



DARKSIDE COWBOYS

The twisted, degenerate Dark Elf race is infamous for the worship of weird and deviant violence, and Blood Bowl fits into their religious beliefs very well indeed. The Cowboys are a cruel, ultra-violent team, and consequently do very well at the game. The combination of high intelligence, natural grace, degenerate violence and hatred of all living things has helped them to the top several times.

2422 The Overearth (Dark Elf word for the surface world) first learns of the existence of the Darkside Cowboys when the Halfling Pinkfoot Panthers visit them for a friendly match and don't return!

2438 Several teams threaten to boycott the Cowboys when they apply to join the NFC, but the pale-skinned assassins are admitted anyway. Instantly, sordid revelations start to appear about their peculiar habits, such as using small trussed-up Troglodytes as balls to save wear on expensive imported ones. These rumours only seem to heighten the Cowboys' mystique with thrill-starved fans.

2461 The Cowboys play in the very first Blood Bowl, beating the Chaos All-Stars in a very sloppy game (literally – the Cowboys used illegal magic to turn most of the All-Stars' front row into slugs!).

2473 The Cowboys nearly disband after the infamous match against the Kishago Werebears (which lasted for 19 days before being abandoned at 2-2 on

the death of the last player on either side). New NAF rules limiting the time of games come too late to save the Werebears, but the Cowboys manage to reform and rebuild their team under the skilled leadership of Jeremiah Kool. Their drive culminated in glory when they win Blood Bowl XXI, during which Kool set his unbroken passing record.

Present Although Kool retired in 2487, his place was more than filled by Hubris Rakarth, the latest in a long line of glamorous Darkside players. In his first season as team captain Hubris earned immortal fame by leading the Cowboys all the way to the Blood Bowl championships that were to prove to be the last organised by the old NAF league. While the match was in progress the NAF commissioner disappeared, along with the entire NAF treasury and most of the Cowboys cheerleaders! The Cowboys recovered from their loss very quickly – the NAF, unfortunately, did not and went into receivership before the next Blood Bowl championships were held.

Any other team which lost Jeremiah Kool from the active list would surely face a season of retrenchment, but not the Cowboys. Even while Jeremiah was setting all-time Individual Single Game Player Fatalities (3 *fatalities*), and Individual Career Passing (8,198 *paces*) records, not to mention club records for Single Game Passing (298 *paces*) and Season Player Fatalities (12 *fatalities*) – they were grooming his successor. And, sure enough, Hubris Rakarth came good just in time to take over as captain, having set an NAF Individual Season Interceptions record in 2485 along the way (plus club Interceptions Leading to Touchdowns and Tackles That Injured records).

(Former) Conference: NFC
(Former) Division: Central
Team Colours: Blue and Yellow
Symbol: Crescent Moon
Owner: Prince Derren ar-lolovia
Head Coach: Luxen Tuentir
Home Stadium: The Darkside Cavern, Underearth (capacity c.90,000, surface astrogranite)
Players: Dark Elves

Rakarth insists that comparisons are pointless. As a Blitzter, his is a different skill to the long arm of the great Kool. Rakarth likes to play from deep, hence the interceptions. He is, foremost, a defensive player who makes the crowd gasp with shattering tackles to halt breakthroughs or which send Catchers into the fifth tier from the back of the stands. "There's only one way to make the ball come loose in a tackle," he says. "Rip his arms off!"

The Cowboys are a dangerous team with him in the side. They are an even more complete team for the blossoming of Hawthorn Tullaris, who provides more attacking blitz options, and Moravis Curfew, who was taught by Kool himself. Expect to see Curfew and Asperon Thorn connect at least three times a game when the Cowboys are on song.



Are the Cowboys still potential Blood Bowl Champions? They won the last Blood Bowl in 2488, and this squad compares favourably. If they have a weakness, it is that unfortunate losses have caused them to bring some rookies in (remember the sad end to Nathan Greyfire's days as a Catcher when he was squished by the Mjolnir brothers' Double Whammy tackle?). Their Linemen look short of staying power, and Curfew may not have the time to weigh up the throw that Kool once had.



Hubris Rakarth ploughs into an unfortunate Elf thrower.

Even so, I think we have to expect them to be part of the semi-final line-up of any serious new Blood Bowl trophy. Major challengers might be the Warhammerers, Reavers, Champions of Death or the All Stars.

In the very first Blood Bowl, the Cowboys beat the All Stars by turning many of their leading players into slugs, and then insisting that the ground be sprayed with insect killer. However, other shape-change magic led to them being first suspended by the NAF, and then subjected to a barrage of contract killings by jealous rivals. Jeremiah Kool's 'retirement' to the Offensive Magic Co-Ordinator's role is bound to lead to more subtle chicanery. Watch out for some wierdness in the last few games of the regular season as they try out their play-off techniques.

The last word has to come from Hubris Rakarth. As the new glamour boy of the Cowboys, what did he think his chances were, as a Blitzer, in keeping his good looks for as long as Jeremiah Kool? The answer was sharp and to the point – a broken bottle followed by "Better than yours, stupid!". Yep, those Cowboys are ready for the new season!

HUBRIS RAKARTH

Despite his age, Hubris is one of the younger players on the highly experienced – and very successful – Cowboys side (Elves take time to mature). A perfect product of the Darkside Academy in western Underearth, Rakarth is clever, courageous but also an evil and cynical player. Like the rest of his team, he is

perfectly prepared to cheat and foul to win, a fact that far too many of Darkside's opponents still fail to take into account.

Hubris Rakarth made his debut for the Darkside Cowboys in 2482, after being chosen in the Crush by the Dark Elf team (the other team bidding for him, incredibly, were the Holy Crusaders – he wouldn't have fitted in there!). Under the patronage of then-captain Jeremia Kool, the Flashing Blade, he soon developed into an excellently well-rounded player, able both to run with the ball and to throw with extreme accuracy. There were other strings to his proverbial bow too...

MAGIC

In 2479, the Darkside Cowboys team were the first to illegally use magical spells on the Blood Bowl field. Previous to this date, all magic had been confined to sneaky uses from off the field – sleep spells cast on an opponent's blockers before a vital manoeuvre, plagues of rats inflicted on the substitutes' bench, that sort of thing. But after years of experimentation in the rarefied atmosphere of the Underearth University research labs, the Cowboys perfected small, portable spells to be carried by individual players, which could be discharged at will, zapping a vital player into his constituent atoms with the point of a finger! The spells were banned from championship matches almost immediately, but when the Cowboys feel they can get away with it, they'll often zap someone anyway!

Darkside Cowboys' 'Poison Blade' Offensive Line-up



Hall of Fame

Rokudan Fey

Jerimia 'Flashing Blade' Kool

Team Honours



Chaos Cup Winners
2491

Team of the Year
2481



Blood Bowl Winners
2461

Blood Bowl I

2481

Blood Bowl XXI

2488

Blood Bowl XXVII

Cowboy's Starting Eleven

1. **Hubris Rakarth**Captain
2. **Hawthorn Tullaris**Blitzer
3. **Maravis Curfew**Thrower
4. **Ithaca Benoin**.....Thrower
5. **Asperon Thorn**.....Catcher
6. **Autavic Hellebronn** Catcher
7. **Elon Surespite**Catcher
8. **Venom of Praetta** .Lineman
9. **Isiah Sulphuret**.....Lineman
10. **Odium Khan**Lineman
11. **Eli Dwarfmalice**Lineman

Substitutes

Rancour OrvarrinLineman
Malachi Pique.....Lineman
Elijah Doom.....Lineman
Jeremiah Malice.....Lineman

Hubris prepares to receive a pass from Ithaca Benoin.



Spike! magazine

Team Rating

319



The humans don't have things all their own way on the Blood Bowl field, and nowhere is this more true than at the Doom Dome, dismal dingy home of The Gougued Eye. Under the auspices of tribal overlord Gobsuck Skullcrush XII and the extremely sadistic training methods of Severlimb, the team have risen from being a laughing stock to chief contenders for top team on the continent. It is unfortunate that the Gougued Eye tend to play in the same leagues as the Reavers, as one side must defeat the other if they are to proceed into the upper reaches of the various cups and championships.

2403 Slaves captured by Orc raiding parties tell the Gougued Eye tribe of a wondrous game played by humans. A group of Orc spies manage to kidnap a coach, and soon the Gougued Eye are playing their first few matches. Unfortunately, since the man they captured was a specialist rushing trainer, the team have great trouble passing the ball – trouble which sees them lose all but one of their first seventy-two games.

2429 Undaunted by early failures, the Gougued Eye finally realise what they are doing wrong, and manage to kidnap passing expert Vimmy Gloam after a late-night Middenheim Marauders' training session. After just a little persuasion, he tells all he knows, and under his guidance the Orc team develops into a formidable fighting, er, playing machine.

2431 First year in the Central Division, and under the captaincy of

Eruk Ogrehack, the Eye manage a respectable third. A recruiting drive pioneered by Blood Bowl-fan Emperor Skullcrush XI allows Orcs a chance to choose between a spell in the army or in the team. Thousands flock to join the Gougued Eye.

2464 Unbelievably, the Gougued Eye beat the Reavers in a last-ditch play-off scramble bloodbath, and go all the way to the champions' rostrum when they defeat the Dwarf Giants at the Middenheim Stadium. Captain on the day was Hurk Verminsmasher, but Orc of the match must go to thrice-scorer Bolg Stonemangle (later known as "Dwarf mangle"!). The Giants' coach was too busy scribbling in his book of grudges to offer any comment.

2475 A rookie Varag Ghou-Chewer joins the Eye and is an immediate hit.

2488 The Gougued Eye, now under the inspired leadership of long-serving

(Former) Conference: AFC

(Former) Division: Central

Team Colours: Red and White

Symbol: Eyeball and scar

Owner: His Most Grossest Majesty Gobsuck Skullcrush XII

Head Coach: Gort Severlimb

Home Stadium: The Doom Dome, Drakwald (capacity c.88,000, surface astrogranite)

Players: Orcs

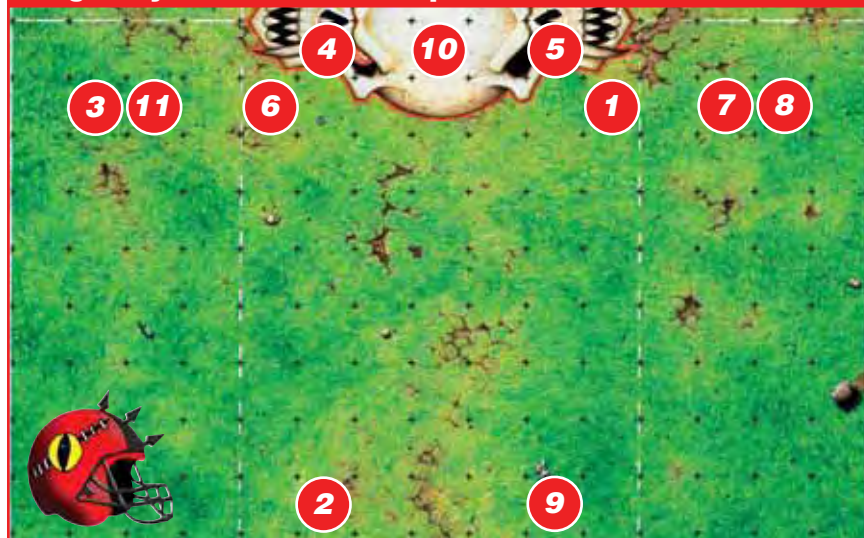
Varag Ghou-Chewer, go from strength to strength and massacre to massacre. Another Blood Bowl title cannot be far off.

Varag Ghou-Chewer

Major Blood Bowl stars come in all shapes and sizes from the ubiquitous Thrud to the diminutive Fungus. Some fans idolise players because they are handsome, or strong or very charismatic. A few rare aficionados actually notice and appreciate good tactical playing. However, all true Blood Bowl fans appreciate the enthusiastic vandalism and outright mayhem that Varag Ghou-Chewer brings to the game. Despite the regular handicap of having to lead a team who couldn't collectively count the segments of orange at half time, the mix of Varag's tactical brain and violent playing style has ensured him a good-sized crowd of rabid fans.

Varag was originally a foreman at the Wolfleg lead mines in eastern Drakwald, but was captured by slavers from the rival Gougued Eye tribe in 2471. The following year, he was spotted by the coach of their football team, the celebrated Gort Severlimb, while he was putting one of his captors in the critical list. Quickly recognising the potential playing advantages of having a player who could make a few rudimentary decisions, Coach Severlimb took a tremendous chance and put the inexperienced Varag at the head of his resurrected 2475 team (most of the 2474 Eye team had been

Gougued Eye Offensive Line-up



Gougued Eye Star Player and Team Captain Varag Ghou-Chewer, faces off against old rival Griff Oberwald.



massacred by 'Axe-face' Mangelsson of the Vynheim Valkyries in Blood Bowl XIV the year before).

Ghou-Chewer was an instant hit, and despite a few complications involving some over-drastring punishments for player insubordination, has remained at the head of the increasingly successful Gougued Eye team. His finest hour so far was leading his team of young braves to a second Chaos Cup win a few years ago. Now he has his sights set on moulding the Gougued Eye into a team worthy of winning the Blood Bowl championship too!

Going Strong

Coming out of the Reavers' shadow, watch the Gougued Eye this year. Forget their consistent failure to qualify for the later stages of the Championship; this is a team that is going to be able to boast "we'z kill'd summa dem" about any team which makes it to the Blood Bowl Final. This year, the Eye want blood! Their limited goodwill has been sapped by close-season rumours of internal division. Coach Gort Severlimb announced "We'z only lost a few 'n' a cuppal of boyz in traynin' dis yeer, datz better'n yushul". Was this a sign that the Eye weren't up to their normal tough-tackling game? We took the answer as "no" when Severlimb made an NBC forecaster eat his crystal ball. He'll be able to see where he's coming from in future.

Last season, the Eye shocked many people with the breadth and accuracy of their passing game. Harg Vainkill's transfer from the Ironcrag Decimators made the Eye's first season with him as starting thrower a strong improvement on the previous half dozen. The fans came back, there were some key pitch invasions that swung the tide in a few games, and the old attitude returned.

I've never seen so many referees with shoe-laces to tie as I saw this season when the Gougued Eye were trying one of their special plays.

But it was always going to take more than just calling for the heavy roller while the game was still in progress to make the Eye a formidable force. Harg Vainkill has opened up their game, although he is still dependent on some lesser lights to be under the bombs he fires! Skullhack lacks a bit of pace for my liking, and Izzi the Frog's vaunted jumping talents aren't so special, but defences are having to play with a bit more depth these days, which is leaving more room up front for class runners like Varag Ghou-Chewer.

Varag Ghou-Chewer is the most complete Blitzer any Orc team has ever had, and he's a great captain, able to keep the unpredictable Eye players in line. More of the violence is conducted on the pitch (or at least in the opposition dressing room where it has a chance of affecting the result) and less of it is directed at getting the last bit of fluid out of an already pulped opponent. Varag's motto is that his team should keep breaking legs until there are only enough left for the Orcs to count. A few teams have come to realise just how low numeracy is among the Gougued Eye players!

The Chaos Cup is still a better bet for the Eye than the Blood Bowl, since it is unlikely that they can make enough from their tougher games to challenge the Reavers; some say the Nightwings might be a safer wager in that department. The Chaos Cup is just the sort of trophy the Eye likes to see in the chief's hut; it slavers at all his best jokes, belches in unison and doesn't need dusting. Look out Chaos – the Eye will be after this bauble again!

Hall of Fame

Eruk Ogrehack,
Bolg Stonemangle,
Garg Worm-face

Team Honours



Chaos Cup Winners
2441, 2445, 2450,
2451, 2452, 2453,
2454, 2460, 2469,
2473, 2477, 2482,
2483



Blood Bowl Winners
2464
Blood Bowl IV
2473
Blood Bowl XIII
2495
Blood Bowl XXXIV

Gougued Eye Starting Eleven

1. **Varag**Captain
2. **Harg Vainkill**.....Thrower
3. **Krug Painspear**.....Blitzer
4. **Rip Soarpain**Black Orc
5. **Urfrick Skullhack**..Black Orc
6. **Hak Demoncutter**.Lineman
7. **Trok Elfspitter**Lineman
8. **Gort Skullhack**.....Blitzer
9. **Izzi the Frog**.....Lineman
10. **Da Rock**.....Black Orc
11. **Burnstuntie Joy**....Lineman

Substitutes

Gurk Halftoad.....Lineman
Ugly RackspiteLineman
Cannonball Bennie.....Thrower
Igor Blazetown.....Black Orc



Team Rating

317



The Elves were slow to take up Roze-El's challenge, but once they saw how popular the game made their Dwarf, Human and even Halfling allies, they hastily formed several teams. The Eagles developed out of two of these when, in a move similar to the recent Giants relaunch, their old image of daisy-sniffing pastoral weirdos was replaced with a more dynamic, business-like demeanour. Judging by their hard-fought Blood Bowl win in the 2480 final, this has paid off well for the young team (that's young in terms of Elves, of course; many players are 250 or over!). Orcs still declare that one should never trust an Elf in a suit, but that hasn't stopped the Eagles realising their true potential as one of the finest passing play teams in the Old World.

2468 The Dar-Ellerath Beechtrees and the Ashvale Valar combine to form the newlook Elfheim Eagles after some clever business moves by half-Elven entrepreneur Galantë (the standard joke is that his mother was an Elf and his father was a Cost Accountant).

2471 Scandal breaks when the Eagles are thrown out of the Chaos Cup for no other reason than being Elves, when the competition's sponsorship is taken over by Orcidas. After a lengthy court battle – and not a little real warfare besides – the NAF rule that Orcidas were wrong. The company pass up the chance to renew their sponsorship in the following season, but Elfheim vow never to play in the Chaos Cup again.

2480 Many Elves make absolute fortunes by betting on their team when the Eagles beat the revolting Nurgle's

Rotters in Blood Bowl XX. How they actually managed this incredible feat – and without a single fatality either – is still being investigated by an official NAF committee. The investigation is unfortunately being hampered by the fact that investigators keep dying after interviewing the relevant Rotters players, but it has uncovered evidence of widespread use of Elven High Magic, animated grass, a huge vat of antiseptic and a covert team of troubleshooters from the Acne-Clear Corporation.

2488 Still, the investigation hasn't hampered the Eagles' recent winning streak, which has been led by charismatic Valen Swift, whose brother Lucien is captain of the Galadriath Gladiators.

There is a spirit of confidence growing at beautiful Vale Stadium, Laurelorn. Amidst the vines rising up the columns

(Former) Conference: AFC

(Former) Division: Western

Team Colours: Purple and Orange

Symbol: An Eagle's Head

Owner: Valahar Galantë

Head Coach: Perellian Ashblade

Home Stadium: The Vale, Laurelorn (capacity c.68,822, surface grass)

Players: Elves

of the main stands, and the sun-ripened marigolds in the borders by the Dugouts, the bones of last season have been swept away, to make room for the challenge of the new. The investigation into that classic demolition job in Blood Bowl XX has been forgotten; the NAF have found – to their cost – evidence of any malpractice in that famous final disappearing as fast as the Elves can get to it. The Elves never attempted to use the magic that won them that game again, so NAF observers have reported that the sudden transformation of the Nurgle's Rotters team into no worse than college students was the work of Fate.

With the stigma of their sole championship removed, the Eagles are said to be very keen to have another

Soaren Hightower prepares to pass the ball to Ibrahim Gold dawn, right over the top of the vampire players heads. The team is pictured here playing in the away strip rather than the usual purple and orange.



try. And, to their credit, they have built up a team like the classic 2479-80 team, founded on the solid passing game for which the Eagles are rightly famous.

Make no mistake, the Eagles are interested in more than the sales of team posters, mirrors and hair gel; they want their purple and orange to be back in style, and that requires a Blood Bowl win. So, they have groomed the very best squad they could; combining the elegance of good play with a strong sense of mayhem and the right designer labels.

The Eagles' game depends upon their ability to move the ball rapidly from player to player before some noisome Orc arrives like a battering ram. To this end, they have found themselves two top-rate Throwers in a league that rarely sees one in each team. Valen Swift, the articulate team captain and fashion advisor (his brother is captain of the Galadrieth Gladiators), has been joined by Soaren Hightower, whose disguised pass has become such a brilliant attack form. Is he using magic to make the ball partially invisible? Few seem prepared to condemn him out of hand, but there were a number of instances last season when lesser teams intercepted pigeons while the Eagles ran in scores. No doubt time will tell, though few non-Elves will still be alive when he publishes the truth in his memoirs.

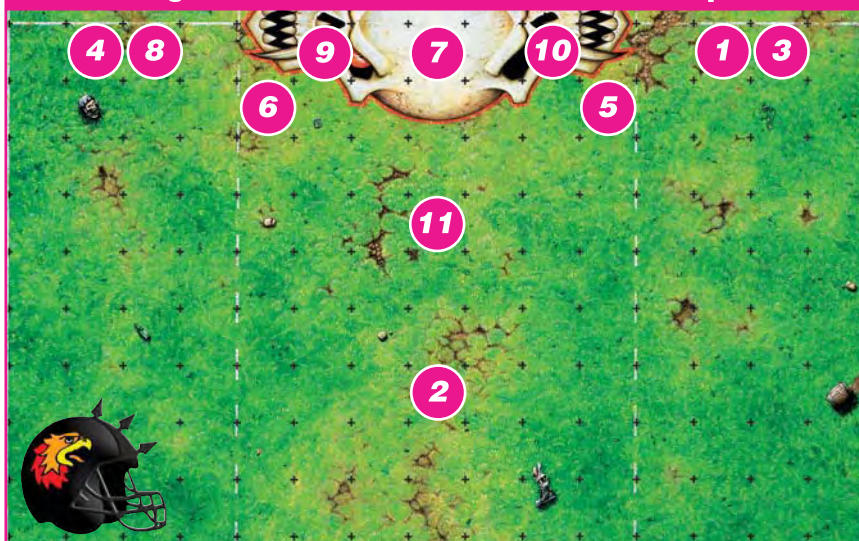
The Eagles have a solid pool of Catchers, undoubtedly the best of whom is Ibrahim Golddawn from the

University of Kayro in Araby, a surprise graduate of the 2486 Crush (not a normal Elf recruiting technique). Expect him to have a brilliant season. Also, there is Highelm Lyrpadre, who seems to have a telepathic link with Hightower, and picks up some outrageously long passes. Some commentators expect that this "link" may be the subject of the next investigation into this rather publicity prone team.

However, what the Eagles have realised this year, as have all the classic Elf teams throughout the history of the game, is that the pretty play can only begin when there are fewer than 11 homicidal maniacs on the pitch whose view of the game is at odds with yours. If you field 2 Throwers and 3-4 Catchers, you are demanding a great deal of your heavier troops. Orcish teams in particular have given up ever hoping to catch the "pransin' little gits who don' stand'n'fite" and have settled for trying to get to Swift and Hightower before they can dance off the pitch to the applause of approving fashion-watchers.

So, although we can expect to see Golddawn operating behind the lines from the word go, don't expect the Eagles to miss any opportunity to crump unwary opponents who expect only minimal opposition from Elves. And watch out for Ffarren Branchstrength, who might just be the Eagles' ace if he can average a little better than the 120 paces a game he achieved in 2487/88.

Elfheim Eagles' 'Thunder Claw' Offensive Line-up



Erewine Ar-Khorigan

Rowan 'Rootstem' Elderbranch

Ruatha Tembilin



Blood Bowl Winners 2480

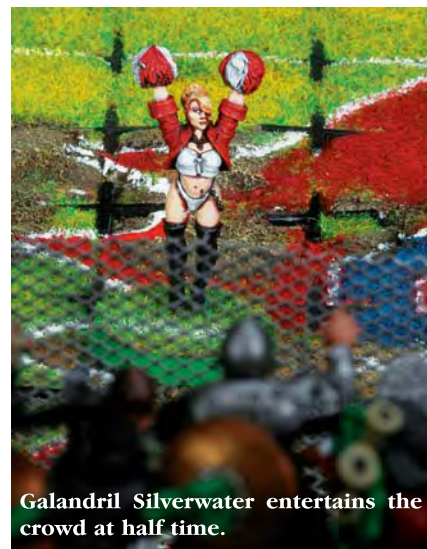
Blood Bowl XX

AFC Championship Winners 2480

1. **Valen Swift**.....Captain
2. **Soaren Hightower**.....Thrower
3. **Ibrahim Golddawn**.....Catcher
4. **Highelm Lyrpadre**.....Catcher
5. **Fanafriel Cleardawn**...Catcher
6. **Cathdrien Waterfall** ...Catcher
7. **Kaprica Rootstem**.....Lineman
8. **Ffarren Branchstrength** ...Blitzer
9. **Kerredith Morr**.....Lineman
10. **Opaldawn Mardiell** ...Lineman
11. **Tall Erreden**Lineman

Substitutes

- Sussurrus Morr**.....Lineman
Fennel Tallelm.....Lineman
Oakwarmth Salladrien...Lineman
Pinedweller Cumulus.....Thrower
Ullerien MorrLineman



Galandril Silverwater entertains the crowd at half time.



Team Rating

299



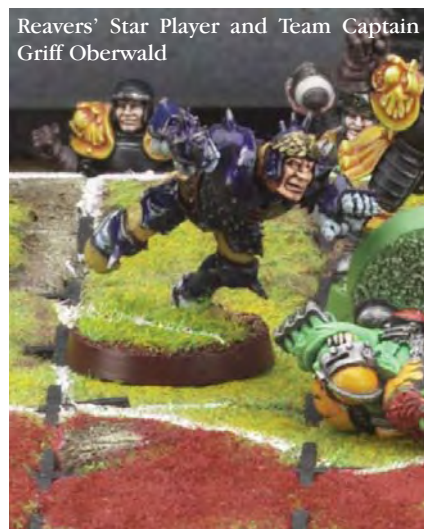
REIKLAND REAVERS

The Reavers were formed almost a century ago, in 2389, when a vacant franchise came up in what was then the Oldlands Conference. Known during their first few years as the Altdorf Acolytes, the team quickly established their reputation for great skill and ability, as original owner DD Griswell Snr poached and bought up the best players throughout the western lands! This policy of marrying awesome buying power with the best money can buy has seen the Reavers in good stead throughout their long life. Today, under DD's great-grandson JJ Griswell Jr, the Reavers are probably the finest all-round team in the AFC.

2389 Altdorf Acolytes formed by business consortium in association with the people of Altdorf. Make their base at the Griswell Memorial Stadium. Thanks to the sterling efforts of head coach Johann Weisshaupt and the large chequebook of DD Griswell, in their first season they come fourth in the Whiteskull Challenge Cup (now the Chaos Cup).

2396 When the Griswell Memorial Stadium collapses during a storm (amid rumours of paybacks and cost-cutting by the firm who built it), the team changes its name to the Reikland Reavers and sets up home at the new Altdorf Oldbowl. No one is quite sure where either of those names comes from, but both help the Reavers to their first cup win, beating the Wüppertal Wotans in the final.

2399 Legendary match against visiting Dwarf Giants team ends in uproar when it's discovered that each team is using its own version of the rules. Game abandoned at 17-4.



Reavers' Star Player and Team Captain Griff Oberwald

2411 DD Griswell Jr takes over as owner of the team on the death of his father. Head coach at this time now Blind Willy Müller. Reavers slump to their worst placings ever. Müller reputed to have got the job through blackmailing DD Jr over some rather indiscreet moments with the entire Reaver's cheerleading squad.

2432 Reavers start the first season of a fourteen-year low patch when eleven members of the first team are infected during an injudicious Nurgle's Rotters game. Transfers of eight players to the Subterranean Slimeballs helps ease the crisis, but the loss hits the Reavers hard. DD Griswell Jr replaced by son JJ Griswell Snr.

2468 JJ Griswell dies after getting too close to the sidelines during an Asgard Ravens fixture, and is replaced by current owner JJ Griswell Jr. New head coach Helmut Zimmer arrives soon after, and institutes his 'New Order' of training and preparation.

2485 Reikland thrash the Darkside Cowboys to win Blood Bowl XXIV, but only after surprise substitute Orlak Stürmdrang replaces fatally-injured captain, Wolfram von Beck, after only ninety seconds. The legendary Zug sets up his still-unbeaten Most Opponents Bitten In One Match record.

2487 Griff Oberwald (incidentally, Stürmdrang's half-cousin) replaces Orlak as team captain after his predecessor finds the pressures of running the team and posing for the girls as an all-round Blood Bowl megastar too much. The team go from strength to strength, winning their fourth Blood Bowl.

(Former) Conference: AFC
(Former) Division: Central
Team Colours: Blue and yellow
Symbol: Skull and blade
Owner: JJ Griswell Jr
Head Coach: Helmut Zimmer
Home Stadium: The Altdorf Oldbowl (capacity 71,411; surface astrogranite)
Players: Humans

2487 The Reavers are one of the few teams to survive the collapse of the NAF unscathed, thanks mainly to the astute financial planning of team owner JJ Griswell Jr.

Present The Reavers silence sceptics who said they couldn't adjust to the new style of the open tournaments by coming back to win Blood Bowl XXXI in a hard fought final against the Marauders.

Behind the Scenes

Behind every good (and bad!) Blood Bowl team there's a large team of very highly skilled professionals who handle everything except the actual playing of the game. The Reikland Reavers, for example, include the following 'backroom boys':

Management: At the very top there's owner and president JJ Griswell Jr, together with his staff of eleven directors, yes-men and secretaries. These follow JJ everywhere, noting down any important decisions, ideas or pearls of wisdom which may fall from his lips as he strides through the stadium sacking people. Behind this lot are a further ten financial, legal and administrative staff who handle the day-to-day running of the club.

Coaching: Helmut Zimmer has the responsibility of getting the team in peak fitness, assisted by ten further specialist coaches and two assistants. The specialists each teach and train the players in one particular aspect of the game, be it throwing, catching, maiming, throttling or whatever.

Health: The Reavers employ a medical team of four apothecaries and healers, and also have a full-time counsellor (and lawyer) whose job it is to look after the players' well-being between matches, or in the Reavers' case to bail them out so they can play the next day!

Public Relations: This department employs eighteen people, whose various jobs include producing the programmes and club magazines and selling tickets. They also organise the half-time entertainment and train the team of 26 cheerleaders, the Reavettes (and their two bodyguards!).

Add to this number all the locker room boys, equipment cleaners, washerwomen, crowd security men, bar staff, merchandise sellers, rat-on-a-stick vendors and general hangers-on and dogsbodies, and you've got much more than just a team of 11 battle-trained psychos!

Griff Oberwald

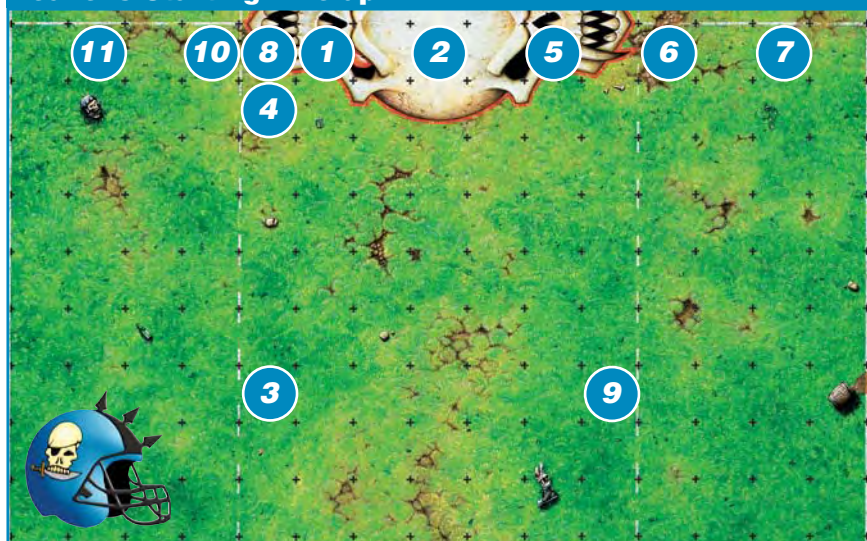
It isn't often that Head Coach of the Reikland Reavers, Harry Zwimmer, has a nice word to say about any other human being, but it is recorded that when he first saw the young Griff Oberwald play, he actually declared: "Zat boy is almost above average!" Such immense praise from the tight-lipped coach was only the first in a great many compliments paid to the young superstar from Streissen, who has since been called "Griff the godlike!" (Spike! magazine), "Phew! what a scorer!" (Middenheim Mirror) and "The greatest single gift to our profession since Morg'th N'hthrog first bit a Goblin's head off in the Chaos Cup!" (Undertaker's Gazette). High praise indeed.

The young Oberwald first came to the attention of Reavers fans in his first game for the team at the end of 2483, in which his ferocious tackle play garnered him three ears, a nose and a two-match suspension. Undaunted by this minor setback, Griff gained a permanent place in the Reavers' first team, where he battled his way through the lines alongside his half-cousin and team captain Orlak Stürmdrang. A quite remarkable second season for the Reavers earnt him a precious Best Newcomer Medal, and culminated in his scoring the winning Touchdown against the Darkside Cowboys in the full-scale rout that was Blood Bowl XXV.

Oberwald's qualities are those of the classic Blood Bowl hero. He's tall, super-fit and strong, with a grace and co-ordination that can leave most other players standing. Instantly recognisable across a murky Blood Bowl field by the usual splattering of gore across his kit, Oberwald cuts a very dashing figure and it's no surprise the girls go wild when he has the ball in his capable hands.

At the beginning of last season, after leading the Reavers through some of the best years in their 91-year history, captain Orlak Stürmdrang decided to step down from the post and return to simply being a player. There was only one man to replace him, and Oberwald duly started the second match of the '87 season as team captain. He immediately made his mark on the team, driving them harder than ever with startling results. Reikland finished the year as Blood Bowl champions yet again, and Oberwald was voted AFC Player of the Year by a panel of his peers. Quite simply, this young man is a star!

Reaver's Starting Line-up



Hall of Fame

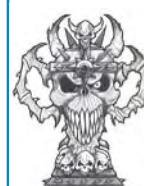
Walter damm Kempft

Erdrich Holstein

Coach Johann Weisshaupt

Jules Winder

Team Honours



Chaos Cup Winners
2396, 2399, 2400, 2401, 2402, 2403, 2405, 2412, 2422, 2423, 2424, 2425, 2426, 2427, 2448, 2461, 2463, 2470 2498



Blood Bowl Winners
2471
Blood Bowl XI
2479
Blood Bowl XIX
2485
Blood Bowl XXV
2487
Blood Bowl XXVII
2491
Blood Bowl XXXI
2499
Blood Bowl XXXVIII

Reavers' Starting Eleven

- 1. Griff Oberwald**Captain
- 2. Zug**Blocker
- 3. Jacob von Altdorf**.....Thrower
- 4. Gregor Meissen**.....Catcher
- 5. Ritter von Baum** ...Lineman
- 6. Ziggi Abschuss**Lineman
- 7. Ivan Kellhooper**Lineman
- 8. Hans von Broken**..Lineman
- 9. Fat Mittbrot**.....Thrower
- 10. Pieter von Gullet**....Blocker
- 11. Matthias Meier**.....Blitzer

Substitutes

'Fast' Ben JansenCatcher
Luigi di PassellaLineman
Helmut RoksteinBlocker
Gerhard Linebreaker..Lineman
Jean-Paul Mussen.....Lineman



Team Rating

321



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

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

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

The Skunkworks

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

(Former) Conference: NFC

(Former) Division: Eastern

Team Colours: Grey and Yellow

Symbol: A huge warhammer

Owner: The Last Council

Head Coach:

'Insane' Thorsson Axeheim

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

Players: Dwarfs

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

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

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



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

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



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

Deathrollers and other Delights

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

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

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

Hall of Fame

Evo 'Bomber' Baradil

Yukk Ghulag

Team Honours

**Orcidas Team of the Year
2486**

**NFC Championship Winners
2473, 2486**

Warhammerers' Starting Eleven

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

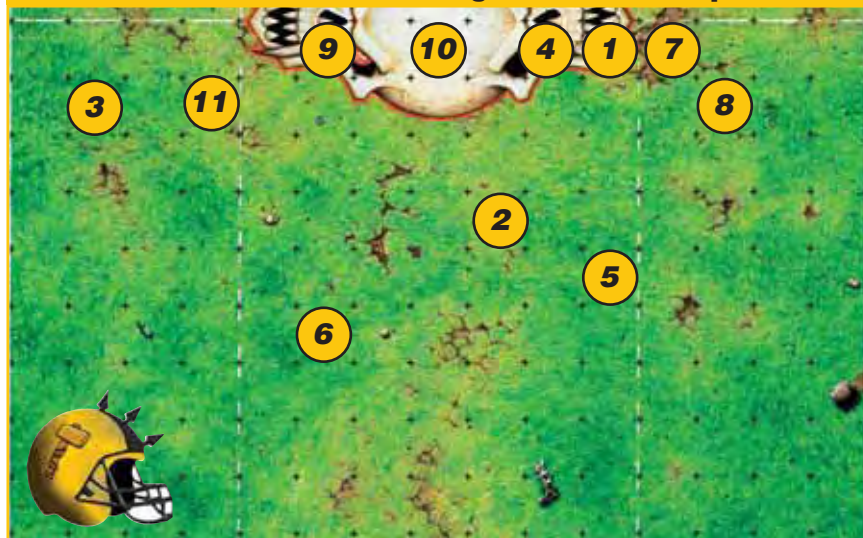
Substitutes

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



Irkul Voker gets stuck in.

Warhammerers' Offensive 'Grudge-Maker' Line-up



Team Rating

258