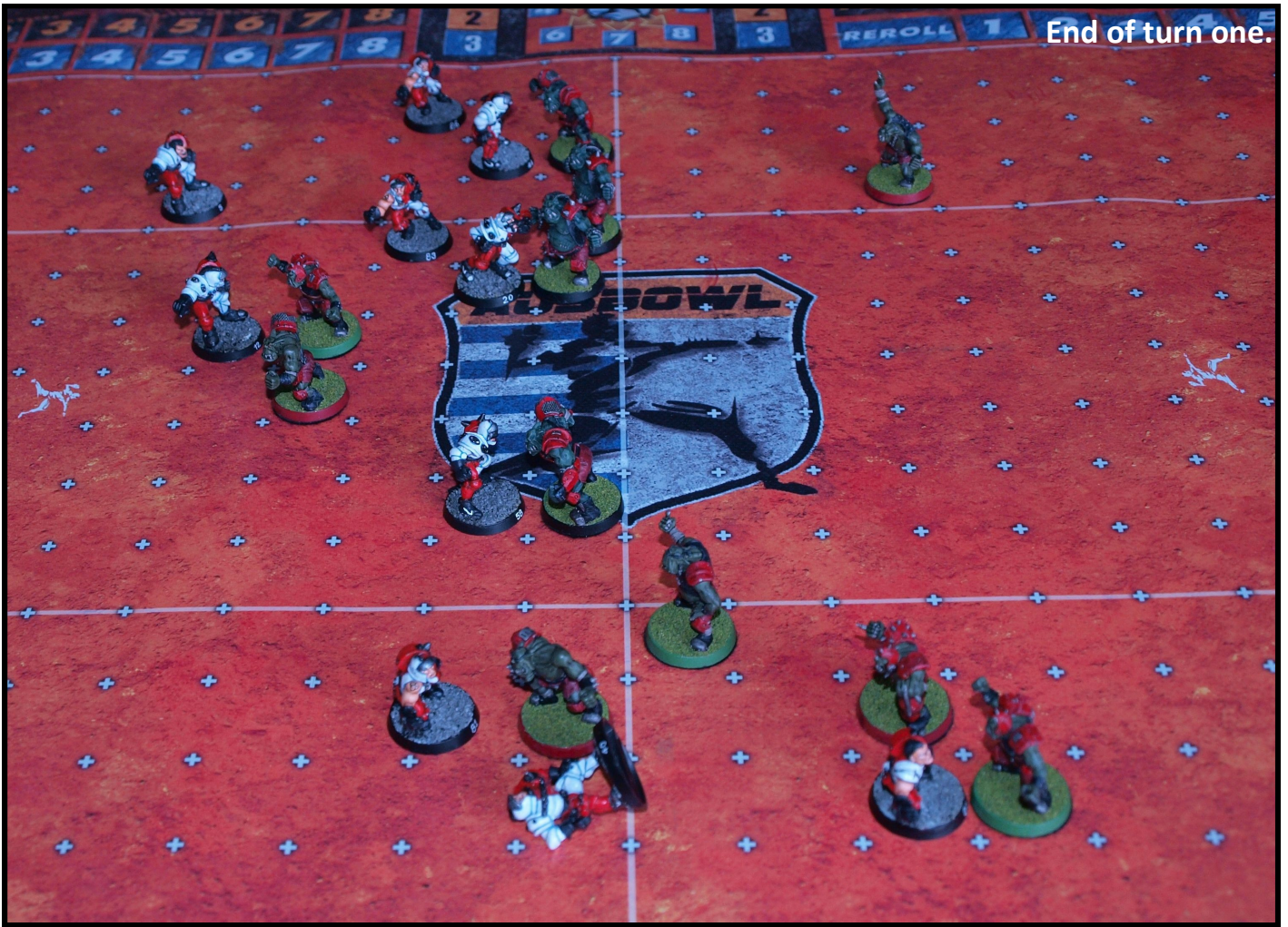
off and let me set up fairly well.

The one good point is that the orc defense is now very flat with only the Tackle blitzer back, I doubt I'll be going through the middle now but the orcs might give me a chance to pin them and go around the flanks.

Kyle: Well, quite happy when he dodged back most of his players. I moved two blitzers and a lineman to try control the left flank, but while I was unable to knock over the catcher which was in scoring distance, I did make it hard to dodge out forwards. I leave my four black orcs one square forward, along the Line of Scrimmage, and my blitzer with Tackle a couple of squares back to be my sweeper. I'm quite cautious of those pesky catchers, and I know how easy it is to underestimate MA8.

TURN 2

Matt: Once I had dodged back in the previous turn I had a line across the field and Kyle moved his black orcs into contact with it. Hopefully they are now pinned



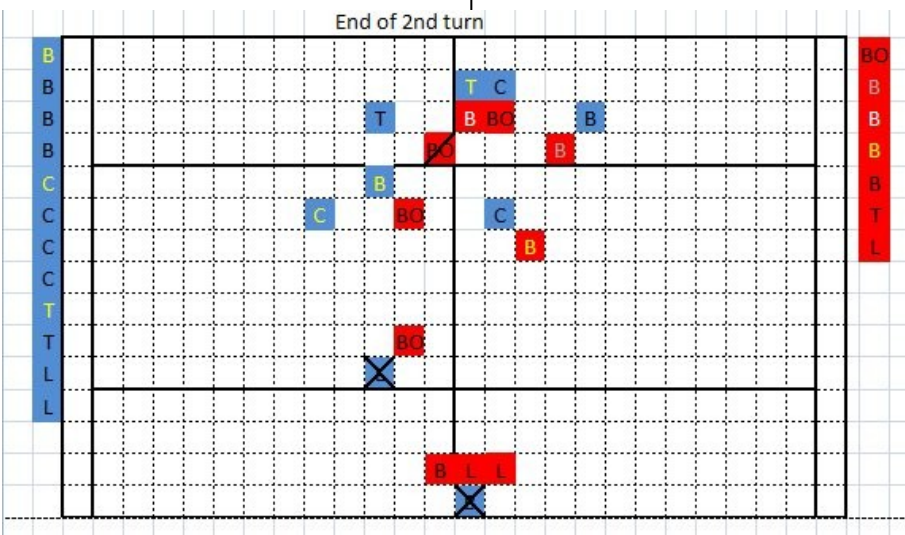
and although he has a couple of players pushing towards my ball carrier in the centre he has only left the Tackle blitzer back on my left. That is the way to go!

There are no defenders in the two left-most squares on the flank so

once my players dodge away from their markers I can swing around the outside and set up a line for my Thrower to run behind.

Kyle: I try and get my black orcs stuck in for some good old fashion orc fun! I manage to stun a blitzer

against the crowd on the opposite flank to the ball, and also stun a lineman. But, once again, I'm remembering why I dislike catchers so much, as his catchers are becoming threats barely into my half. I think I've left one too few blitzers free behind my line.



TURN 3

Matt: I progress my protective line up the field and the thrower is now in scoring range for next turn. As a safety value he has a catcher standing beside him.

The orcs are starting to untangle themselves from the line now and retreating back quickly so I'm wondering if I will have to score

next turn if I like it or not!

Kyle: With Matt's thrower and catcher in scoring range, I manage to get my two blitzers right in front of them, and it's not looking too bad, considering I can't knock the ball free, until my black orc skulls out, and stuns himself, leaving Matt's blitzers free to lend support. It will take a bit of luck for him not to score, though there is enough pressure that he cannot afford to stall at all.

TURN 4

Matt: Yip. Kyle smashes another couple of players and I start the turn with eight on the field, three of those pinned well away from the action. Two blitzers have managed to get in front of my ball carrier and around the edge of the protective line.

However, blocking a black orc out of the way allows me to hand off to an adjacent catcher and I'm away with a dodge to the end zone!! At least he didn't muck this one up.

But I have given the orcs five turns

to win the game and I will be two players down.

THIRD DRIVE SET UP

Matt: Four catchers on defense now if I like it or not! I figure my only chance is to get a quick turnover. Three of my catchers are right up to the line.

Kyle: Went with a similar setup as last time, but with a Blitzer back to support the thrower.

Blitz Turn: Another Blitz. But again the kick has gone deep, behind the two players set up at the rear. The gods are teasing me with a sniff of being able to recover the ball and then placing it out of reach!

To make matters worse, my Blitz action can't knock the orc blitzer down and I don't have a space to run my catcher through.

One dodges through a small gap and marks up against the thrower, a second can't quite reach the orc blitzer who is also back.

I seriously think that nine out of

ten times I see a Blitz, it's against me.

Kyle: Heeeeere we go again. Though it is not too bad this time. The ball is near my blitzer, and with the numbers on my side, I shouldn't have too much trouble getting some sort of cage going quickly. I definitely can't seem to get drives started on my terms this game. I manage to get the ball, and with 2 GFI's get it into a shabby, but solid, cage.

TURN 5

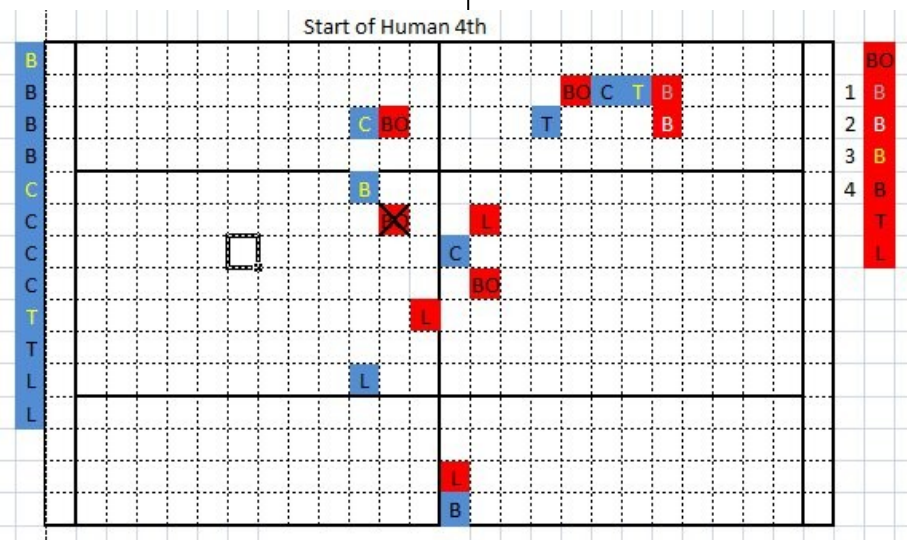
Matt: Oh, here we go again! My hope that the blitzer wouldn't be able to pick up the ball didn't come to pass and Kyle quickly positions his black orcs to form a solid cage for me to smash my head against.

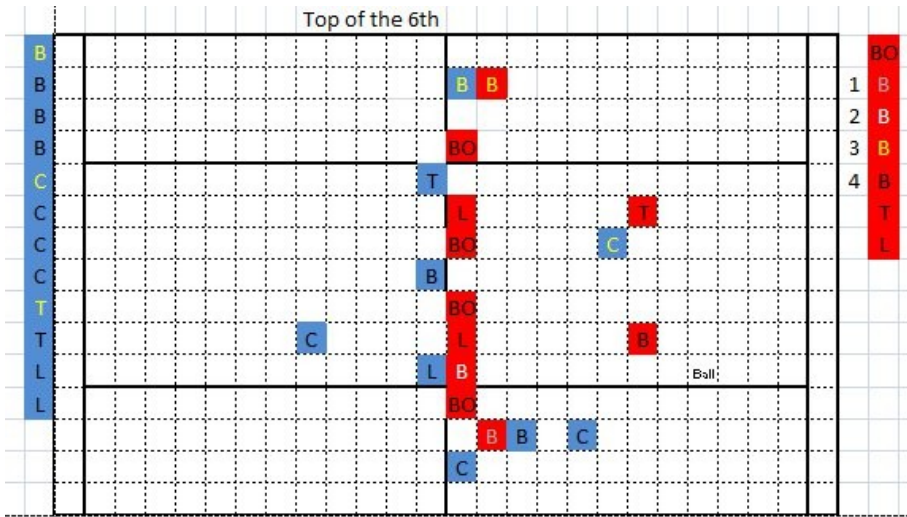
My only hope is that Kyle needs to advance the ball four or five squares a turn and that might present some chances for me.

Kyle: I don't get too move far this time, I can't get his blitzers down, so he is left standing next to my cage at the end of the turn. Off the ball, I've managed to stun a catcher and Blitzer, so should have an extra orc or two catching up next turn.

TURN 6

Matt: Marching on! Right, it is time to try something. With the blitzer in contact with the cage I can clear out a corner. That leaves my Wrestle catcher to Blitz in and





a double both down lets me wrestle the ball carrier to the ground.

A lack of players in support hurts here as I'm not able to get in and contest the ball very well.

Kyle: I'll be damned; the little catcher knocked the ball down - though it's still in my cage. Two dice my choice with block, and he gets me down, and his blitzer knocked down my blitzer to make a small way in.

But I manage to push him out, pick up the ball, and reconvene a few squares up the pitch.

TURN 7

Matt: Down to seven active players and the orcs have managed to get the cage past most of them. However with one of the corners of the cage marked and the other back corner being a black brc, I might have another chance to get into the cage next turn.

Kyle: I need to get a move on. I

have two turns, and only one extra square movement, so need to get full strides going now.

Matt was able to get a one dicer on my black orc in the back corner of the cage, and knock him down.

All three of his catchers get off the ground and try get in next to the ball carrier. So I have three catchers, and two blocks and a Blitz to push them away. I'm a bit worried that I will be left with not enough orcs to keep a cage, after I block them away.

I move up my stray blitzer to stand next to one, and manage to Blitz one catcher, knock him down, and chain push the other away. That

leaves my ball carrier in the clear, as well as the other two corners of the cage.

I need to make one GFI with the ball carrier, but that means one with each of the support as well.

After holding my breath as the die rolled...

...it all worked out.

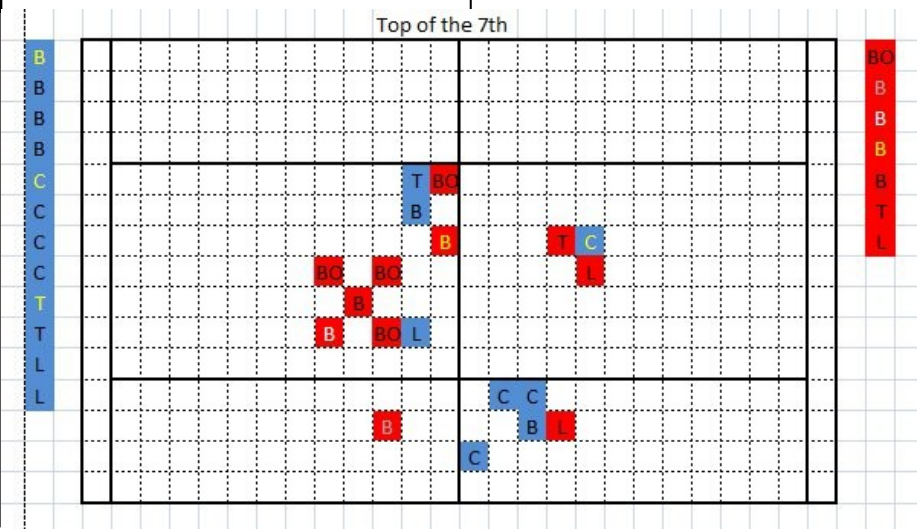
Phew!

TURN 8

Matt: Kyle goes for three GFIs and makes them all. My mind drifts back to the first half where a made GFI would have changed the game.

But such is life and Blood Bowl.

I think long and hard about my move this turn, I still have a chance to dodge into the cage and cause some problems, hopefully enough to make Kyle roll some dice in his last turn and give me some hope.



I then roll a double 1 on my first dodge...

Kyle: Thanks to the failed dodge, I don't have to roll any dice this turn, and can walk the ball over with all six movement. Matt tells me that I took the riskier option last turn, and is *kind* enough to point out the better move. I am a natural orc player, and think I was right.

AFTERMATH

Matt: We had an interesting discussion after the game about Kyle's turn seven. Do you go for the three GFIs and end up with a 99% secure cage or play it safe (i.e. no

dice rolls) by running the ball carrier into the clear and blocking as many of my players away from the ball but not actually being in a cage?

My plan didn't require any dice rolls but allowed a Blitz from my catcher with dodges and extra squares (without a reroll). Kyle's plan required those three GFIs and one failure would have left me with an open Blitz on the ball carrier. As it happened, it ended up in a very secure cage.

Kyle: Well, it was a 2-1 win to me in the end, and I had numbers

on them most of the game, but I could not get rid of those pesky catchers, so it was annoyingly tight most of the way through.

I think that the two Blitzes evened up the game a lot for Matt, as I nearly always had the numbers on him this game.

As far as my team, I liked the extra movement I had on the field, with no troll. It isn't really the match up where I want the speed though, as the humans have me beat there, but I am quite happy with it.

Matt: That single failed GFI in the first half completely changed the game. Once Kyle had caged up again my options were limited. In the second half I scored and felt things were under control all drive despite the Perfect Defense. I took down the ball carrier once in the second half with Kyle pushing for the winning TD but I wasn't able to recover the ball.

Guard on the blitzer and Wrestle on the catcher were both useful choices. I am not a natural passing player and I think the Accurate on the thrower was wasted.

Humans need the help on defense against this type of opponent and a second Guard would have been most useful.



FINAL SCORES:

KYLE 2 - MATT 1

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