

Gridiron Gazette :

Orcs

1 Brauzzeit 2521
Issue #10

Since its rediscovery, nobody has been playing Blood Bowl longer than the Orcs. They have a long and brutal history in the great game which mirrors their own tribalistic culture.

INSIDE

Gouged Eye

Sophistication Orc style!

The Skull-Hacks

Keeping it in the family

Severed Heads

Bully boys who run away!

Bionik Brilliance

Orcish augmentations

Deathshead Destroyers

A one troll team

Who's Who

The full player and staff
directory



Off and On

The Gougued Eye have a deserved reputation for violence. However, unlike a lot of other teams, they don't leave it on the pitch, just the opposite in fact.

Pre-season training is deliberately violent to weed out any potential new recruits not up to scratch. Every year the coach expects to thin out his squad through training fatalities.

Gort Severlimb, the Eye's head coach is famed for his sadistic methods. The pre-season deaths are just a warm-up!

There was an incident with Bob Bifford which cabalvision tried to hush up unsuccessfully. Bob interviewed the Eye players in their dressing room after a tough loss. The Orcs didn't take kindly to his comments or tone and before you know it blows were exchanged. Bob had to take some time out to recover, but you can bet he gave as good as he got!

Trophy Cabinet

The Eye are the third most successful team ever.

Blood Bowl (2464, 2473, 2495)

Chaos Cup (2441, 2445, 2450, 2451, 2452, 2453, 2454, 2460, 2469, 2473, 2477, 2482, 2483, 2559)

AFC Champions (2435, 2464, 2470, 2473, 2474, 2478)

Gougued Eye – looking good!

- By Dolf Ungerhaagen

Stadium

The Gougued Eye play out of the Doom Dome in the Drakwald forest. With a capacity of 88,000 the Dome, unusually for Orcs, is an underground arena which historically was famed for its terrible turf (grass growing is hard underground). Like many other teams with underground arenas, the Gougued Eye switched the surface to astrogranite which is easier to maintain and hurts more!

History

2403 - The Gougued Eye tribe go raiding into the Empire and carry off a number of human captives. They tell the Orcs about a wonderous game called Blood Bowl and so they start to play with little comprehension of the actual rules - a factor in their losing their first 72 games!

2429 - The Orcs suddenly realise there is more to the game than they thought - like passing. After a late-night training session they grab Vimmy Gloam, the Middenheim assistant coach responsible for their passing game. With his help results start to turn around.

2431 - The Eye are admitted into the NAF's premier competition where they finish third in a good early showing. Emperor Skullcrush, keen for more success, orders the entire tribe to try out for the team or join the army!

2441 - The first significant piece of silverware is added to the trophy cabinet as the Eye win the Chaos Cup. They go on to win it once or twice a decade for the next 50+ years with regular, strong performances.

2464 - More success as the Orcs win their first ever Blood Bowl. They do it the hard way smashing through the Reikland Reavers in the semi finals and the Dwarf Giants in the final. The standout player is the Bolg Stonemangler (afterwards he changed his name to Dwarfmangler) who scored 3 times and injured enough Dwarfs to merit a whole page in the book of grudges

2473 - What looks to be the perfect Orc team are the first outfit ever to do the double, winning the Blood Bowl and Chaos Cup in the same season

2474 - The Eye's dominance seems to continue as they make the Blood Bowl final again. However, 'Axeface' Manglesson goes down in history for his performance, removing 10 of the Orcs starting 11 all by himself. The Vynheim Valkyries unexpectedly crush the Eye leaving their squad in tatters.

2475 - Looking for new talent, the Eye field Black Orc and slave Varag Ghoulichewer for the first time as they look to rebuild. Varag becomes an instant hit.

2477 - The Eye win the Chaos Cup again, the re-building of the team in such short order is nothing short of remarkable with Varag Ghoulichewer at the centre of things

2478 - Another season, another Blood Bowl final. Despite losing to the Skavenblight Scramblers in suspicious circumstances (where did all of those bottomless pits come from?) the signs are good

2482 - Things clearly have been going too well . . . the Gougued Eye civil war takes place after an incident which started with the fans but spilled over into the team as well. The losses are heavy for players and fans alike.

2483 - Varag Choulchewer leads the team to another Chaos Cup win, but with a much-reduced team it is something of a fluke. The Eye go into serious decline (for them) and don't win anything for the next 15 years



Hand and Eye co-ordination

- By Gerhardt Schtumpf

The Gougued Eye are undoubtedly the most complete Blood Bowling Orc team to tread the astrogranite. Where they stand out amongst their greenskin peers is their mastery of that most un-Orcish aspect of the game . . . passing!

The Gougued Eye can trace their passing skills back to 2429 when they kidnapped human coach Vimmy Gloam after late one night from a training ground in Middenheim. Under duress, Gloam was able to show the benefits of the aerial game to the Eye players which transformed their success on the pitch.

Although in the modern times, Gloam has long since passed away, his teachings firmly remain with the Eye. Most Orcs teams are actually all members of a single tribe who play Blood Bowl together or go border raiding together (to them its virtually the same thing). It's not completely unknown, but Orcs transferring between teams is pretty uncommon; tribal loyalty is important. The Ironcrag Decimators star passer Harg Vainkill (also known to some as Harg Vainslayer . . . the translation from Orcish into Reikspiel is a little loose) caught their eye (!) in 2487. Wasted on a more traditional Orcish team like the Decimators, pundits weren't surprised when he switched to the Gougued Eye in time for the 2488 season.

Vainkill soon hooked up with albino Eye receiver Osgar Vilechuck who was instrumental in the thrower smashing the records for most passes and passing yards in a season. The pair aren't done yet - watch this space!

Healthy competition

Despite our glowing words about Harg Vainkill, Blood Bowl is a brutal sport and so the Eye are always grooming the next generation. In the case of the throwing position, they are very excited by the promise that Anga Gassga is showing. He doesn't get as much pitch time as he would like due to the presence of Vainkill, but in 2503 he still managed 18 passes despite barely making an appearances. The future is bright, the future is green.

Skull-Hacks keep it in the family?

The Skull-Hack brothers need to bury the hatchet (and not in each other). Younger brother Gurt is a regular on the Gougued Eye whereas elder brother Griskar played for the Raiders and currently holds the record for most Elfs maimed.

With the Raiders switching to a Black Orc roster Griskar finds himself without gainful employment. Can whatever caused the brothers to go their separate ways be resolved? Griskar would be a great signing for the Eye and would be a step towards filling the void left by Varag Ghoulchewer.

The other Skull-Hack

The other Skull-Hack (no relation!) is Urfrick. The Blitzer is now the teams go to Blitzer. He still holds record for most blocks in a match at 21. Urfrick and his famed attack the Skull-Hack Head Slam is a terror on the pitch. In a 2487 Bloodweiser Trophy game, he chewed the leg off an Ogre - brutal!



Age is just a number!

It would of course be wrong to talk about outstanding Eyes and not mention the grand old Orc of the team, Hak Demoncutter. Hak has been campaigning for decades and is easily their longest serving player - he was a veteran when Varag Ghoulchewer started on the team. The old fella has seen and done it all, but he still has a thirst for the game! He is a real 'stopper' in the backfield, even now 20% of his tackles still result in a KO if not worse (as his 40 career kills will attest). Hak rarely gets beyond the half-way line, he's only ever scored once in all that time; he knows his place on the pitch. Having a one-orc-wall of defense gives license for the other Eye players to maraud forwards. Many a trophy quietly rests on the craggy, old Orcs solid and reliable shoulders. If Hak is in the team, then never count the Eye out.

Dirty Hurty

The Heads signed Grishnak Goblin-Throttler in 2468 from the Schaffen Stallions and he was to have an instant impact, winning the Blood Bowl a year later.

Grishnak was instrumental in the 'Dirty Hurty' style of play, which encouraged stomping on anything while it was down. A look at the sign in their dugout in the Orcland Stadium says it all. The sign reads "Rules: 1) Cheat 2) Cheat some more 3) While yer at it, lay the boot in". This style of play has stood them in good stead as a couple of Blood Bowl wins will attest.

However, one would question the mentality of their bully boy tactics as they have developed a habit of running away when becoming the target of the bullies themselves.

The Heads faced the Athelorn Avengers once and felt their dance rituals were "stupid an' borin'" so they tried to hurry things along by removing the Wardancers from the pitch. It proved to be a terrible mistake as the Orcs never touched one of them but had several key players injured before the half had kicked off!

Trophy Cabinet

Blood Bowl (2469, 2483)

Orcidas Team of the Year (2483)

NFC Championship (2459, 2469, 2483)

Severed Heads – quitting while ahead?

- By Rusty Hoelle

Before the move to Orcland and the great Black Orc rift, the Raiders originally played under their tribal name, the Severed Heads. As we trace their history, it becomes increasingly clear as to why the Black Orcs left. Looking at 2459, 2473, 2479 and that incident with the Wardancers, leaves us wondering, are the Raiders just a bunch of quitters?

History

2435 - The Severed Heads tribe only discover Blood Bowl when they witness an exhibition match by the Gouged Eye. Quickly they realise that this is the game for them and set about building a team.

2437 - Clearly the Heads are naturals and put together a potent force quickly. The NAF see their potential and invite them to join their top tier competition

2457 - An ill-chosen prank goes horribly wrong. The Orcs grease the boots of the Ashbane Vendetta team earning the wrath of star assassin Harkon Heartripper. After the one elf-assault on the Heads in the first half, they refuse to take to the pitch in the second!

2459 - The Heads make it to the end of season final (a pre-cursor to the Blood Bowl which didn't exist yet). Their Orcish opponents, the Schaffen Stallions used a shaman to mind wipe all of the Heads players, leaving them able to do nothing but stare and drool. The Stallions win the game in a match which lasted just 7 minutes. This was to cause changes in the use of magic.

2469 - Despite their early promise, it took the Heads over 30 years to really show what they can do. New signing Grishnak Goblin-Throttler scores twice and makes 3 kills in the Blood Bowl final - surprisingly though he wasn't the stand-out player on the day. The Orcs smeared themselves in mustard and waited for the hunger pangs to kick in on Middenheim Marauders minotaur Massiv Bofine. The minotaur ate one teammate and injured 7 others in the game but due to hating mustard, left the Orcs alone!

2473 - The Heads are on the wrong end of 2 secret weapon incidents which hurts the team badly. The first was against the unlikely Shiretown Stuffers who somehow got their hands on an early prototype of the chainsaw. Tork Smallbones removed half the Heads (literally!) before falling onto the chainsaw himself. . . but the damage was done

2479 - Signing up for a season in the Worlds Edge Super League proves to be a costly mistake. They take on the Dwarf Anvils who field their new invention, the Steam Killdozer. By the break over half of the team had been buried by the Killdozer, the Heads refused to play any more games in the league.

2483 - The '70's taught the Heads that they need to try and get a mechanical edge themselves. They are at the forefront of the brief bioniks revolution and with the aid of players like Cyborc Greaser Geargrinder transform their game. In the Blood Bowl final they face the Middenheim Marauders again, brushing past them with ease to lift the Blood Bowl for the second time.

2487 - The Heads manage to go bust before the collapse of the NAF! A shady deal with a Half-Orc property speculator and the tribal chieftains goes horribly wrong and the team are financially ruined. King Ironclaw from Orcland makes the players an offer which they readily accept. They swiftly murder their chieftains and move the tribe to Orcland - the Raiders are born!

For more on the Raiders, wait for our Black Orc issue . . . it may be a long wait though!

The 6 million Gold Crown Orc!

- By Lastiges Weisschen

The rise of technology saw advancements not just in terms of weaponry on the pitch, but also in player augmentations. The 2480s was the golden age of what became known as bioniks although it proved to be short lived.

Early bionik prototypes appeared in 2482 on Da Green Machine led by Head Coach and Apothecary, Mad-Dok MekBonesaw. He added bioniks to his entire squad and although they weren't a great success, they started others on the same path.

The Severed Heads had been on the receiving end of a number of mechanized and costly defeats. They needed players hardier and better equipped to deal with the threats that the early 80s offered. Seeing what Da Green Machine had done with the development of bioniks and Cyborcs, they spied a potential solution.

The two most famous Cyborcs to play for the Heads were Greaser Geargrinder the thrower and the imaginatively named Geargrinder the Orc blocker (after all, when one name seems so good, why not use it again?). Both had undergone extensive surgery and entered the pitch with a number of augmented body parts.

Despite the whirring, crunching and general destruction of Geargrinder, the stand-out player was Greaser as he had the more complete game. His bionik eye meant he could both pass almost anywhere on the pitch and take the most unlikely of catches. This saw him score 32 touchdowns in the 2483 season.

However, his mechanised limbs proved he was more than just a scoring threat as in the same season he racked up 12 player kills as well. Reaching the Blood Bowl final, the Heads bionik players easily outmatched the Middenheim Marauders in a game that was barely a contest.



The NAF needed to take action. For the following season all bioniks were banned. To try and prevent teams disguising implants, the NAF set up a new body called The Piecemakers. They were an elite and highly trained unit, armed with bolt cutters, who had the power to inspect any player at any point. If any illegal bioniks were found, the offending pieces were cut out on the spot. In one fell swoop the NAF had crushed the bioniks

revolution as no augmented player was willing to risk a visit from the Piecemakers and be quite literally torn limb from limb or chopped into pieces!

Zkurg Manglemann

Debates still rage on whether the touchdown scored by Zkurg Manglemann, a Troll for the Greenface team, should have counted.

In a tough match the Troll lost both arms and a leg following a lethal challenge from Ivan 'The Scythe' Deathshead. However, Zkurg managed to get the ball in his teeth and hopped free to make it into the endzone to score . . . or so he thought.

The lost arms were still punching the Undead further down the pitch and the missing leg had stamped a referee to death. It was ruled the Greenface team had too many players on the pitch and so the score didn't stand!

Grubba Greenback

If you watch Blood Bowl for long enough, you'll see just about anything happen. To stand out takes a very special set of skills.

In Grubba's case, in order to stand out, he has mastered the art of throwing squigs. Can you imagine the terror of the opposition when something the size of a medicine ball with halitosis and teeth suddenly bounces over the scrimmage line?

Grubba's missing fang however was nothing to do with the squig tossing. That was removed in a brutal swipe by Red Claw Rurk of the Skavenblight Scramblers (who then kept it as a trophy!).

Morgrim Killchoppa

Never underestimate the importance of keeping things in the family. In 2499 Soaren Hightower was lucky not to meet a sticky ending when Morgrim Killchoppa spent 45 minutes ignoring the match, just kicking the unfortunate thrower. For some reason, referee Grugnar Killchoppa didn't seem inclined to send him off . . .

Orcidas – Dress for Success!

- By Pierce d'Organ

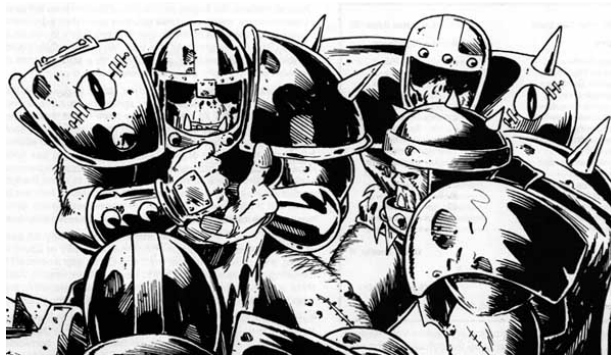
Orcidas are without a doubt the number one clothing brand anywhere in the old and new world. In more recent years they may have faced increased competition from Collars by Khorne, Loincloth and Hoofwear but their place as market leader is unlikely to change.

Like many of the best things associated with Blood Bowl, Orcidas as a brand was started virtually by mistake. Around 80 years ago, Orc team Hooded Toof were on a terrible losing streak. The management decided on some practical psychology. Any Orc better dressed is an Orc who will run faster, punch harder and stamp with just a little more intent. So the Hooded Toof owner kitted out the team in flashier uniforms in a move guaranteed to see success.

He was right . . . but not in the way in which he imagined. The 'Toof were still awful, despite their new snazzy outfits

they remained terrible at Blood Bowl. However, the outfits themselves caught the eye of a number of other teams watching and soon the 'Toof were getting enquiries on where they came from. What became clear to them was that there was a real opportunity here to make some serious cash.

The 'Toof quit playing Blood Bowl, its not like they were winning. The team set themselves up as clothing line and began to churn out new lines of exciting Blood Bowl kit in crazy colours and designs. Demand increased and Orcidas as they became known, were forced to employ more and more Goblins to meet demand. Pretty soon, it's been said, they employed more goblins than worked in all of the slave mines of Zharr-Naggrund put together. From Blood Bowl they branched out into lines of regular clothing and so now everyone has an Orcidas shirt or pair of sneakers in their wardrobe.



“Orcidas encourages friendly competition and team spirit. Just remember, a match never really becomes friendly until the moment everyone has lost teeth!” - Wakdig Biggob, Orcidas CEO

Some marvel about how Orcidas became such a success and retain their market position. Their goblin tailoring remains suspect at best. Waste bands are highly unpredictable and how to hang a crotch seems to remain quite the mystery to their needle-smiths. Despite this, their loyal fan base flock to buy the latest designer lines. They are never short of ideas as 2503 proved with the launch of Hoof Max CL Blood Bowl shoe, fronted by none other than H'Thark the Unstoppable; another major success.

However, persistent rumours suggest that their future is in doubt. Apparently super-rich Jordell Freshbreeze intends to buy them out to prevent a sponsorship deal with the Darkside Cowboys. We await developments!

Chaos Cup catastrophes!

Orcidas have been long time sponsors of the Chaos Cup. There are a number of controversies while its in Orcish hands and so they appoint Lord Borak, a respected figure in the game (and always open to corporate sponsorship) to try and smooth the waters.

In 2471 the Elfheim Eagles were kicked out of the Chaos Cup just for being Elfs (to many that seemed reasonable enough). In the protests that followed, the NAF ruled that they must be allowed to play but the Eagles have vowed not to play in the Chaos Cup again.

In 2472, Orcidas changed the Chaos Cup rules insisting that all teams must include an Orc on their roster in order to take part. Surprisingly some teams acquiesced to the demand such as the Darkside Cowboys. The Reikland Reavers refused however and boycotted the Chaos Cup for the next 20 years.

In 2492 the Dwarf Giants win the Chaos Cup, beating the Orcland Raiders in the final. When the prize money was handed out, the Raiders ended up with more than the Giants. Orcidas went on record to say there was no bias in the decision at all!

Chaos Raiders

Orcish outfit the Chaos Raiders are a menace in lower tier Blood Bowl. They sport an unusual roster - its not uncommon for them to field 3 Ogres in the team. However, to get around roster restrictions, the Ogres are painted green and have large, pointy ears stuck on. Clever gits!

Morglum's Manglers

The problem with Orc teams is that they forever have to fight their own more base urges. The black shirted Manglers were by far and away the best team in the SCABB cup. One season they made it all the way to the final without so much as conceding a single touchdown on the way.

Victory was assured . . . or so you would think. However, an Orcish warlord was leading an ill thought out invasion of the northern wastes (what did they really think they would find?) and so the Mangler players dropped out to sign up for the raid. Is Blood Bowl not violent enough . . . ?

Gunbad Giants

No doubt the Blood Bowl pitch is a dangerous place, but the sidelines aren't much safer.

The Gunbad Giants coach found out to his cost in an away match against the Dark Mountain Spiders. The poor Orc was eaten by their hosts after stepping a little too far away from the rest of the boys!

Orcs! Orcs! Orcs everywhere!

- By Rusty Hoelle

Da Deff Skwadd

Frozen out of the NAF's premier competition they were left fighting for scraps in lesser events. Then with the collapse of the NAF and the beginning of the open era, the Skwadd claimed their spot in the limelight. As other teams struggled with life on the road, the Skwadd who had been doing it all their lives suddenly began to shine - this suited them. It also helped star blitzer Ugrain Kneebender came through the ranks and with his on-field leadership, the Skwadd were a force to be feared in the 2490's. They made 3 major finals, the first was a tough loss in the Chaos Cup in 2493, but it was Blood Bowl where the real heart ache happened.

In 2494 they played the Reikland Reavers in the Blood Bowl semi-final. Hiring Ripper Bolgrot and Scrapper Sorehead for the match they tied the Reavers 2-2, forcing the game into sudden death over time. Kneebender sealed a famous win by snagging a desperate hail mary pass for the score. In the final they faced the Skavenblight Scramblers, this time with Fungus the Loon on the roster it started brightly, the rats' scrimmage line was battered off the pitch and the Skwadd stole the ball. However, determined Scrambler defense saw Kneebender stopped on the score line and stretched off injured. Without their talisman, the Orcs fell apart and the Skaven went on to win it.

A couple of years later in 2496 they were back in the final and faced a tight game against the Athelorn Avengers. It looked like this match may also go to extra time until a moment of brilliance from Jordell Freshbreeze. He leapt off a Big 'Uns head, rolled between the Skwadd Troll's legs and scored the most unlikely of touchdowns - defeat for the Skwadd once more!



Deathsheads Destroyers

Grakk Spleenstompa the head coach knew that his team lacked any real talent to compete and so sent a team of goblin scouts out to find a marquee signing. The story that ensued resulted in the discovery and creation of one of the games most eloquent speakers and deepest thinkers - Ripper Bolgrot. His tale is one for another time, our focus is the team that took a chance on him.

One has to feel sorry for Spleenstompa, with Ripper in the team it looked like he finally got his wish. The Destroyers began to shine and slowly, bit by bit rose up the rankings. Through the 2460's and 2470's the Destroyers rose to dizzy heights beyond the team's wildest expectations . . . but Spleenstompa knew he couldn't really take credit. Ripper had effectively taken over everything, he drilled the Orcs in increasingly complex plays and marshalled them into action on the pitch. Spleenstompa finally began to enjoy success but none of it was his own doing.

In 2478 Ripper decided to leave, he was grateful to the Destroyers, but he saw a more lucrative future in the freebooter market. With their star player and coach moving away, it meant that Spleenstompa was properly back in charge again. Any fresh glory gained would be his alone, he could step out of the shadow cast by the big, blue Troll.

Sadly for the Destroyers fans, Spleenstompa was to prove that it wasn't only the players who were limited, but the coach as well. With alarming speed, the team slipped back into obscurity.

Who's Who the Orcish Overview!

The following are players or members of staff who at some stage of their careers have played on Orc teams

Blitzers

Name	Team	Status
Brobrag	Brobrag's Big 'Uns	Alive
Crushface	Gouged Eye	Alive
Da Rock	Gouged Eye	Alive
Eruck Ogrehack	Gouged Eye	Retired - former team captain
Gorflem Rotbreath	** Freebooter **	Alive
Gruk Halftoad	Gouged Eye	Alive
Grut Gitgobbla	** Freebooter **	Alive - specifically is a Savage Orc Blitzer
Igor Blazetown	Gouged Eye	Alive
Killgit Toothrippa	Orcland Raiders	Alive
Krapnugg	East End Boyz	Retired
Narz Backsnapper	Gouged Eye	Alive
Urfrick Skullhack	Gouged Eye	Alive
Urgrain Kneebender	Da Deff Skwadd	Alive



Throwers

Name	Team	Status
Anga Gassga	Gouged Eye	Alive
Cannonball Bennie	Gouged Eye	Alive
Garruk Gizbut	Orcland Raiders	Alive
Greaser Geargrinder	** Freebooter **	Alive - Cybork Thrower
Grappa	Brobrag's Big 'Uns	Alive
Grishnak Goblin-Throttler	Orcland Raiders & Schaffen Stallions	Retired
Harg Vainkill . Vainslayer	Gouged Eye & Ironcrag Decimators	Alive
Izzi the Frog	Gouged Eye	Alive
Kren Stabbla	Orcland Raiders	Alive
Raggutt	Black Water Boyz	Alive
Ramstalon Mulanex	Unknown	Alive
Trok Elfsplitter	Gouged Eye	Alive



Black Orcs

Name	Team	Status
Blacktusk	Moonfang Marauders	Dead - killed in a game against the Hochland Harbringers
Da Fridge	Gouged Eye	Dead - Killed by the Chaos Cup
Fingurs	Brobrag's Big 'Uns	Alive
Geargrinder	** Freebooter **	Alive - Cybork Blocker
Gorbag "Rabid" Foamface	Orcland Raiders	Retired
Grom Mad'Un	Orcland Raiders	Alive
Hakath Skull-smasher	Unknown	Alive
Kolath Headripper	** Freebooter **	Alive
Krug Painspear	Gouged Eye	Alive
Krusha	Black Water Boyz	Dead - Stamped to death by a goblin possessed Ogre
Rip Sorepain	Gouged Eye	Alive
Skurf Limb-Render	Orcland Raiders	Alive
Smashjaw	Gouged Eye	Alive
Varag Ghoul-Chewer	** Freebooter **	Alive

These are Black Orcs who pre-date the schism



Linemen

Name	Team	Status
Arag-Arag	Moonfang Marauders	Alive
Argnie Ankle-Biter	Orcland Raiders	Alive
"Bandy" Durg Muglurk	Gouged Eye	Alive
Blarg Gut-Wrencher	Gouged Eye	Alive
Bolg "Dwarfmangle" Stonemangle	Gouged Eye	Retired
Bork	Gouged Eye	Alive
Boz the Grim	Orcland Raiders	Alive
Burnstuntie Joy	Gouged Eye	Alive
Crasimov Nut-Muncher	Gouged Eye	Alive
G'Haarg Swordbiter	Gouged Eye	Alive
Garg Worm-face	Gouged Eyes	Retired
Gort Skullhack	Gouged Eye	Alive
Gobslam Toofsmasha	Unknown	Alive
Griskar Skullhack	Orcland Raiders	Alive
Groggant Hobbit-Killer	Gouged Eye	Alive
Grubba Greenback	Unknown	Alive
Gurk Halftoad	Gouged Eye	Alive
Hak Demoncutter	Gouged eye	Alive
Hgard Rancid	Orcland Raiders	Alive
Hurk Verminsmasher	Gouged Eye	Alive - former team captain
K. K. Klannerman	Gouged Eye	Alive
Krump Legnicker	Orcland Raiders	Alive
Morgin Killchoppa	Unknown	Alive
Orag Rendcrusher	Gouged Eye	Alive
Osgar Vilechuck	Gouged Eye	Alive
Rotten Razfang	Orcland Raiders	Alive
Stikka Skrot	Orcland Raiders	Alive
"Toofless" Vug	Orcland Raiders	Alive
Ugly Rackspite	Gouged Eye	Alive

Gridiron Gazette - Orcs

Linemen - continued

Name	Team	Status
Ugroth "Ripper" Bolgrot	** Freebooter **	Alive
Urdukk 'oomie-Kicker	Orcland Raiders	Alive
Urgar Eyegash	Sartosa Spleenrippers	Alive
Urgar Rancid	Orcland Raiders	Retired
Urgash Axe-Biter	Gougued Eye	Alive
Yughurt Guttearer	Gougued Eye	Alive



Goblins

Name	Team	Status
Chukka Brothers x2	Brobrag's Big 'Uns	Alive
Fungus the Loon	** Freebooter **	Alive
Goblin	Black Water Boyz	Alive
Lanky' Two-Snots	Orcland Raiders	Alive
Retch Gutheave	Da Green Machince	Alive
Scabby Stinkybreath	Gougued Eye	Alive
Snagga Throttlesnot	Orcland Raiders	Alive
Spikey Norman	** Freebooter **	Dead - landed head first after a throw teammate attempt



Trolls

Name	Team	Status
Da Troll	Gougued Eye	Alive
Krusha Gongroz	Orcland Raiders	Alive
Leg-Cruncha	Brobrag's Big 'Uns	Alive
Ripper Bolgrot	** Freebooter **	Alive
Snazguz Irongut	Gougued Eye	Alive
Snotlobba	Gougued Eye	Alive
Zkurf Manglemann	Green Face	Alive



Other Races

The below are players from other races who through some strange twist of fate, ended up playing for a Orc team.

Name	Position	Team	Status
Grunk H'thon	Ogre	Orcland Raiders	Alive

Gridiron Gazette - Orcs

Staff

The below are Orcs who have worked on any team.

Name	Position	Team	Status
Chip Organbuster	Head Coach	Unknown	Alive
Gak Throatmangler	Head Coach	Unknown	Alive
Gazbag	Head Coach	Gunbad Giants & Black Water Boyz	Alive
Gort Sever-limb	Head Coach	Goged Eye	Alive
Grakk Spleenstompa	Head Coach	Deaths Heads	Alive
Gishnag	Head Coach	Unknown Snotling team	Alive
His Most Grossest Majesty Gobsuck Skullcrush XII	Owner	Gouged Eye	Alive
Kaarg	Head Coach	Unknown	Alive
King Ironclaw Faceripper	Owner	Orcland Raiders	Alive
Lefthand Wolfstab	Head Coach	Severed Heads	Retired
Mad-Dok MekBonesaw	Head Coach & Apothecary	Da Green Machine	Alive
Mad Jonnen	Head Coach	Orcland Raiders	Dead - Eaten by sea monster
The Overfiend of the Lead Citadel	Owner	Doom Lords	Alive - he may not be an Orc!
The Pockettes / The Waaaghs	Cheerleader Squad	Gouged Eye	Alive
Uthar Hagg	Head Coach	Middenheim Maulers	Alive - technically a Half-Orc
Waaaghtz	Head Coach	Unknown	Alive
Wolfleg Lead-pits Marching Band	Musicians	Gouged Eye	Alive



Officials

Name	Position	Status
Grugnar Killchoppa	Referee	Alive



Other 'famous' Orcs

Name	Position	Status
Angry-Git	Bank Robber	Dead - struck by lightning
Argvak Pental	Warlord	Dead
Broken-Toof	Bank Robber	Dead - Bobby trapped chest
Duff Daddy	Rap Star	Alive
Gitthrog	Gangster	Alive
Mungk	Warlord	Dead
Nasty-Git	Bank Robber	Dead - fell into bottomless pit
One-Eye	Bank Robber	Dead - decapitated
Throggit	Gangster	Alive

Orc Teams

*Black Crag Stompers
Black Water Boyz
Brobrag's Big 'Uns
Bonecrushers
Chaos Raiders
Da Deff Skwadd
Da Green Machine
Deathsheads Destroyers*

*East End Boyz
Gouged Eye
Green Face
Grisham Grunters
Gunbad Giants
Hooded Toof
Iron Tusks*

*Ironcrag Decimators
Jagged-Tooth Smashers
Moonfang Marauders
Morglum's Manglers
Orcland Raiders #
Sartosa Spleenrippers
Schaffen Stallions*

The Orcland Raiders were originally called the Severed Heads. When the Black Orcs broke away from Orcish teams, the Raiders technically ceased being an Orc team but up until that point they were.

Looking ahead

In issue 11 of the Gridiron Gazette we'll turn our gaze to the icy north as we review the Norscans. We'll be asking the following questions and more -

- Can a dynasty really be built on little more than boredom?
- Why are Norscans always on the receiving end?
- The RARG poster boy - is he really all that?
- Just why aren't the Arctic Cragspiders more famous?



Final Fact

Orc team the East End Boyz have a cheerleading squad made up of just scrawny goblins and their team mascot is a grey-scaled river troll who stinks of rotting fish. Apparently they are motivational