

END ZONE

magazine

A NEW MONTHLY E-ZINE CELEBRATING THE FINE ART OF **BLOOD BOWL**

NOVEMBER • 2006 ISSUE # 1

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EDITORIAL...

Welcome!

You are reading the first issue of EndZoneMagazine.

Thank you for downloading!

I would like to start out by thanking everyone who made this project happen. You know who you are so I won't start rambling on as if I were a winner at the Academy Awards. It takes a lot of effort and dedication to get a project like this off the ground. Your support and hard work are invaluable and very much appreciated. Thank you!

Now, a message to our readers. Like yourselves, we are huge Blood Bowl fans and have spent countless hours surfing the information superhighway looking for all things Blood Bowl. In our travels we have come across some fantastic websites dedicated to numerous leagues as well as a few publications such as ours but there is almost always an underlying theme - no updates, not enough content and certainly not enough interaction. EndZone Magazine would like to remedy that by being the vehicle that bridges the gap between all of the Blood Bowl fans out there looking for something more.

Each EndZone Magazine issue will be somethings old, somethings new, somethings borrowed somethings COOL!

After reading our first issue, come by the forums on our website and let us know what you think. More than that - PARTICIPATE! Take some pictures, write some reviews, or send us an idea for what you want to do. We want to be the YOUR favorite read each month and want to know what we could do better. So, until I hear from you.....

VIVA LA BLOOD BOWL!!!!!!

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ENDZONE MAGAZINE

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"HUNDRED FEET HEROES" TAPES



DAVID MASON "PUG" COPYRIGHT © 2006



HALFLING CHEERLEADER
"DIZZY D" ADMITS TO WILD
NIGHTS OF DEBAUCHERY AMONGST
GOBLINS AT LOCAL BROTHEL



THE The Favorite of Wamatoomas Everywhere...
LUSTRIAN LIAR

World Exclusive Information

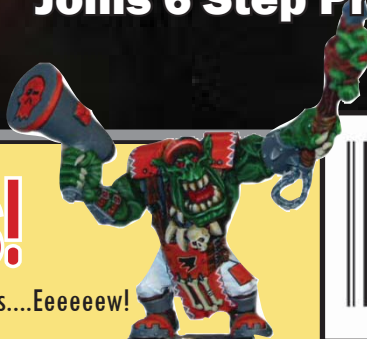


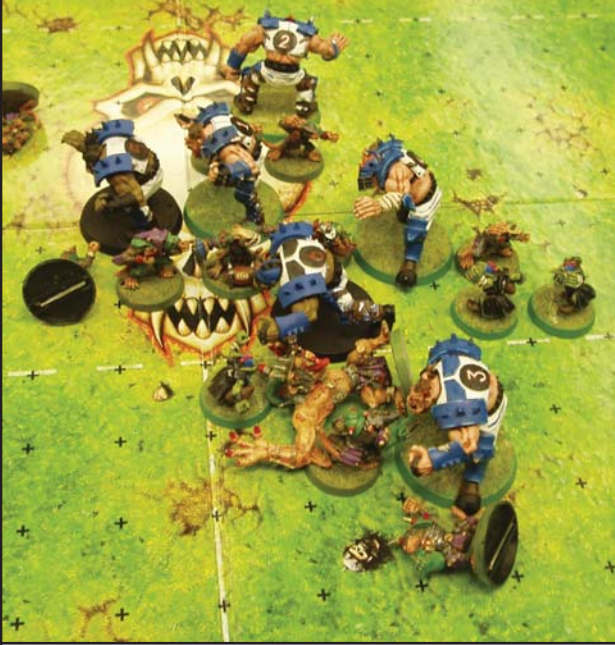
**TREEMAN
TERROR!**
Drunk &
Dangerous

The Treehuggers SHAME!!!!
Treeman Sets Fire to
Several Small Villages,
Joins 6 Step Program!

Sex, Lies & Bandages!

The dark goes on in the seedy world of ORC locker rooms...Eeeeeew!





“Fur flies & Goblins soar”

Dave “Pug” Mason

After an absence of a half dozen years or so, I’ve been bitten by the Blood Bowl bug again. After blowing the dust off several of my teams and having a few misty eyed minutes of reminiscing, I trotted off to the local GW store.

As luck would have it, a local student chap, Stan, had set up very recently a light and friendly league at the store. So after perusing the teams on show and shooting the breeze with him I promptly signed up for the league and promised to see the lads back down the store with a team in tow. Which team at this point was not decided yet. I still had quite a bit of reminiscing to do still and a bit of paper shuffling and forum trawling was in order before I chose.

Saturday comes and the trawling is

down. I’ve narrowed it down to three of my favorites.

1) The “Rat-Eye Tigers”, Humans. My first team to field ever and the first to be painted up almost fifteen years ago.

2) The “Warpstone Stealers”, Skaven. One of my very favorite teams, fast nimble and most importantly. Painted to a descent standard. For me anyway!

3) The “Emerald Hornets”, Dwarves. My long standing grinder team. Many a game I loved to see those wonderful dwarves, quite literally, steam roll through the opposition.

Wednesday comes and I still haven’t chosen. Shame on me! I’ve taken the three teams along to work in the carry case, with the good intention of resolving the matter and the team roster on my dinner break. But as everyone knows, dinner breaks are short and stomachs can shout a lot louder that miniatures locked in a carry case.

Another good intention gone to waste!

Late Wednesday afternoon and an arduous bus journey to the GW store, I finally get the blank team roster out to settle the score. Do I go fast? Do I go Slow? Do I go in the middle? Still haven’t got a clue still! Until Stan turns up and the first question is....

STAN; “Here for Blood Bowl tonight?”

ME ; “Yup!”

STAN; “What you got?”

ME: *Brain still churning, looks down at the first team box in my open carry case* “Skaven”

In hindsight, I should just have rolled a D3 and have done with it! Finally! My Warp-



“The Ref points a Stealer to the sewers...again!”



“Smash Break ogres warm up before match.”

stone Stealers consisted at the start of their first season in 6 years with, 6 Linerats, a Thrower, 2 Gutter Runners, 2 Storm Vermin and of course a Rat-ogre. The a good loyal following from many years back, a fan-factor of 5 and a couple of Re-rolls. Job done.

Now at this point I can just about here the cries of “Fan-factor? Does this muppet know its changed?”. Erm yes I do and it’s because the league was a quick hotchpotch of LRB4 and 5.

Well onto the first match.

With a few niggling worries about how the rats would do against my first opponent an Ogre team the Smash Break. Stan the league rep would be coaching. I got two handicap bonuses. Bribed Ref and The-One-Where-A-Random-Player-Gets-Arrested. The arrested opponent was a gobo with a complete lack of skills and the first half of the match would be a fouling fest for the Stealers!

Game on. A lot of pushing and shoving as the ogres and gobos push around the skaven and the skaven have an awesome first half slapping down the odd ogre here and there. Knocking out gobos, and for the best part, showing the Smash Break how to block. All was fun a frolics for the skaven with the assured knowledge that the Ref wouldn’t bat an eyelid as they went stomping and jumping over gobo’s and ogres alike. There’s nothing like watching a four rat, synchronised elbow drop!

In the closing turns of the first half

the knockout rate started going the other way and when the half-time whistle finally blew there was four linerats, out cold in the dugout. Admittedly it wasn’t all bad for the rats. The ogres freebooter starplayer, Chainsaw wielding Blackwort, did try to saw the tail off my rat-ogre and got his own trusty chainsaw come back at him for a KO. Along side him in the unconscious pit was another two gobo’s. One of which was Stan’s favorite “Hulk”. A S3 gobo. This poor fellow wouldn’t see the rest of the game as he refused to regain consciousness!

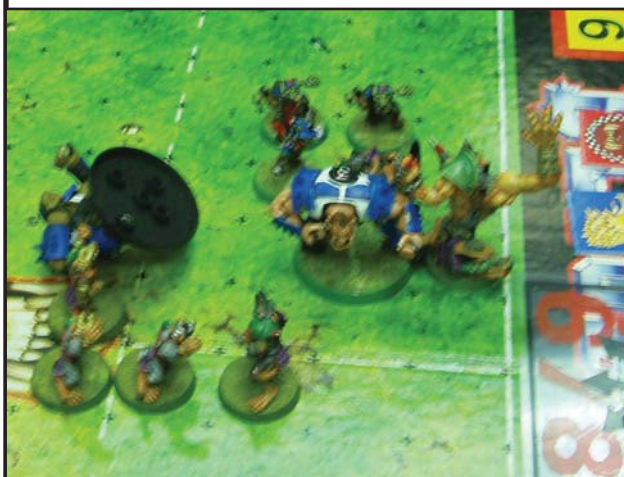
Half-Time 0-0.

It was a busy second half all-round. The Smash Break team showing the Skaven they could score in 2 turns easily. Yup, Flying gobo’s. Damn their pesky green hides!

So the Stealers made a Valiant return score, after a couple of well aimed blocks and some nibble footwork by a gutter runner. One all.

This is where it gets nasty. It’s a complete fall about session for the rats, as the luck they had in the first half wears off. Rat after rat gets pummelled by those large boys in Smash Break. Within 3 turns there’s three in the KO pit and three in the casualty room. Unmolested by a whittled down Stealer team another gobo soars over the massed melee to score. 2-1 to Smash Break.

With a couple of turns to go, I decided that the gloves were off. As if they were ever put on anyway! After managing to get a few



“The Stealers make a break for it through the orge lines”



"As ever...Messy in the middle!"

opponent players to the ground a multi-rat fouling session ensued. Alas to my detriment and with no benefit. Two players sent off and the game came to a close with a mass fight in the centre of the pitch. The ball almost forgotten in my half. A good win to Smash Break. A good season shack down for the Stealers I thought.

My thoughts of the next match were rudely interrupted as I had yet to roll for injury results for the four rats languishing in the hurt box.

Stealing myself I casually rolled the results. Gutter runner, the same one that scored. DEAD. Damn and blast, I thought. To

be expected I suppose with four casualties, onto the next. Thrower. DEAD. Aaaaargh! This is not so good. My passing game play-book just went for a burton out the nearest window. Right next fellow, a Linerat. DEAD. Aaaaaaargh!-Aaaaargh!-Aaaargh! Not good, not good in the slightest. That's 200K+ that's suddenly six feet under and after the first match. Final rat, my last gutter runner alive. NOT DEAD. Huzzaaaaaar! -1 MA. YOU UTTER, UTTER, UTTER [Censored] [Censored] [Censored] [Censored] [Censored].

So after starting with 12 rats to the team, I ended up loosing, 4 men down next game and scoring no points in the league. Fabulous. What a welcome back to the Blood Bowl scene!

I can't actually wait till next week! I'm hungering for revenge against something small and squishy. Oh! Look there's a Halfling team in the league!

YUMMY!

Pug plays in the "Leicester Blood-Bowl IX League" in the UK. His other opponents to come are...

"Tuppaware Marauders" (Halfling)

"Misty Mountain Marauders" (Goblins)

"Khorne Ragers" (Chaos)

"Smash Break" (Ogres)

"T&A" (Dark Elves)

Spike Magazine Presents

ASK LORD BORAK

Borak Says: "The boot in your face may be closer than it appears!"

TALK to LORD BORAK!

<http://specialist-games.com/forum/>





League World

This is your corner of the World, where each month, EndZone Magazine will feature Information & Stats about YOUR League in all of its glory!

“The Hobbit Blood Bowl League.”

Fayetteville/Fort Bragg/North Carolina, USA • Q&A Session

Welcome to the first installment of LEAGUE WORLD. This feature will introduce our readers to Blood Bowl Leagues from around the world. We will have an opportunity to interview League Commissioners, players as well as the movers and shakers behind our favorite past-time.

This months installment focuses on Tom Kearney and the Hobbit Blood Bowl League of Fayetteville/Fort Bragg, North Carolina, USA.

Q: What is the name of your league?

A: Believe it or not, it doesn't have a formal name. We simply call it "The Blood Bowl League." The reason is that there are a lot of miniature gamers around our area (40K, WHFB, and Flames of War, mostly) and the Blood Bowl League gives us our own local identity. I guess, for lack of anything else, we could call it "The Hobbit Blood Bowl League."

Q: Where in the US or in the WORLD does your team play?

A: As I stated above, we're from around the Fayetteville/Fort Bragg, NC area. However, we have three players from South Carolina (Columbia and Aiken) and another from Laurinburg, NC. Many of the coaches are active duty military stationed at Fort Bragg. We normally get together on Saturdays at the Hobbit. There is a bingo parlor next door that we game in. It's open until 4:00pm for gaming, then has to prepare for the nightly bingo. The second Saturday of every month is the long day; we can play from 10:00 am to 11:00pm. We get a lot of games in on those days. During the week we can play at the Gamers Guild in Spring Lake, NC. Other games,

especially for the players from SC, are occasionally played in their homes. The age of our players run from early 20's through 68 (he's the oldest). Being in a military community causes some issues with setting up strict schedules so we're running an open schedule. In order to be playoff eligible, a team must have played a minimum of eight games no later than the 2nd week of December and may not play any one team more than twice.

Q: How long have you and your group been playing (as a whole and/or individually)?

A: I've been playing Blood Bowl since 1996. Several others have been playing just as long, if not longer. One player has been in it since the 1st edition. Several other players are brand new to Blood Bowl, but not to miniatures gaming. As a matter of fact, running this league has increased interest in the game and we've had three new coaches join the league since week one back in early September. The local venue, the Hobbit Hobby Shop in Fayetteville, NC immediately sells every copy of the game that they get. We get loads of support from the Hobbit. As a matter of fact, the store manager is one of our coaches.

Q: What is your league comprised of in terms of teams (is there a variety, if so...is this intentionally) and figures (do you tend to use the standard Specialist Games figures from GW or do you do your own conversions)?

A: We have 2 Ork, 3 Skaven, 1 Wood Elf, 1 Dark Elf, 2 Dwarf, 2 Human, 1 Norse, and 1 Undead. We had a High Elf team but the coach dropped out and formed a Human team. There were no restrictions



or anything like that on which teams could participate. Some of the coaches who have been in the game for years used the teams they have always used, although every team started out as rookies. Both Human and 1 Ork team is plastic. All the rest of the teams are metal. Only one team (Undead) uses non-GW figures, though some of the coach figures are either conversions or from another company. The Norse Ulfenwerer figures aren't GW, though I can't remember what company makes them. I encourage the use of GW figures but, for this season, it isn't mandatory. Raising interest in the game is more important at this point.

One of the Skaven teams (Boomtown Rats) has the OOP GW Skaven players and a brilliantly painted coach. Some of the paint jobs are absolutely fantastic, as you may be able to see in the photos I sent you.

We use the LRB5 but no optional inducements this season. We've added a penalty, though.

Infraction: Too many players on the pitch.

Penalty: One randomly selected member of the guilty team, that is on the pitch, is ejected. Furthermore, the guilty team loses a re-roll and the opposing team gains one. The reason for this to prevent the use of 12+ players at a time.

Q: Can you give us an anecdote about one of your leagues most glorious moment? (this can be the about a successful play, a win, a loss, a tie, a kill, a season, a player, a team, ect.)

A: I can probably give you a lot of them. Here's one from every category you mentioned.

Successful Play: The Gob Lob was first conducted by Da Reeperz in a game against the Hammers of Thor. The Ork Reeperz were uncharacteristically getting beaten on the scoreboard and in the Dead and Injured (and ejected) parts of the game. The Norse were leading 1-0 and had to kick off with only the Ork part of turn 8 left in the half. The Norse player was unfamiliar with the Gob Lob and didn't set up to defend against it. Everything went well for the Ork player; the Ork thrower got the ball to the gobbo standing next to the troll, the troll wasn't stupid and

didn't eat the gobbo, the troll didn't fumble, the gobbo landed on his feet and sprinted for a touchdown. It was amazing and the Norse coach was taken completely by surprise. The Norse managed to win the game in the 2nd half, though.

Loss: Again with the Orks of Da Reeperz. The first place Reeperz were playing the Wood Elves of the Emerald Glade Eagles. It was the 2nd half, bottom of the eighth turn. The Orks had just taken the lead, 2-1, after a drive that lasted the entire half. The Eagles had only their turn and the game would be over. The Eagles aligned their players in order to make a try for the one turn score; a Eagle catcher had sidestep. Everything went the Eagles way; another catcher with sure hands picked up the ball; the blocks and blitzes pushed the other catcher 2 squares toward the Ork endzone; a completed pass; a few dodges through 2 tackle zones; two go for it's; touchdown Elves! Tie score and overtime. The Elves won the overtime coin toss and eventually won the game. The Orks did everything right but still lost. They didn't count on the Elves doing everything right too.

Kill: Leim Greinhehr was a strength 4 wardancer. In a game against the Goblin All Stars he leapt over a line of gobbos in an attempt to blitz the ball carrier but fell flat on his face. The gobbos swarmed all over him, fouled, and that was it for Greinhehr.

Season: The Hammers of Thor are a Norse team coached by a guy that just recently learned to play the game. He caught on quickly and his team is a force to be reckoned with. They have a blitzer that is strength 4, 2 Ulfenwerner, and a Yeti (snow troll). They are a brutal team and cause mayhem and carnage on the pitch. Their record is 7-2, their only losses were to the Emerald Glade Eagles (wood elf team).

Player: Urfrik Skullhakk is a Black Ork blocker for Da Reeperz. He has caused 12 casualties, received MVP twice, and has an interception. This guy is mean. He has block, guard, and mighty blow. What a nasty weapon in the Ork arsenal.

Team: The Goblin All Stars are 0-6 on the season but they are the most feared team in the league. The reason - they just want to hurt the other team.



orcidas
da brand wiv lotz of dem stripe thingies



“The Hobbit Blood Bowl League.”

Fayetteville/Fort Bragg/North Carolina, USA • LEAGUE STATISTICS

TEAM \ Category	Cas For	Avg CCPG	Cas Against	Avg CSPG	Cas +/-	Brutality Rating	Brutality Rank
Hammers of Thor	22	2.75	5	0.625	17	2.125	1
Goblin All-Stars	20	3.333	8	1.333	12	2	2
Da Reeperz	21	2.625	6	0.75	15	1.875	3
Moradin Maulers	6	2	2	0.667	4	1.33333	4
Stone Shapers	15	1.667	9	1	6	0.66667	5*
Underwarren Stranglers	26	2.167	18	1.5	8	0.66667	5*
Har Ganeth Hellions	7	1.167	6	1	1	0.16667	7
Green River Packers**							
Manglers***							
Grave Stealers	0	0	0	0	0	0	8
Boomtown Rats	1	0.2	2	0.4	-1	-0.2	9
Skavenblight Skitterers	5	1.25	6	1.5	-1	-0.25	10
Emerald Glade Eagles	22	1.571	34	2.429	-12	-0.85714	11
New Ork Gitz	1	1	2	2	-1	-1	12

* Tie

** No info provided

*** Disbanded

CCPG= Casualties Caused Per Game

CSPG= Casualties Suffered Per Game

ALTDORF DAILY NEWS *October 17, 2506*

HAMMERS OF THOR MOST BRUTAL

Altdorf: The Norse of the Hammers of Thor have proven to be the most brutal team in the league, according to those that keep statistics on these kind of things. The have literally punished every team that they have come up against. The Hammers may not have won every game but they made sure that their opponents were beaten in other ways. As expected, the Goblin All Stars are second in the Brutality Rankings, but it hasn't helped them win a match. Nevertheless, opposing coaches dread the day that their team must face those “vicious little green monsters.”

The formula used to calculate the Brutality Ratings was simple. The average casualties suffered per game was subtracted from the average casualties inflicted per game.



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ALTDORF DAILY NEWS *October 21, 2506*

NEW ORK GITZ DEFEAT STONE SHAPERS, 2-0

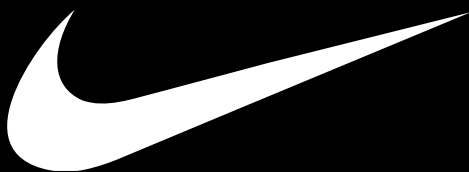
New Ork City: The New Ork Gitz won their 2nd game in a row by defeating the Stone Shapers 2-0. The Dwarves of the Shapers weren't able to establish any offense and didn't seem to have anything go their way. Morg N Thorg, who was induced by the Gitz, created havoc and mayhem on the line of scrimmage and the Shapers couldn't stop him. The Dwarves even fielded an illegal contraption know as a "Death Roller," but to no avail; Morg simply flattened that, too. The Orks scored their first touchdown by using the Gob Lob. This was their 2nd successful use of this play during the current season. Shapers and Gitz line up for the kickoff. Morg N Thorg is in the center of the Gitz defense.

STEALERS STRUGGLE IN LOSS TO SHAPERS, 1-0

Sylvania: The Undead of the Grave Stealers continued to struggle in their loss to the Dwarves of the Stone Shapers 1-0. The Stealers have not yet broken the code for a successful offense; still not having scored their 1st points of the season. The Shapers showed no mercy and brutally pounded the Stealers into submission.



Shapers and Gitz line up for the kickoff. Morg N Thorg is in the center of the Gitz defense.



SPIKEY
just hit it.



SKAVENBLIGHT FALLS TO EMERALD GLADE, 4-2

Emerald Glade, Athel Loren: Despite using star Rat Ogre Headsplitter, the Skavenblight Skitterers could not keep pace with the agile Wood Elves of the Emerald Glade Eagles. The match began well enough for the Skaven with an early touchdown by a Gutter Runner.

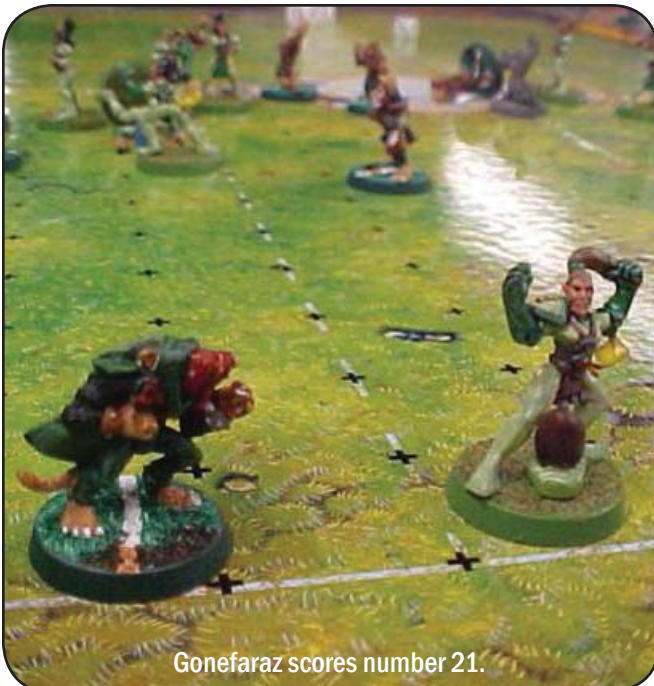
Turk Koishehr, Eagles star Wardancer, responded immediately with the first of two touchdowns for the evening.

However, the Skaven weren't done. In a display of athletic ability usually reserved for the Elven squads, the Skitterers drove into the end zone at the end of the first half and took the lead 2-1.

The second half belonged to the Eagles. Lineman Aerie Lsharon blatantly fouled Headsplitter, killing him instantly, and was immediately ejected. Without their star, the rats weren't able to mount an effective defense. Star Player Points leader "Speedy" Gonefaraz scored his 21st touchdown of the season, and another was added by catcher "Swifty" LeBreeze in the closing moments.

The Eagles improved their record to 13-2 while the Skitterers dropped to 1-4.

The Eagles selected Wardancer Turk Koishehr as their player of the game. Koishehr not only scored two touchdowns, but was instrumental in breaking up numerous plays. Coach Elmwood Baum stated, "He played like an elf possessed." He quickly recanted his statement, though, after being informed of the presence of a witch hunter in the stadium.



Gonefaraz scores number 21.



Key Eagle player Turk Koishehr.



The Skitterers score shortly after the opening kickoff.

GONEFARAZ LEADS STAR PLAYER POINTS

Altdorf, The Empire: Emerald Glade Eagle superstar catcher “Speedy” Gonefaraz continues to maintain a healthy lead over his rivals in the Star Player Point race. Gonefaraz has scored 21 touchdowns this season and was named an MVP once. He seemed to get stronger after the third game and this additional strength has helped him thwart many potential defenders.

The top five league players are:

SPP’s Name	Team	Position
68.....	Speedy Gonfaraz	Emerald Glade Eagles..... Catcher
50.....	Krug Painspear	Da Reeperz..... Blitzer
46.....	“Swifty” LeBreeze	Emerald Glade Eagles..... Catcher
44.....	Ulfrik Skullhall.....	Da Reeperz..... Blocker
31.....	“Turk” Koishehr	Emerald Glade Eagles..... Wardancer

Krug Painspear is an unusually powerful Ork and had demonstrated his strength on numerous opponents. Not only is he a skilled defender, but his 12 touchdowns is second only to Gonefaraz.

“Swifty” LeBreeze is the Eagles second catcher and has been having a great year. Not only has he scored 11 touchdowns, but he has also completed a number of passes. He is a multiple threat that can stymie defenses.

The term “bad to the bone” has been used to describe many things, but it must have been coined for Urfrik Skullhakk. This Black Ork has caused more casualties than any other player in the league and his skills on the line of scrimmage ensure that nobody can stand in his way. In addition to abusing opposing linemen, Skullhakk also has an interception.

After the untimely death of Leim Greinhehr the Eagles needed a player to step up and take over the duties of “Mr. Do-Everything” and “Turk” Koishehr has done just that. He scores touchdowns, catches passes, and crushes opposing players. Koishehr is a jack of all trades and a valuable member of the Wood Elf squad.

“HUNDRED FEET HEROES” ~ PLANT-POT



DAVID MASON “PUG” COPYRIGHT © 2006

EAGLES DEFEAT REEPERZ IN OVERTIME, 3-2

Emerald Glade, Athel Loren: The Emerald Glade Eagles assumed sole control of first place after defeating Da Reeperz 3-2 in overtime. The Ork squad was ranked number one entering the game and led the league in brutality and domination.

After this loss, Da Reeperz are in a second place tie with the Hammers of Thor, both teams at 7-2.

The match began with the Eagles getting a quick touchdown from superstar catcher “Speedy” Gonefaraz. Da Reeperz came back with the ensuing kickoff and executed textbook clock management and ball control, finally scoring in the closing moments of the half.

In the second half, Da Reeperz again used the entire period for their drive into the end zone, scoring what they thought was the winning touchdown with only seconds left in the game. However, the Eagles weren’t about to roll over. Using a well planned and executed kickoff return play, Gonefaraz managed to move himself 20 yards down field by being bounced off of opposing players that were getting blocked. Emerald Glade catcher “Swiftly” LeBreeze secured the ball, ran up field and accurately passed to Gonefaraz. Using a combination of dodges and sprints, Gonefaraz was able to tie the game at one. The Ork coach had a fit and was quoted as screaming. “We wuz robbed!” This one play score forced the game into overtime.

Nuffle must have been smiling on the Eagles as they won the toss and elected to receive for the third period. The Wood Elves again got the ball to Gonefaraz who took it nearly all the way to paydirt. Just as he was about to break away, he tripped over the outstretched leg of an Ork defender, fell, and dropped the ball. The Reeperz quickly took possession and got the ball to star blitzer Krug Painspear, who ran to the opposite side of the pitch. Several of his teammates moved to protect him, but one overtly tried to foul Wood Elf thrower Wyeigh Tittle, was spotted by the referee and ejected. This allowed Gonefaraz, with help from Tittle and LeBreeze, to hammer Painspear to the ground and cause a change of possession. After two more possession changes the Eagles ended up with the ball only forty yards from Da Reeperz end zone. Gonefaraz, in another display of agility and athleticism, jinked and juked his way for a touchdown and Eagles victory.

Reeperz in Second Place Tie with Hammers of Thor.

Altdorf, The Empire: Da Reeperz are in a second place tie with the Hammers of Thor, both teams have records of 7-2. These two clubs will have to face each other with the prize being a first round bye in the playoffs. Each of these teams are known for their brutal play, clock management and ball control. The match will be a great spectacle to witness but no date has yet been set. The Emerald Glade Eagles have all but wrapped up a bye in the first round and are now the top seeded team after their win over Da Reeperz.

"The Hobbit Blood Bowl League."

LEAGUE GALLERY



THE BOOMTOWN RATS



THE MORADIN MAULERS



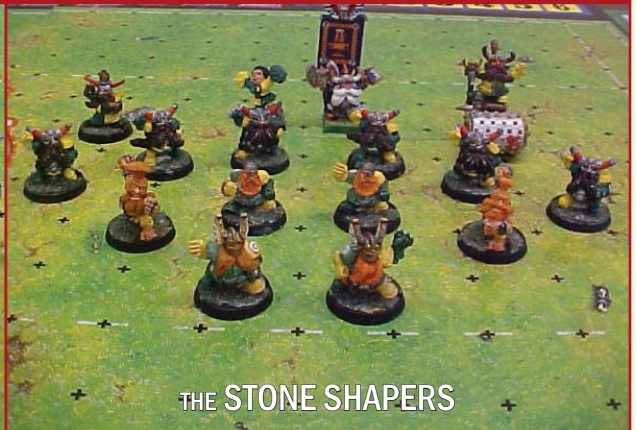
DA REEPERZ



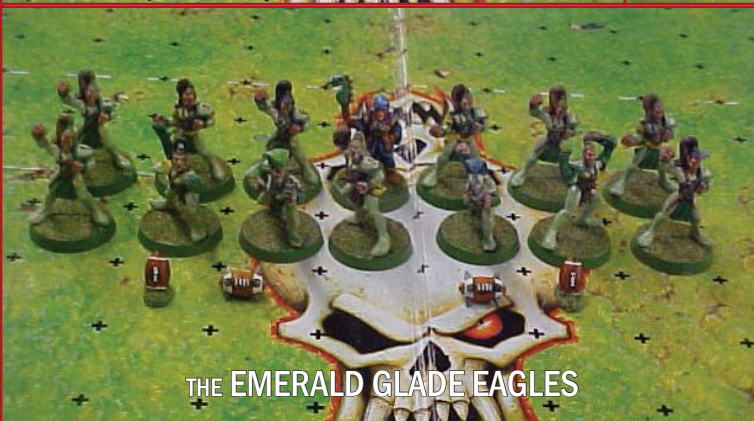
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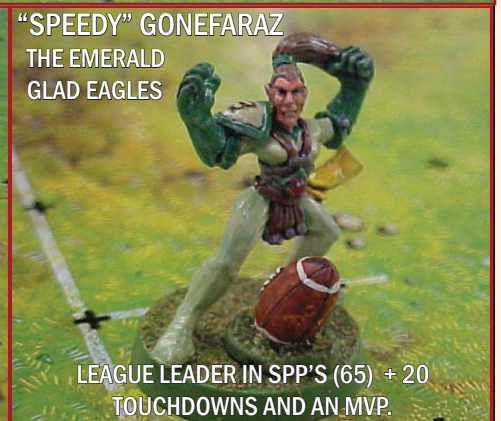
THE NEW ORK GITZ



THE STONE SHAPERS



THE EMERALD GLADE EAGLES



"SPEEDY" GONEFARAZ
THE EMERALD
GLADE EAGLES

LEAGUE LEADER IN SPP'S (65) + 20
TOUCHDOWNS AND AN MVP.

Blood Bowl Fiction

New Monthly Original Fiction

May Nuffle Bless Your Balls

A short story by Stan

It was a perfect day for Blood Bowl, tens of thousands of fans all cheering and booing at once in anticipation of tonight's match where the Tupper-wear Marauders a local Halfling team would be pitted against the highly seeded Human team the Golden Hall Champions.

This was in Nuffles divine glory, a match worth watching!

As Zack "The Bully" Boltright star Blitzter for the Golden Hall Champions Walked out onto the Gridiron only one thing was on his mind, it wasn't the fans who all seemed to be just as excited as a Halfling in a All-you-can-eat buffet, or the not so appealing smell of the rat-on-a-stick vendors secret recipe, no his mind was only on one thing.....the game!

At just under six feet tall and weighing just over 250lbs he was at perfect physical fitness and all ready for whatever the Tupper-wear Marauders could throw at him.

The Tupper-wear Marauders won the coin toss and elected to receive the ball. Which left the Golden Hall Champions to chose the east side of the pitch. As the ball was kicked the crowd burst into a deafening roar. The ball was pitched high into the air and then arced to come plummeting down to the ground at great speed. Now anyone smart enough in Blood Bowl would have stayed well away as it fell because this ball belonged to the "spike magazine tournament". The ball dubbed "Old Spikey" was heavily decorated with five-inch metal spikes and came hurtling to the ground! Sadly for Tubby Barebelly he didn't pay much attention to the Tupper-wear Marauders practice sessions and paid the price by being impaled right through the neck by "Old Spikey".

As Tubby lied there choking on his own blood Zack laughed at the stupid excuse for a Blood Bowl player and proceeded to pull the ball from Tubby's neck, placing the ball under his arm and being careful not to stab himself with its spikes he sprinted toward the end zone. Ten yards from his goal something tugged on his leg causing Zack to look down, it was the Halfling star player Podgy Fatfellow holding on to his leg for dear life. The fans cheered as they watched the insane Halfling getting dragged around like a plough in a field, undaunted by the surprisingly small but heavy player wrapped around his leg Zack ran the last ten yards to score the first touchdown of the match, the crowd went wild with excitement!

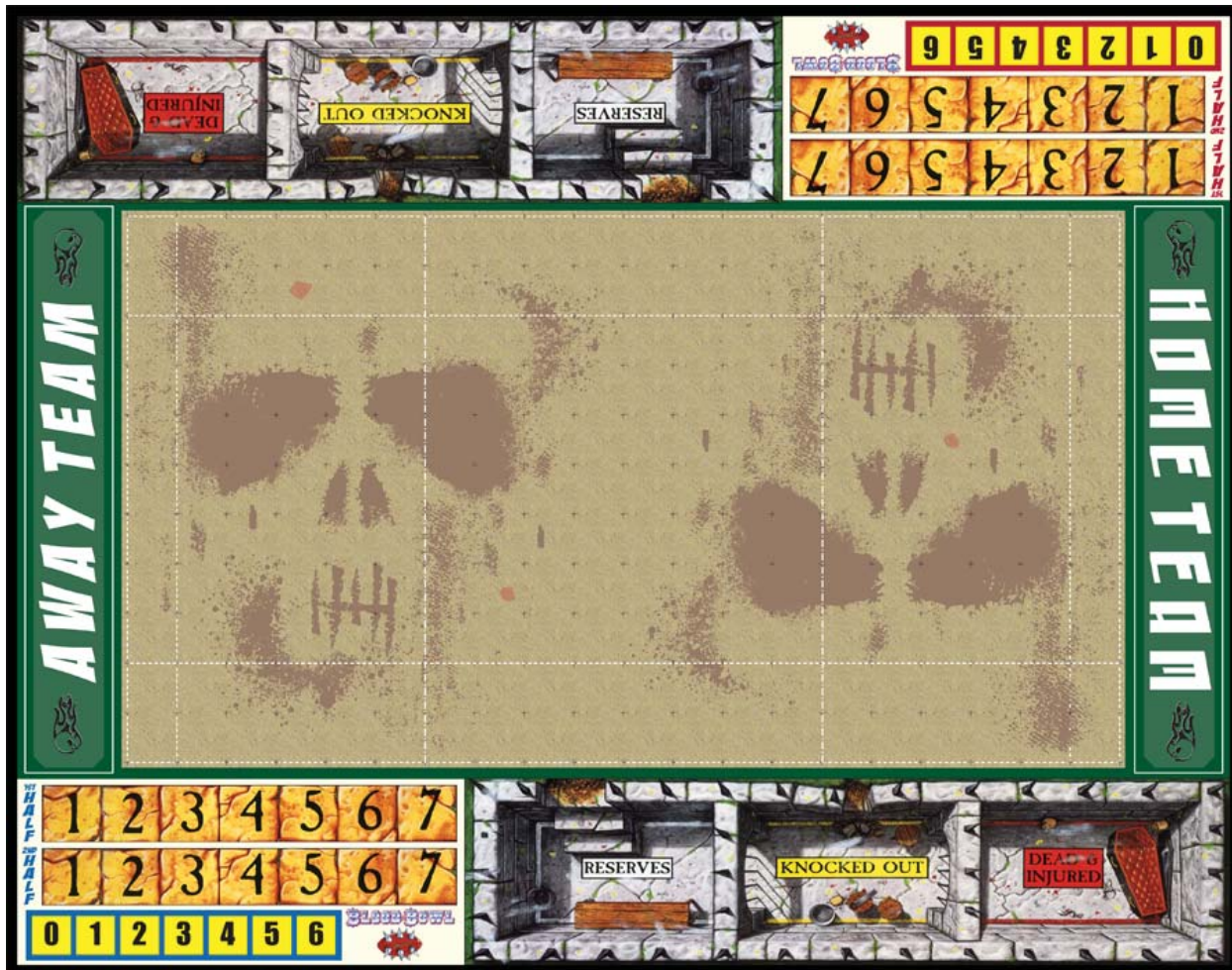
This spurred Zack "The Bully" Boltright to kick Podgy Fatfellow to the ground and quickly follow up the celebrating by spiking the ball into Podgy's face breaking his nose with a sickening snap! "This is the life!" Zack thought as the crowd went wild at the star blitzter as he held his hands up high with "Old Spikey" in one hand and Podgy Fatfellow in the other, "This is the life for me!"

Pimp My Pit



Featuring Custom Pits For Your Teams!

Welcome to the first installation of "Pimp My Pit," a monthly feature article where we feature customized pits, boards and other accessories for your favorite Blood Bowl teams. Feel free to e-mail us suggestions of what you would like to see here. Maybe a customized pit for Dwarven teams, a customized board for Chaos or perhaps you just need a pit for your favorite undead team. Whatever you need, you'll find it here...



Blood Bowl Sevens Custom Pitch

Our first customized piece is a Blood Bowl Sevens board. This 28" x 22" game board was designed in Quark with no particular team in mind. I wanted a dry dirty looking pitch so I found a rough dirt texture for the field on the web. I used vector based art for the skulls on either end of the pitch (these blend in so good) and the flaming skulls on the Home/Away portions. The turn markers and dugouts were scans from the original Blood Bowl game board. I easily could have went the extra mile here by designing custom pits & customer markers but I wanted to make things quick and simple. If you're interested in using this board for your own games, feel free to e-mail me at designscape@verizon.net and ill e-mail you the specs for this board.

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