

Gridiron Gazette : Chaos Renegades

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In this issue literally anything could happen! We take a fleeting glance at the unpredictable masters of mayhem, the Chaos Renegades. We take no responsibility for any readers who break out in spontaneous mutations while reading this edition!

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Trophy Cabinet

The All-Stars are the only team to have won all four of the majors, not even the mighty Reikland Reavers can claim such a heady honour.

Due to their chaotic nature, the All-Stars struggled with the consistency needed in all areas of the game to win a long campaign, like the Blood Bowl, often. However, for shorter cup runs, there are few teams with a record as good.

Blood Bowl Winners (2467, 2510)

Blood Bowl Runners Up (2461, 2560)

Whiteskull Challenge Cup Winners (2397, 2398, 2409, 2419, 2420, 2434, 2436, 2471)

Chaos Cup Winners (2449, 2468, 2487, 2495, 2496)

Dungeon Bowl Winners (2489)

Spike! Magazine Trophy Winners (2493)

Dungeon Bowl Winners (2492, 2493)

AFC Championship Winners (2461, 2467)



Chaos All-Stars – quintessentially chaotic!

- By Dolf Ungerhaagen

History

2397-98 - *The All-Stars are not ones to play by the rules – even if those rules are temporal mechanics. Somehow they travel in time and win the Whiteskull Cup twice before they even existed!*

2402 - *Thrice Damned Prince Dorian the Lost signs a daemon pact to give up all worldly possessions in return for something even more important – the Chaos All-Stars! They are the first chaotic team of any type to formally play the game.*

2420 - *They continue to dominate the Whiteskull Cup, winning it for a 5th time in 23 years. However, their celebrations go horribly wrong as a spell mishap sees the entire team and journalist Royston Vermouth teleported to a different plain of existence.*

2429 - *Eventually the All-Stars are able to fight their way back into the mortal plane. Their arduous adventure is captured by Vermouth in the best-selling book “Nine years knee-deep in Chaos”.*

2467 - *The All-Stars finally make it to their first Blood Bowl final where they face easy opposition in the Shiretown Stuffers. The team rode Khorne steeds for the match in an incident which became known as the infamous ‘Juggernaut Stampede’. It resulted in 7 Stuffers as well as 300 fans being squished flat and forced the NAF to introduce new laws banning the riding of creatures on the pitch. The Stuffers who survived were eaten by the All-Stars as a half time snack! In protest of this, Halfling fans have not attended an All-Stars game since!*

2469 - *Morg ‘n Thorg makes his debut and the record books have not been the same since!*

2472 - *This was a disastrous year for the All-Stars. Growing egos in the team had led to arguments, feuding and general unrest. All of this culminated on the pitch when the notorious ‘Genocide Game’ took place. The All-Stars imploded as rival factions within the team, fought one another mid-game! Morg was clearly on the winning side and was one of the few to survive the match as 7 of their 11 starting players were killed. This resulted in a dramatic slump for the All-Stars who are forced to re-build; they begin a 15-year trophy drought.*

2475 - *In a bid to try and find form again, Morg is installed as team captain. However, the team are so infused with raw chaos they cannot prevent the random madness which besets their games occurring. It’s not uncommon to rain blood or for balls to grow teeth and attack friend and foe alike.*

2483 - *Sanson Gragath gives fans something to finally cheer about at last as he breaks the NAF record for most magic items used on the pitch. Alas Gragath is killed during the record-breaking effort in a psychedelic explosion!*

2492 - *In the opening game of the season, in a bid to curry favour with all of the dark gods, the All-Stars persuade all of their fans present to commit suicide as an offering. Clearly it works as the All-Stars go on to win the Dungeon Bowl for the first time.*

2496 - *The All-Stars are back in form having won 3 of the 4 majors in the last couple of years but then disaster strikes in a game against the Zharr-Naggrund Zigguruts. The game is a blood bath as 11 players are either killed or injured so badly they are forced to retire. The team is forced to re-build once more.*

2510 - *Back in the Blood Bowl final, they win it for the second time against Halfling opposition once more! This time it is the Moot Mighties turn to play victim as the team is wiped out. Two All-Stars minotaurs go on to eat a Halfling referee, the Mighties cheerleaders and over 500 fans!*

Quotable

Probably one of the most famous sound bites in all of Blood Bowl history has to be that of All-Stars Human Renegade player Ruddy Chitterlings.

When asked about the result of a game, Ruddy said "It matters not who won or lost, but how much pain you caused!".

Classic!

Its what's on the inside the counts!

Curiously, the All-Stars once fielded a Snotling in their line-up. Zip was a huge fan of the All-Stars and readily agreed to be their secret weapon in a crucial play-off match against the Vynheim Valkyries.

Zip was sown inside the ball and was hurled down the pitch. Then, at the crucial moment, thrust his legs through the sides of the ball and completed a mad dash to the endzone to score what looked like the winner.

Alas, the touchdown was disallowed by the officials. NAF guidelines are apparently quite clear, in order to score you must be holding the ball (rather than actually in it).



The All-Stars v The NAF

- By Rusty Hoelle

Fans may well argue which titanic clash created the greatest spectacle or which sporting rivalry has been going on for the longest. Few could argue against the fact that the almost open hostilities between the NAF and the All-Stars has provided decades of entertainment.

Where to begin? How about the All-Stars home stadium, the Palace of Eternal Suffering? In the early days, Prince Dorian kept the Palace on a completely different plane of existence and therefore won many games by default as the opposition unsurprisingly failed to turn up. This forced the NAF to introduce new legislation to ensure the Palace must be on the material plane and at a point in space and time where normal teams can reach it (for at least a week before the game!).

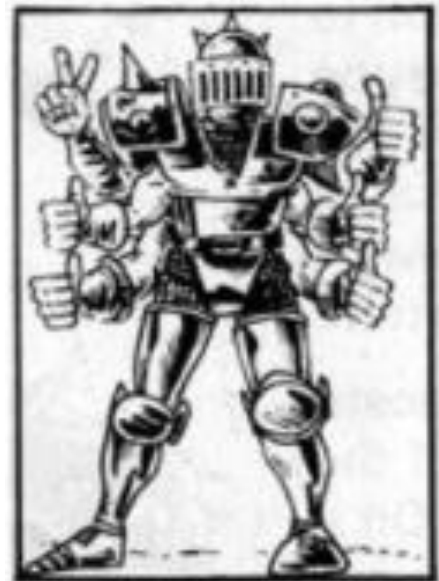
The NAF were forced to get involved again regarding the Palace's pitch. The stadium itself is imbued with the essence of chaos and so was constantly shifting and changing. When the Halflings of the Nuln Nibblers were the unwitting main ingredient in the 'Mulligatawny soup' pitch incident, the NAF decreed from that point on the Palace had to have a regular playing surface or forfeit the game.

In a warm-up game to the final of what was the pre-cursor to the Blood Bowl tournament, it used to be customary for the competing teams to take on a team of mercenaries. Although trained soldiers, the mercenaries were not professional Blood Bowl players and so were out of their depth. They typically lost each game, but the practice was banned by the NAF when the All-Stars massacred an entire team of mercenaries before half time. From that point on, professional teams could only play other professional teams. This lasted until the collapse of the NAF and then games once more became a free for all as 'Pot-Hunter' teams would enter small or local competitions for an easy pay day.

The NAF didn't even recognise a Renegade team as a distinct entity until the 2470's. Before then they were shoe-horned into whatever category seemed to fit at the time. When the Dungeonbowl started, the CMBBL railed against Renegade teams because their own distinct mixed team policy was very similar. However, public opinion was on the Renegade's side as they predated the CMBBL by more than 70 years and so the NAF trod a careful line to keep all involved happy. Renegade teams were formally codified but needed to declare which patron they served and to have a roster distinct from any CMBBL college team.

While the Church of the NAF ran the great game, they remained the dominant force whose final word had to be obeyed, even by the All-Stars. Despite a seemingly one sided and antagonistic relationship, the NAF was not without reason where the All-Stars were concerned. Take the rule change which prevented teams brings 'arms' onto the pitch. The All-Stars petitioned the NAF for a subtle word change to not being allowed to carry 'weapons' instead - a word used in earlier rules translations. The NAF agreed and instantly the playing career of 8-limbed 'Spider' Smith who would be a crucial ball carrier, blossomed.

It was a rivalry like no other!



Morg 'n' Thorg – star focus

- By Pierce d'Organ



The Ballista, with the aid of 3 carrots, a pencil sharpener and a desk lamp, 'persuaded' Nikk Three-Horn to induct him into the Hall of Fame, an honour normally reserved for the dead or the retired.

Peerless on the pitch and an enigma off it, Morg is possibly the most orderly psychopath in the game. He knows exactly when to flip the kill switch and when it's not socially acceptable to eviscerate someone.

"Biting off the head of a goblin in the Chaos Cup was a gift to our profession" - Undertakers Gazette

Make no mistake, Morg is a brutal killing machine second only to the late, great Engel von Evilstein. In 2472, Morg broke the NAF record for most kills in a rookie season. In his early days a more cautious Morg wore a helmet and placed a notch in it for each kill made. The helmet soon fell apart and Morg stopped wearing a helmet, knowing he had little to fear on the pitch.

Morg can rush with the ball, he can pass and he can certainly score. All of those though are just fun extras. He can kill . . . and kill . . . and kill. That's what the fans pay to see. Arguably he peaked quite early in his playing career - his greatest game was in 2473 against the Icecastle Wolves. Morg killed 13 of the Norse opposition and 163 of their fans following an ill-considered pitch invasion!

Some say that his best is behind him, after all, he hasn't got close to his record of 208 kills in the 2482 season for a while. . . .however 130 kills in 2494 and 112 kills in 2502 shows that he is still brutally consistent even if he is showing the signs of aging.

"My fists might be like granite, but my cheeks are as soft as silk! That's why I use Juvenile Hound Bog Roll!"

Can this truly be the same Ogre . . . ? He barely has time to wipe the viscera off from a match before appearing as the face, well in this case more the cheeks (those ahem, cheeks) for the best-selling toilet paper brand in the auld world.

Is it the same Ogre who appeared in a road safety commercial on cabalvision which saw a 25% reduction in carriage accidents?

Or the Ogre who is trusted enough to appear on the NBC panel show "They think we're all dead!"(incidentally this star struck reporter was on the same episode!)?

Many Blood Bowl players are carefully shepherded away from normal society as they struggle to distinguish real life from the pitch. It's led to a series of unfortunate incidents - who could forget Helmut Wulf chopping up the audience when he appeared on cabalvision show Half-time Half-hour? Morg however is able to seamlessly blend in with life outside of the game as he cuts a crimson path through the astrogranite in it. This ability to switch personas ensures Morg remains the number one draw where fans and marketing executives are concerned.

Great rivals

Morg has a number of great rivals around the league and many may ask why his rivals all seem to get the better of the Ballista? Well its quite simple, anyone that came off second best when tangling with Morg is dead and therefore technically are no longer rivals! Let's review some of them

Ramtut III

The most significant of all Morg's foes on the pitch has to be Ramtut III. Many seasons ago, Morg was hired to play for the Champions of Death, to appear alongside Ramtut, against the Asgard Ravens. Stories differ on what instigated the incident.

Some say Tomolandry the Champions coach wanted an undead Ogre on his team. He bribed the Ravens to focus on Morg, distracting him, allowing Ramtut to blindside Morg with a furious attack.

Others say it happened because Ramtut was beginning to resist the control of Tomolandry and wanted to cause trouble.

Either way, Morg realised what was happening and raged off the pitch. As he did so, he pulverized most of the Champions team, cheerleaders and coaching staff on the way.

Bob Bifford

The legendary Biff had retired just before Morg emerged on the scene. However, he did come out of retirement for one game for the Middenheim Marauders against the All-Stars in 2472. Bifford flattened Morg and scored the winning touchdown to cement his place as the greatest.

Willow Rosebark

In 2478 the Underbrush Underdogs hired Willow when facing the All-Stars. During one drive she doubles in size, growing masses of thorny vines and unceremoniously knocks Morg down and out!

Degrees of Evil

On a sliding scale of slightly naughty to outright evil, the Gits have it all covered. If its bad, then they are all over it.

Arguably it was naughty for the Gits to claim a record win loss ratio in 2495. However, it didn't take long for a league statistician to point out 7 wins in 3 games was somewhat unlikely.

We all know bribery is wrong (but it is oh so hard to resist!). The Gits have bribed and been bribed in return. A famous win against the Champions of Death was in part due to paying Ref Boris Backhander to quietly leave the field. On the other hand accepting a Bribe from the Kentish Kickers to not play in the F.A. Cup seems almost reasonable.

Perhaps their most despicable deed didn't take place on the pitch. One year the Chaos Cup was held in Praag. Somehow the Gits got to the snowbound city early and what did they do? Buy up and then burn all of the winter wear of course so all the other teams which followed would freeze. Those evil blighters!



The Evil Gits . . . a coaching conundrum

- By Rusty Hoelle

If ever there was a team with an identity crisis, then the Evil Gits would be the one most in need of counselling and regression therapy just to work out who the hell they are meant to be! Renegade? Human? Goblin? They've done it all.

The Gits are formed in 2404 with precious little fanfare as it takes them quite some time to mark their place in the game. Over the years the team make-up was to change a number of times to reflect the whims of the latest head coach. Early on the team was more of a greenskin alliance as it was made up of Orcs, Hobgoblins, Half-Orcs and then had some Dark Elfs chucked in for their ball handling skills. This wasn't to last however as soon they were fielding any race provided the players could prove that they were inherently evil and so in character began to resemble a Renegades team. Success still proved hard to come by. Decades passed and other than growing a sizeable fan club (who remarkably were even more evil than the Gits themselves) they failed to make an impact on, well, anything.

By the 2470s management of the team took an unexpected turn as goblin coach 'Slimey' Stranglegut was appointed. He fell back on what he knew . . . managing a goblin team. All of the Gits were fired and a new goblin and troll only outfit were hired in their place. Unsurprisingly result were still hard to come by. To try and give themselves an advantage, they hired Goblin inventor Big 'Ead Phlegmface to build them something special. Stranglegut himself drove the one and only Goblin tank ever used onto the field against the Middenheim Marauders. Alas for them, the Marauders had rostered Minotaur Blitzter 'Massiv' Hungry Bovine for the game. His horns made short work of the tank and Bovine briefly swallowed Stranglegut before spitting him out as he tasted bad!

The Gits owners persisted with Stranglegut up to the mid-2480s. Technically they won the Orcidas team of the year trophy in 2485 . . . but closer inspection found they just clumsily etched their name onto it with a knife. They just lacked the quality of player needed to compete. For every Karg Stabneck (a goblin whose legs were ripped off by the Oldheim Ogres on the 6 yards line but he still crawled up the pitch to score!) there were several Speccy McGroans (who fumbled nine times in just one game against the Creeveland Crescents). Despite being one of the worst players ever, it took a change of management to finally get rid of (i.e. kill) Speccy.

The owners had, had enough and Bargul Whipdeath took over as Gits manager. Instantly the goblins were mostly all gone and the team reverted back to their Renegade roots. Whipdeath pulled together a team who could actually play and in 2493, they made their mark. In the Blood Bowl semi-final, they faced the Middenheim Maulers and fielded a totally new team made up of all the best players the Maulers had beaten in earlier rounds! The Maulers refused to play the second half after a rough opener and so the Gits were in the final! Initially the Gits dominated and took a 2-0 lead into half time against the Skavenblight Scramblers. However, two things were to undo them and see glory ripped away. Firstly, the Maulers head coach is rumoured to have spiked the Gits half-time barley water with laxatives in an act of petty revenge. Secondly, Gits player Azgar Razorspine had laid a magic rope over their goal line which prevented anyone crossing it. The Refs finally spotted it after a number of Scramblers bounced off thin air, unable to score. Razorspine was sent off but the rope tangled in his boot and he inadvertently dragged 8 of his teammates (and 9342 fans plus the cheerleading squad) with him as he stomped off. The way was now clear for the Scramblers to turn the game around with a 3-2 victory. Afterwards Whipdeath in an interview claimed to be gutted at the result. Ironically in a riot which broke out moments later he was!

With a new Head Coach appointed the Gits make the final of the 2494 Luccini Open but were forced to concede due to the casualties suffered in the semi-finals against the Amazon All-Stars. We can only wait and see what the future holds for the Gits and what direction they'll go in, but if Luccini is anything to go by, the signs are positive. Stay tuned!

Hordes of Hordes!

- By Lastiges Weisschen

The Horde are just a mystery! Of all the Renegade teams, they are the ones who leave fans, the opposition and the authorities scratching their heads the most. Let's find out why!

Some teams wear their chaos patron on the sleeves as a badge of honour like the Nurgle's Rotters or Khorne's Killers . . . other require a little more deduction. When it comes to the Horde, a deity detective can only draw one conclusion, they must be beholden to Tzeentsch, the Lord of Change.

The make up of their team is constantly in flux. Even the coach of the Horde never knows exactly who will turn up from one match to the next. They have an open squad policy which effectively means anyone (evil) can just turn up and play. For their legal team managing the contracts must be a nightmare! They have fielded stand out talent in the past like Dieter Hammerslash or Spite Venomsnaggler...but it is just impossible to know their team make up from game to game. In one match it may be 6 Chaos Warriors and a knot of Orcs, the next may be a riot of Snotlings and a handful of Skaven . . . it's a mystery to all concerned! They have even been considered Underworld Denizens for some tournaments such is their unpredictable and changeable nature.

You can't even look at their leadership team with any certainty. Officially they are coached by Aleksandr Fergsonne and owned by Fergus Aleksonne. Is this just another Tzeentchian trick? Are they two separate people or one and the same?

The fans have shown a lot of love for the Horde in the past but support in numbers waivers due to their infighting and erratic form. When the right players turn up, they are a force to be reckoned with as wins in the Hells Mouth League (2473, 2481) attest but they lack any kind of consistency.

If all this wasn't confusing enough . . . we aren't even sure if the Horde are one team or two! Records also show the Motely Horde are regulars on the playing circuit and they seem to be in the exact same mold as the Mongrel Horde. The Motely version, coached by Kul-Blood Conn, have even won the Dungeon Bowl (2502) something the Mongrel version never even got close to.

Are they one team or was there some kind of schism? If there was . . . will they kiss and make up? Only Tzeentsch knows and he's not telling anyone.



Like a Bolt out of the...Amber?

The Storm Bolts were formed by the Amber College to play in the Dungeon Bowl before it became an open competition. Humans were introduced to try and ease the friction between the core Orc, Skaven and Dark Elf players but to little avail. The infighting became virtually uncontrollable and so in 2493 they were kicked out of the CMBBL and disavowed by the Amber College. This forced the Bolts to go above ground and start playing regular Blood Bowl as a Renegades team. They have yet to achieve any noticeable success on the astrogranite, but time will tell.

The 'Other Marauders'

You can forgive the 'Other Marauders' as they became to be known, for feeling somewhat bitter in recent years. Marketing is almost as important in Blood Bowl as performances on the pitch. For a team to stay in business they need a steady cash flow and so they get very protective of their image rights. This led the Middenheim Marauders in the 2480s to demand the Midden Moors Marauder change their name. When they refused, the Middenheim team took them to court and sued them.

Although not legally forced to change their name, Midden Moors were left destitute. Nuln firm Nickit & Scarpa's legal fees for the court case wiped them out and so the 'Other Marauders', as they became to be known, barely stayed in business.

Their financial woes saw them lose all of their best players and be forced to turn to the inept rejects unwanted by other outfits.

What really irked the Midden Moors was that after the collapse of the NAF, Middenheim very nearly folded themselves and changed their name to the Maulers - their financial ruin was all for nothing!

Mutant Madness!

- By Gerhardt Schtumpf

There's nothing like the warping effects of the raw power of chaos to make a player stand out on the pitch. Let's take a look at some of the more blessed Renegades to have graced the astrogranite.

Some players receive mutations that make them masters of the game. If you think of mutated killers, then Serby 'Dawgy-Dawg-Dawg' Triomphe springs to mind with his 3 wolf-heads all able to rend and tear at once. You would also want to keep Minotaur Schlitz 'Malty' Likker at a respectful distance with his 6 horns, each the size of a man. Mutations don't just help make better killers, Slaanesh gifted Lewdgrip Whiparm with his feature tentacle making him the most sought-after passer on the chaos circuit. If you have a particular weakness in your game, there is probably a mutant somewhere who can fill it.

A clever opponent though can use your mutations against you. Take Ruddog Ironhead who had warped to a great size, grown metallic claws and whose whole body had turned into seemingly indestructible metal. For the 3 seasons after his changes he eclipsed even Morg 'n' Thorg as the All-Stars leading Blitzler. However, wary of Ironhead's threat in their upcoming clash, Mad Jake McDeath, coach of the Vynheim Valkyries had a cunning plan. As the game kicked off, under orders, a spell-caster blasted poor Ironhead with a lightning bolt. As McDeath had hoped, his body made an excellent conductor!

On other occasions, accidents or sheer bad luck can come into play. Margoth Doomgrin was able to project an aroma from his body which made anyone close to him extremely sleepy. A fantastic skill which he frequently put to good use, becalming a myriad of melees, allowing his teammates to get the upper hand.

However, one of his other blessings turned his head into a leathery ball-shape which was to prove pivotal in his demise. Imagine the surprised Black Orc who kicked what he thought was a ball only to find he had decapitated a member of the opposition!



Most importantly, one has to remember the Chaos gods are fickle in the extreme. Sometimes mutations are just for their own amusement. Take the tragic case of Count Viktor von Dread, one-time player for the All-Stars. In a surprisingly tight game against the Hobgoblin Team, von Dread was to score the match winning touchdown late on in the game. As he celebrated, he was 'rewarded' with a fresh mutation. Von Dread was turned into a 2-mile long tapeworm whose sudden appearance caused the ill-constructed Hobgoblin stadium to collapse, crushing the Count and killing 30,000 fans. (Trivia fans will remember that when the Hobgoblins rebuilt their stadium, it was then demolished again soon after from the localized earthquake the Oldheim Ogres cheerleaders caused, jumping up and down).

The Red Duke!

All-Stars thrower Duke Luthor von Hawkfire is a terrible cheat . . . no, really, he's terrible, he always gets caught doing it!

In 2503 Spike Magazine launched its Fan-Scary Football League game, inviting fans to submit fantasy teams made up of players from all over the league. Each week players would be awarded points for their performance on the pitch which would go towards the fan's teams. Duke Luthor entered a team himself, the Dark Kindred, but to ensure he won he bribed a Spike! Scribe to put every single player into his team ensuring maximum points. This strategy was soon spotted for its obviousness and Luthor was kicked out, never to return.

He cheats at everything, but perhaps most crucial of all, the Duke can even cheat death, or at least he appears to. Cabalvision has at least four recordings of him being killed on the pitch (the most recent being in the 2496 Ziggarruts massacre). However, each time he dies, on the first day of the next season, he shows up again and carries on where he left off.

How is he doing it? Some kind of slow regeneration? Does he have multiple clones? Is there really anybody behind that heavy blood-red suit of iron? It remains a mystery!

I'll be back!

No Renegades review can be complete without a mention of Engel 'The Exterminator' von Evilstein, the deadliest player in NAF history. Engel had notched up 824 player kills in his career and did so in a variety of ways. He did wield a chainsaw but would happily use any kind of weapon to kill the opposition. He met his untimely end in a daring attempt to kill all of the Underworld Creepers at the same time! A huge explosion and the atomization of Engel made it impossible to see what went wrong . . . we suspect he may have suffered a literal short fuse!!

Gridiron Gazette - Chaos Renegades

Who's Who . . . a malignant menagerie of mutants!

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

Ogres

Name

Kill Kill Kill
Morg 'n' Thorg

Team

Evil Gits
Chaos All-Stars

Status

Alive
Alive



Minotaurs

Name

Bovine Calf-Whit
Schlitz 'Malty' Likker
Zynox

Team

Mongrel Horde
Chaos All-Stars
Chaos All-Stars

Status

Alive
Dead - died of a broken neck
Alive



Trolls

Name

Bork Bulge-Belly
Ichorbod
Krader
Mud
Vizgrak Pigczit

Team

Chaos All-Stars
Chaos All-Stars
Chaos All-Stars
Mongrel Horde
Praag Changelings

Status

Alive
Dead - Eaten by the Chaos Cup
Dead - died in an explosion
Alive
Alive



Dark Elf Renegades

Name

Ashor Daemonbane
Thysia the Vain

Team

Mongrel Horde
Chaos All-Stars

Status

Alive
Alive



Skaven Renegades

Name	Team	Status
<i>Ikit Skritch</i>	<i>Mongrel Horde</i>	<i>Alive</i>
<i>Mackey Maus</i>	<i>Chaos All-Stars</i>	Dead - had his head ripped off
<i>Morty Maus</i>	<i>Chaos All-Stars</i>	<i>Alive</i>
<i>Sark Four-Eyes</i>	<i>Chaos All-Stars</i>	<i>Alive</i>



Goblin Renegades

Name	Team	Status
<i>Bogegr the Sneek</i>	<i>Evil Gits</i>	<i>Alive</i>
<i>Dag Gobguzzla</i>	<i>Evil Gits</i>	Dead - jumped onto a mine
<i>Dirty Dan</i>	<i>Chaos All-Stars</i>	<i>Alive</i>
<i>Karg Stabneck</i>	<i>Evil Gits</i>	<i>Alive</i>
<i>"Speccy" McGroan</i>	<i>Evil Gits</i>	Dead - killed by Gits head coach
<i>Spite Venomsnagglar</i>	<i>Mongrel Horde</i>	<i>Alive</i>



Orc Renegades

Name	Team	Status
<i>Wazbasha Thunderkrump</i>	<i>Mongrel Horde</i>	<i>Alive</i>



Human Renegades

Name	Team	Status
<i>Acid-Scarred Max</i>	<i>Chaos All-Stars</i>	<i>Alive</i>
<i>Azgar Razorspine</i>	<i>Evil Gits</i>	<i>Alive</i>
<i>Bik Dutkus</i>	<i>Chaos All-Stars</i>	<i>Alive</i>
<i>Blightmaw</i>	<i>Chaos All-Stars</i>	<i>Alive</i>
<i>Chadda Grimgouge</i>	<i>Mongrel Horde</i>	<i>Alive</i>
<i>Count Viktor von Dread</i>	<i>Chaos All-Stars</i>	Dead - turned into a tapeworm and crushed to death
<i>Dieter Hammerlash</i>	<i>Mongrel Horde</i>	<i>Alive</i>
<i>Dorjak Sureclaw</i>	<i>** Freebooter **</i>	<i>Alive</i>
<i>Duke Luthor von Hawkfire</i>	<i>Chaos All-Stars</i>	<i>Alive</i>
<i>Engel von Evilstein</i>	<i>Chaos All-Stars</i>	Dead - killed in an explosion
<i>Erik Contanebra</i>	<i>Mongrel Horde</i>	<i>Alive</i>
<i>Flatulent Don</i>	<i>Mongrel Horde</i>	<i>Retired</i>

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Human Renegades - continued

Name	Team	Status
Garak Grigolson	Chaos All-Stars	Alive
Gaxov the Eye	Unknown	Alive
Gragath Sanson	Chaos All-Stars	Dead - died in magical explosion
Hengist the Hurtful	Mongrel Horde	Alive
Jurgen Demonfeeder	Chaos All-Stars	Alive
Kanz Frafka	Chaos All-Stars	Dead - trampled to death by Edgar and M'Grash K'Thragsh
Kathula Lustcraft	Chaos All-Stars	Dead - killed by fans after being pushed off the stadium
Kefft the Despised	Chaos All-Stars	Alive
Lehrer	Chaos All-Stars	Dead - died in Blood Bowl final
Lewdgrip Whiparm	** Freebooter **	Alive
Margoth Doomgrin	Unknown	Dead - head kicked off
Max Ploughman	Mongrel Horde	Alive
Morkai the Everchanging	Chaos All-Stars	Alive
Nortlgorepit	Silent Cabal	Dead - split in half running in 2 different directions
Pabst "The Box" Brook	Chaos All-Stars	Alive
Prince Dorian the Lost	Chaos All-Stars	Retired
Really Evil Jerik Wickedson	Evil Gits	Alive
Rex Farsight	Chaos All-Stars	Alive
Ruddog Ironhead	Chaos All-Stars	Dead - struck by lightning
Ruddy Chitterlings	Chaos All-Stars	Alive
"Snake" Sanders	Chaos All-Stars	Alive
"Spider" Smith	Chaos All-Stars	Alive
Walter Velandar	Chaos All-Stars	Alive



Other Races

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

Name	Position	Team	Status
Bloodhorn	Beastman	Chaos All-Stars	Alive
Chaos Cup	A trophy	Chaos All-Stars	Alive
Chthton	Unknown	Chaos All-Stars	Alive
"Constrictor" Atlanson	Snakeman	Chaos All-Stars	Alive
Doom von Boom	Beastman Bombardier	Chaos All-Stars	Dead - killed in an explosion
Gimlet the Lost	Chaos Dwarf Looney	Chaos All-Stars	Dead - fell on his own chaisnaw
Golmuth the Horny	Beastman	Chaos All-Stars	Dead - killed in an explosion
Sam	Birdman	Chaos All-Stars	Alive
Serby 'Dawgy-Dawg-Dawg' Triomphe	Beastman	Chaos All-Stars	Dead - struck by lightning
Sseth Skinshucker	Saurus	Chaos All-Stars	Dead - killed by fans
Tiny McFearsome	Beastman	Chaos All-Stars	Dead - killed in an explosion
Tzun Su	Saurus	Chaos All-Stars	Alive
V'hnn Qllss "Snakey" Zzchhtrr	Snakeman	Chaos All-Stars	Alive
Zip the Snotling	Snotling	Chaos All-Stars	Alive

Gridiron Gazette - Chaos Renegades

Staff

The below are Chaos Renegades who have worked on any team.

Name	Position	Team	Status
Aleksandr Fergsonne	Head Coach	Mongrel Horde	Alive
Argablag the Ruinous	Ball inventor	Chaos All-Stars	Alive
Bargull Whipdeath	Head Coach	Evil Gits	Dead - Gutted by fans after the 2493 Bloo Bowl final
Dr Schnahps Magillicutty	Apothecary	Chaos All-Stars	Alive
Fegus Aleksonne	Owner	Mongrel Horde	Alive
Kul-Blood Conn	Head Coach	Motley Horde	Alive
Prince Dorian the Lost	Owner	Chaos All-Stars	Alive
Schlecter Zauberer	Wizard	Chaos All-Stars	Alive
"Slimy" Stranglegut	Head Coach	Evil Gits	Alive
The Chaotics	Cheerleading Squad	Chaos All-Stars	Alive



Officials

Name	Position	Status
Grandshank Masherhoof	Minotaur Referee	Alive
Nikk Three-Horn	NAF Commissioner	Alive
Rhett Bool	Minotaur Referee	Alive



Other 'famous' Chaos Renegades

Name	Position	Status
Stony	Gargoyle henchman	Alive



It is difficult to say whether officials or other 'famous' people in the Blood Bowl world are associated with the Chaos Renegades race as strictly speaking it isn't a race. Most of the potentials will therefore appear in more race specific lists in future issues.

Chaos Renegade Teams

Chaos All-Stars

Evil Gits

Howling Hills Hellions

Midden Morrs Marauders

Mongrel Horde

Motley Horde

Praag Changelings

Silent Cabal

Storm Bolts



Looking ahead

The next issue will be slightly shorter than normal, but that's appropriate considering the subject matter - Snotlings! Hold your nose as we slosh through the grimmest parts of the Drops. We'll be asking questions like

- *How big can a Snotling get . . . ?*
- *Just who do we thank (or blame) for the 'rise' of Snotlings . . . ? Spoiler alert on this one . . . it isn't Snotlings themselves or their former partners the Ogres.*
- *Where do Snotlings make the bigger impact? Behind the scenes or on the pitch . . . ?*



Final Fact

All-Stars player "Snake" Sanders got his name and special ability from a stellar appearance in the Chaos Cup where he was instrumental in the teams victory. He was granted the ability to hypnotically befuddle anyone who caught his gaze. However, this backfired in one game against the Elfheim Eagles where he caught sight of his own reflection in one of their sideline mirrors and spent the whole match mindlessly gazing at himself!