

Gridiron Gazette : Skaven

1 Sommerzeit 2521
Issue #6

Lifting the manhole covers and peering into the under-earth, in this month's Gridiron Gazette we gaze at the volumous vermin, the riotous rats, the hamsters of horror, the ginormous gerbils who are the Skaven!

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Answerable to a hoard of
millions!

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Clan v Clan v Clan v Clan
v Clan v Clan . . . you get
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Doing the double double

Only one team has managed to win the Blood Bowl twice in a row in the modern era of the game. For all the glories of the Chaos All-Stars, the Reikland Reavers and the Darkside Cowboys, none of them have managed it.

What's extraordinary about the Scramblers is that they have done the double not once but twice!

Their winning record in the Blood Bowl final is phenomenal. Four appearances, four wins. They may not get there often, but when they do you should bet your house on them winning.

Strangely, in 3 of those 4 games they have played Orcish opposition. Clearly favourite foes for the efficient ratmen.

One of their more controversial wins was in 2478 when amazingly they sent a team of reserves to qualify for the final. The first team were too busy 'fixing' the stadium with an inordinate number of bottomless pits for the Gouged Eye to fall into!

Trophy Cabinet

Blood Bowl (2477, 2478, 2493, 2494)

Orcidas Team of the Year (2478, 2493)

Warpstone Bowl (2442, 2443, 2444, 2445, 2446)

Skavenblight Scramblers

- By Dolf Ungerhaagen

A million owners!

Technically, the Scramblers are a communal project, owned by the city of Skavenblight itself and its residents. In practice this actually means the Council of Thirteen who govern the Skaven capital, own and run the team in the shadows. The citizens still have a sense of ownership however and let the coach know it when things don't go well. Consequently, leaving a Scramblers Head Coaches contract can be terminal as Vytik the Many Headed or Grey Seer Razzel could probably attest if they were still alive!

History

2442 - Clan Rigens decide to pile a disproportionate amount of their resources into one of the twenty teams they run in order to make an impact in the wider world. They choose the Scramblers and it pays off instantly. They start a 5-year winning streak in the Warpstone Bowl.

2461 - Skavenblight is added to their name. They play the Potbelly Piemen in an exhibition match on the eve of the new NAF season. The Piemen lose and are hit with an unexpected tax before leaving Skavenblight. Unable to pay it they are sold into slavery. The NAF are left with a gap in the new season line up and are forced to admit the Scramblers as replacements

2472 - Hearing of a huge rat fail in his try out for the Warpstone Wanderers, they take a risk and offer a contract to Glart Smashrip

2475 - Glart is a massive hit and builds his own cult following of enormously fat rat fans. The Scramblers are forced to insist that all games they play in have reinforced stands to accommodate them.

2485 - Pushing things too far (down his own throat mostly) Glart is banned for life but when the ban is repealed he leaves the Scramblers to become a freebooter.

2493 - The Scramblers make the Blood Bowl final but are in serious trouble at half time against the Evil Gits. The Gits had placed a rope which couldn't be crossed on the goal line which kept the Skaven out. The referees spotted the infringement and Azgar Razorspine who had planted the rope, is sent off. Later, the Gits then claimed they were poisoned at half time as they suffered a terrible second half which saw the Scramblers steal a 3-2 victory.

2494 - Another final, another victory, this time against Da Deff Skwadd who started brightly but eventually were outclassed in a crushing 4-0 victory.

2495 - The Scramblers play the Doomfire Warphunters in their opening Blood Bowl title defense match. The demand for tickets was so great that thousands of Skaven fans were shut out. This forced many to try and tunnel their way in. So many tunnels were dug that it collapsed the stadium, killing 14 players from both teams and forcing the Scramblers and Warphunters out of the competition.

Skavenblight Stadium

Their home pitch can seat up to 105,000 fans and is well known for its surprisingly good facilities and its constant climate (it is underground . . .). Due to warpstone deposits it actually has a grass pitch that glows a really bright shade of green. Their training ground has a scratchy sign outside that reads "Skavenblight Scramblers Training Field - no ball games. Trespassers will be eaten". Interlopers do so at their peril!



Are Ratmen real . . . ?

- By Gerhardt Schtumpf

Undoubtably one of the most boring jobs in the world must that of the poor rats who work in the Skavenblight tourist information office. As we'll find out, they have very little to do!

It's difficult when you live in a highly secretive society that lurks below the footfalls of civilization. On the one hand the Skaven want to be taken seriously as a Blood Bowling force which means opening up your borders and allowing visitors in to watch their games. On the other hand, you have a culture shrouded in mystery and fueled by intrigue and back-stabbing. Quite frequently any who go to play Skaven in an underground venue or go just to watch a game, don't come back. The lack of exposure to the wider world, despite the rabid success of the Scramblers, has led many to think that Skaven don't really exist. Those that are seen are widely considered to be nothing more than just a weird kind of Beastman.

This lack of awareness of the Skaven race really impacts the promotional tours that the Scramblers or the Wanderers try and do between seasons. After all, who buys tickets to watch a team that is just myth and legend, let alone visits their underground city? This has led the Ratmen to become quite introvert in their Blood Bowling, placing greater emphasis on their own competitions like the Clan Bowl or Warpstone Cup.

The Skaven however, have been playing Blood Bowl a lot longer than most of the races in the Old World; they weren't reliant upon the Church of the NAF and the discoveries of Roze-El to take up the game. Clan Pestilence have been playing Blood Bowl for almost 2,500 years in Lustria against Lizardmen opposition. When their war ended with the Slann in the year 31, any conflict resolution was replaced with Blood Bowl. What isn't known is if Clan Pestilence shared the great game with the other clans at this time or if they kept the glory of it all to themselves? Knowing how Skaven society works, you can probably guess the answer to that!

The Skaven are very real, whether they can fully step out of the shadows and be recognized more widely by other cultures remains to be seen.

The Squeeze!

Kweequik the Kontorted lived up to his name when he squeezed into the NAF record books. He is the largest player to ever fit wholly inside a football!

Alas for Kweequik his special talent was to cost him dearly. The Scramblers rat ogre was due for kicking practice, unaware Kweequik was inside. By the time it had finished, Kweequik was reduced to a hairy mush!

Brief but glorious

To truly understand the Skaven, one has consider just how amazingly multitudinous their society is alongside just how brief their life span works out to be. Take poor Seether Soarthroat, master of the famed 'pass knife play' who died at the grand old age of 16 (although there were stories of unpaid debts to the Council of Thirteen . . .)

Few rats are long lived and so they must grab glory while they can. Standing out though in a culture of countless millions who are continuously breeding is hard. Being noticed within your own family is tough enough, let alone in wider Skaven society. To do so you need to be casually vicious and determined. Skellig Queem, the Spike! Magazine journalist is a great example on getting ahead. Just to get out of his own family, let alone out of Skavenblight he had to eat all 80 of his own siblings!

What's in a name?

The Wanderers weren't the first team to take the name Warpfire. Before them were the Warpfire Warriors, but they met a decidedly sticky end.

The Warriors took on the Champions of Death in a game where the Champs had star looney Barry Bigbones on the roster. Barry decapitated 8 of the 16 Skaven on the team that day forcing the team into retirement.

Warpstone Addiction

The Wanderers aren't the only ones to suffer with a warpstone habit. Clearly Skaven society as a whole has an issue with the bright green rock they base their economy around.

Naqat Queer, the Blitzter from the Pestilens Plaguebringers is famed for snorting warpstone snuff. This led him to become heavily mutated as his body sprouted a mass of tentacles and his features were so hideous, even his teammate found him hard to look at. Eventually the snuff sniffing and its foul effects forced Naqat into retirement.

Another Skaven great whose career ended early due to warpstone issues is Wanderers thrower, Furrut Ringtail. No two players suffer the same 'benefits' of warpstone. In Furrut's case, all of his fur fell off (shameful for a Skaven to be considered 'naked') and his body developed large and painful looking sores.

Trophy Cabinet

Other than a few decent runs on the Clan Bowl, the cabinet is shamefully bare.

Warpfire Wanderers – show me the green!

- By Rusty Hoelle

The number two Skaven team, where the Wanderers cannot be faulted for their drive and ambition, but they struggle to turn this into real success on the pitch. Their warpstone habit frequently proves to be their greatest strength but also their undoing.

History

2451 - The Wanderers are formed almost without anyone noticing. For the next 20 years they grow slowly and improve but struggle to compete for the fan's attention due to the fanatical support of the more established Skavenblight Scramblers.

2472 - A terrible error of judgement is made as an enormously fat rat called Glart Smashrip tries out for the Wanderers but is not offered a contract. Despite his awesome feat of swallowing an assistant coach whole, the Wanderers decide to pass hm up, missing out on a legend.

2477 - An unexpected event catapults the Wanderers out of the shadows and into the headlines. Star Blitzter Rattagat Bruxt's warpstone addiction came to light in a Spike Magazine expose. Rather than face public condemnation as may have happened in other societies, the Wanderers suddenly an increased demand for tickets in their next game. This gave team owner Norvejik the crafty idea of addicting the whole squad and making sure everyone knew it.

2481 - The cost of the addiction starts to tell. The team become less and less recognisable as mutation after mutation takes hold.

2487 - The players have consumed so much warpstone they are no longer fit to play and so the Wanderers field a fresh team of rookies and begin the addiction process all over again.

2489 - Learning their lesson from Glart Smashrip, the Wanderers happily try out a new Clan Moulder creation as Kreek Rustgouger makes his bloody debut.



Clan Moulder – monster makers!

- By Lastiges Weisschen

Not all mutations come directly from warpstone exposure. Clan Moulder specialise in bioengineering, grafting horrific creatures into existence. In true Skaven fashion, not all of their experiments went to plan . . .

One of the most famed Rat Ogres in the business is Headsplitter, a freebooter who terrorized the circuit for many years. In recent time the gargantuan rat hasn't been seen; with the machinations of Skaven society one can but wonder as to why.

Headsplitter is surprising clever for a Rat Ogre which may be the reason for his vanishing. What gave away the fact that he wasn't your ordinary highly engineered killing machine? He once sent an angry letter to Lord Borak, calling him a pansy for wearing heavy armour on the pitch. Apparently a real man . . . err rat . . . wears nothing but a loincloth. Borak refused his challenge of stripping off his armour and hurled insults back. The shock here though is that Headsplitter can write! Most other Rat Ogres couldn't even pick a pen up, much less use it!

Financially, Headsplitter is also far from stupid. He was once hired by the Scramblers to play in the Eight Point Star Cup and after pocketing the money, neglected to mention he would be in Lustria at the time competing in a different competition.



So where is he now? Has he gone into quiet retirement? Did he upset the Council of Thirteen? Has he been moved to be part of atop secret breeding program? Whatever the answer, let's hope he comes back soon!

Also worthy of quick mention is the freebooting Clan Moulder 'apothecary' Krok Shockwhisker. If you need your players fixed up quick and given some fun augmentations at the same time, then Krok is the rat for you!

Not just a Rat Ogre

Developing the Rat Ogre as a near perfect killing machine wasn't enough for Clan Moulder. They decided on a few other experiments with mixed success . . .

Mr. Pickles

The Hell Pit Heroes lasted exactly the same number of games as Mr Pickles entire career - one match in 2478!

Clan Moulder had branched out from experimenting with rats and tried using large cats instead. Mr. Pickles was a cat, blown up to epic size and brutality to rival any Rat Ogre. The biggest draw back with Rat Ogres is that they aren't too clever. Cats on the other hand are cunning and fearless hunters . . . you can see why they thought this was a good idea.

Of course . . . cats eat rats . . . therefore the leap Clan Moulder failed to make was that giant cats would also want to eat giant rats . . . or in this case their teammates!

Tarsh Surehands & Hakflem Surespite

Undoubtedly one of the most famous Skaven players of all time was Tarsh Surehands, the Moulder-augmented Gutter Runner. Tarsh was given an extra head and set of arms to make him both a supreme passer and catcher of the ball. This double threat made him immensely popular with the fans and hated by the opposition as each game it was hard to tell which position Tarsh would be playing in order to plan appropriately. Then in one game disaster struck! Tarsh missed a critical pass against the Kureshi Kobras, a snakeman team, and a furious argument broke out between his/their 2 heads. Before anyone could stop him/them, Tarsh strangled him/himself to death!

Despite his ending, Tarsh was a huge success. This prompted Clan Moulder to try again at the behest of Clan Rigens who were desperate to replace their lost star. From the laboratory stepped Hakflem Skuttlespite, another 2-headed and 4-armed monster. Hakflem is as clever as he is vicious and wanted to avoid being the next in a long line of similar creations. He has destroyed any attempts to re-create more like him while he yet lives - although Clan Moulder were able to create Shisk Fourarms and sign him to the Scramblers before Hakflem could get to him. Driven by a terrible rage, Hakflem is forever in the shadow of Tarsh Surehands who was the original and arguably greatest of all time.

Clan Bowl – rat on rat action!

- By Pierce d'Organ

Clan Bowl is the pinnacle of Blood Bowl within Skaven society. It is less a sport and more a power struggle as the 5 major clans compete for power and influence.

Grey Seer Feerquarstus is credited for first coming up with Clan Bowl. The competition has changed quite a bit since his early plans and had he lived longer it may have taken a different path. Alas for poor Feerquarstus, he died in the first ever game. He breathed in the fumes from a warpstone ball which sent him into a frenzied charge onto the pitch and right into the path of a Rat Ogre. He became one of Clan Bowl's first ever victims!

Initially, Clan Bowl was an amateur affair, although to the clans it was deadly serious. The teams were not the standard Skaven outfits you would find at regular NAF tournaments. Instead, members of the various clans would compete directly on the pitch in teams closely reflecting the clans themselves. Clan Moulder teams for instance fielded multiple Rat Ogres, Clan Skyre had the best passers of all the clans and sported a huge Doomwheel, Clan Mors were the only clan to have Storm Vermin in their ranks while Gutter Runners played exclusively for Clan Eshin who rostered six of them!



Eventually, Clan Bowl fell under the control of Clan Rigens, who are responsible for all Blood Bowl matters within Skaven society. In a society rife with division like the Skaven, the various factions resisted working together which lessened their effectiveness overall. The advent of Clan Rigens was to change that. They decided to only formally recognize 20 teams and put most of their efforts and resources into promoting them. Other teams could exist, but without proper support they would soon slip and fall by the wayside. In focusing their efforts on a limited number of teams, Clan Rigens soon began to prove the plan worked with the sharp rise of the Skavenblight Scramblers, the team who received the majority of their patronage.

Over time, Clan Rigens developed the Liber Ludere, a Skaven playbook which it used to instruct all of the 20 elite Skaven teams. It contained plays such as Sewer Surprise, Weeping Blades and the Black Arc. The contents of the Liber Ludere are one of the closest guarded secrets in Skaven Society

This change of direction had a knock-on effect for Clan Bowl. As Skaven teams now had elements in from all of the great clans and the number of professional teams were limited, clans no longer fielded their own teams. Instead, they would sponsor and support one of the existing teams to compete in the Clan Bowl for them, to win glory and influence on their behalf. The Skaven teams a NAF fan would recognize had emerged and they initially sharpened their claws and teeth on internal competition.

The secretive Skaven have continued to keep Clan Bowl very much to themselves. Even though Skaven can now be found on Renegade or Underworld teams, none of these outfits are permitted to compete in Clan Bowl. It remains an exclusive, pure rat only competition (although due to the work of Clan Moulder, the use of the term 'pure rat' is a somewhat loose one!).

Special Awards

At Clan Bowl, the Skaven don't stick to traditional awards. Instead, they have a whole load of special ones they hand out.

Most Unsportsmanlike Conduct

This is a team award handed to the outfit who get caught cheating the most! Whichever team has most of their players sent off in the season 'wins' this award. This isn't an award any team wants however!

In Skaven society cheating is to be encouraged, it's only the getting caught part which is shameful!

Most Entertainingly Slaughtered

This is another team award that aptly reflects another aspect of Skaven society. The weak are there to be picked on (and eaten if hungry).

This award is handed out to the team who suffer the most permanent injuries and deaths. It comes with a cash prize to hire more replacements for next season!

The Rusty Dagger

This is given to the individual rat who does what any upstanding Skaven player should do - kick another while they are down! It's won by whichever player inflicts the most casualties by fouling.

The Eshin Dagger

This is handed to the Skaven who commits the most fouls without getting sent off! They are presented with a Weeping Dagger to use the following season.



Coaches corner

- By Skellig Queem

Skaven backroom staff are key to their team's success, it's not just about what happens on the pitch, it's also about the shenanigans off it. Here we look at the cunning coaching that Skaven are renowned for.

On the amateur scene, Riskit Sqeel is developing quite the reputation for his rat management and motivation skills. Coaching an (under) Street Bowl team based in Marienburg, Riskit is famed for his sartorial elegance and enigmatic smile. Utterly unflappable, Riskit knows how to get the best out the players. Take team thrower Rash'eeek Ninefingers who missed 11 passes in a row. Some one-on-one coaching with Riskit, turned the throwers form around, Rash'ekk Eightfingers now never misses a pass ever!

Alas some coaches tend to look out for themselves more than their team. Consider Scar Whitefur, owner and coach of the Grieve Bay Packrats, as an example. During 2498, Scar was involved in a point shaving and betting scandal during every single game of the season, from the first to the last. He angered the book-makers guild to such a degree that they lynched the scandalous Skaven.

Not all coaches can leave their past behind them. Droter Retch, Head Coach of the Nurgle team, the Fungal Cowboys, was a member of Clan Moulder. As well as coaching the team, he carried on with a little bioengineering on the side. Droter claimed to be the father / creator of chaos star player Gobblar Grimlich although he never had chance to prove this. At the press conference covering their reunion, Gobblar lived up to his name and, in an emotional scene, ate the tasty looking Droter whole!

There are also assistant coaches or personal coaches who stand out and are worthy of a mention. One such is Kato, the assistant / coach to the now deceased Red Claw Rurrk of the Skavenblight Scramblers. It was Kato's job to ensure that Red Claw, for such an old rat, was in the best physical shape he could be and to do anything to help the Blitzter succeed on the pitch. Carrying out these duties, he killed rivals on the team and cooked them for Red Claw to eat, thus ensuring he got to play with a full belly! What more could you ask for? Going above and beyond, Kato then had the Blitzter raised from the dead so he could keep playing as a zombie. That's dedication rare in any Skaven!

Education counts!

It's no coincidence that the majority of the most famous and most mutated Skaven players are all alumni of the same college - Darkthunder High.

The college is built on a huge deposit of warpstone which funds the school and ensures that all graduates are unique. The knock-on effect of this is their college uniforms are super expensive due to all of the extra sleeves, trouser legs and neck holes needed!

Financial Matters

Kroxiade, the sports drink, is still enmired in a deep scandal. The company behind it had hired star Kroxigor Sokitoomi to be the face of the drink and boosted sales significantly.

As sales sky-rocketed so did the outbreak of a mysterious new disease across Lustria. It then came to light that it was Clan Pestilence who were the owners of Kroxiade, surely just a complete coincidence?

Sokitoomi realizing how he had been used, refused to carry out the rest of the contract. He was subsequently sued by Clan Pestilence who won in court; financially ruining the Kroxigor.

Who's Who the rat pack review.

The following are players who at some stage of their careers have played on Skaven teams

Storm Vermin

Name	Team	Status
<i>Bisk</i>	<i>Skavenblight Scramblers</i>	<i>Dead</i> - Killed by Kato
<i>Bone Crusher</i>	<i>Skavenblight Scramblers</i>	<i>Alive</i>
<i>Glart Smashrip</i>	<i>** Freebooter **</i>	<i>Alive</i>
<i>Glart Smashrip Jnr</i>	<i>** Freebooter **</i>	<i>Dead</i> - Eaten by Glart Smashrip
<i>Grist</i>	<i>Skavenblight Scramblers</i>	<i>Alive</i>
<i>Hide-Sneak</i>	<i>Skavenblight Scramblers</i>	<i>Alive</i>
<i>Naqat Queer</i>	<i>Pestilens Plaguebringers</i>	<i>Retired</i>
<i>Rattagat Bruxt</i>	<i>Warpfire Wanderers</i>	<i>Retired</i>
<i>Rutch Snaketail</i>	<i>Warpfire Wanderers</i>	<i>Retired</i>
<i>Skrankor</i>	<i>Crookback Cretins</i>	<i>Alive</i>
<i>Threetch Three-Eye</i>	<i>Skavenblight Scramblers</i>	<i>Alive</i>
<i>Varmit Evileye</i>	<i>Skavenblight Scramblers</i>	<i>Alive</i>
<i>Vruht Shadowgrip</i>	<i>Skavenblight Scramblers</i>	<i>Alive</i>



Throwers

Name	Team	Status
<i>Breet Braingulper</i>	<i>Skavenblight Scramblers</i>	<i>Retired</i>
<i>Furrut Ringtail</i>	<i>Warpfire Wanderers</i>	<i>Retired</i>
<i>Rasjn'EEK Nine (Eight) Fingers</i>	<i>Unknown</i>	<i>Alive</i>
<i>Skritter</i>	<i>** Freebooter **</i>	<i>Alive</i>
<i>Snatchit Quikk</i>	<i>Warpfire Wanderers</i>	<i>Retired</i>
<i>Thork</i>	<i>Crookback Cretins</i>	<i>Alive</i>



Gutter Runners

Name	Team	Status
<i>Fornt Quickfoot</i>	<i>Skavenblight Scramblers</i>	<i>Alive</i>
<i>Hakfelm Skuttlespike</i>	<i>** Freebooter **</i>	<i>Alive</i>
<i>Hrut Hornspike</i>	<i>Warpfire Wanderers</i>	<i>Retired</i>
<i>Kulvik</i>	<i>Crookback Cretins</i>	<i>Alive</i>
<i>Kweethul</i>	<i>Rotten Rats</i>	<i>Alive</i>
<i>Niknik Yellowtail</i>	<i>Skavenblight Scramblers</i>	<i>Alive</i>
<i>Ohuart Brittlefang</i>	<i>Skavenblight Scramblers</i>	<i>Alive</i>
<i>Pipsqueak</i>	<i>Unknown</i>	<i>Alive</i>
<i>Silkpaw</i>	<i>Skavenblight Scramblers</i>	<i>Alive</i>

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Gutter Runners - continued

Name	Team	Status
Skitter Stab-Stab	** Freebooter **	Alive - technically more of a master assassin than Gutter Runner
Skritter the Leaper	Warpfire Wanderers	Alive
Tarsh Surehands	Skavenblight Scramblers	Dead - Strangled him/themself



Linemen

Name	Team	Status
Bite-Bite	Skavenblight Scramblers	Alive
Fezglitch	** Freebooter **	Alive - plays as a fanatic
"Hideous" Hakk Frottlespit	Warpfire Wanderers	Retired
Kikkit	Crookback Cretins	Alive
Kreet Finglefoot	Warpfire Wanderers	Alive
Krekrul the Snatcher	Skavenblight Scramblers	Alive
Krunt Blackfoot	Warpfire Wanderers	Retired
Kweequik the Kontorted	Skavenblight Scramblers	Dead - Accidentally kicked to death
Likkish	Skavenblight Scramblers	Dead - Killed and eaten
Morb Weazle	Warpfire Wanderers	Retired
Rasta Tailspike	Skavenblight Scramblers	Retired
Rosvin Ratz	Warpfire Wanderers	Retired
Rut Skutterclank	Skavenblight Scramblers	Alive
Seether Sorethroat	Skavenblight Scramblers	Dead - died of old age at 16!
Shisk Four-Arms	Skavenblight Scramblers	Alive
Skat	Skavenblight Scramblers	Dead - Killed and eaten
Skrag the Unclean	Skavenblight Scramblers	Alive
Skreet	** Freebooter **	Alive
Vermin Valdech	Warpfire Wanderers	Retired
Vermink Stink	Skavenblight Scramblers	Alive



Rat Ogres

Name	Team	Status
Buboe Festerspit	** Freebooter **	Alive
Headsplitter	** Freebooter **	Alive
Kreek "The Verminator" Rustgiuger	** Freebooter **	Alive
Manwrecker	Skavenblight Scramblers	Alive
Nulk	Crookback Cretins	Alive
Skruck Headsquelcher	Skavenblight Scramblers	Alive
Skrut Manpeeler	Doomtown Rats	Alive

Other Races

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

Name	Position	Team	Status
Mr Pickles	Mutant Cat	Hell Pit Heroes	Retired



Staff

The below are Skaven who have worked on any team.

Name	Position	Team	Status
City of Skavenblight	Owner	Skavenblight Scramblers	Alive
Droter Retch	Head Coach	Fungal Cowboys	Dead - Eaten by Gobbler Grimlich
Grey Seer Feerquarstus	League Commissoner	No specific team	Dead - Trampled by a Rat Ogre
Grey Seer Razzel	Coach & Wizard	Skavenblight Scramblers	Alive
Jaunt Maddening	Head Coach	Rotten Rats	Alive
Kato	Personal Trainer	Skavenblight Scramblers	Alive
Kriskit	Assistant Coach	Crookback Cretins	Alive
Krok Shockwhisker	Engineer	** Freebooter **	Alive
Nyak Longtooth	Player Agent	** Freebooter **	Dead - Killed by Kract and Snurk
Quittit	Owner	Crookback Cretins	Alive
Red Warpbite	Head Coach	Haakenstadt Screechers	Alive
Reek Nosebiter	Head Coach	Warpfire Wanderers	Alive
Riskit Squeel	Head Coach	Unknown Street Bowl team	Alive
Ritzo Norvejik	Owner	Warpfire Wanderers	Alive
Sandch Blackpelt	Head Coach	Skavenblight Scramblers	Alive
Scar Whitefur	Owner & Coach	Grieve Bay Packrats	Dead - lynched
Overfiend of the Lead Citadel	Owner	Doom Lords	Alive - he may be an Orc!
The Ratters	Cheerleading squad	Skavenblight Scramblers	Alive
Vytik the Many-Headed	Head Coach	Skavenblight Scramblers	Dead - cause unknown!



Officials

Name	Position	Status
"Blindeye" Scuttlespit	Referee	Alive
Two Heads Vermin	Referee	Alive



Other 'famous' Skaven

Name	Position	Status
<i>Hacksplit Quillchewer</i>	<i>Spike Reporter</i>	<i>Alive</i>
<i>Mister Squimper</i>	<i>Match Fixer</i>	<i>Dead</i> - Killed by Nog
<i>Oversneer Skreet</i>	<i>Factory boss</i>	<i>Alive</i>
<i>Packmaster Kracth</i>	<i>Member of Clan Moulder</i>	<i>Alive</i>
<i>Packmaster Snurk</i>	<i>Member of Clan Moulder</i>	<i>Alive</i>
<i>Skellig Queem</i>	<i>Spike Reporter</i>	<i>Alive</i>
<i>Snarlitt</i>	<i>Clan Rat in Skreet's factory</i>	<i>Alive</i>



Skaven Teams

<i>Burrow Scrapers</i>	<i>Hell Pit Wildrats</i>	<i>Skaven Scab-eaters</i>
<i>Crookback Cretins</i>	<i>Ikkit's Backscratchers</i>	<i>Skavenblight Scramblers</i>
<i>Crookback Plague</i>	<i>Pestilens Plaguebringers</i>	<i>Snick-tail Scuttlers</i>
<i>Doomfire Warphunters</i>	<i>Pestilent Pioneers</i>	<i>Warpfire Wanderers</i>
<i>Doomtown Rats</i>	<i>Pustulent Priests</i>	<i>Warp-Lightning Bolts</i>
<i>Fester Spike Hurricanes</i>	<i>Ratz of Nirn</i>	<i>Warpstone Wanderers</i>
<i>Grieve Bay Packrats</i>	<i>Rotten Rats</i>	<i>Wyrdstone Wanderers</i>
<i>Hell Pit Heroes</i>		



Looking ahead

In issue 7 of the Gridiron Gazette everybody better watch their backs. We'll be taking a fleeting glance at the Dark Elves and hoping we see nothing incriminating or do anything which draws their attention . . . please don't hurt us.

We'll be answering such questions as -

- *Just who is better - Hubris Rakarth or Jordell Freshbreeze?*
- *What is the Dark-Side Slide?*
- *Players from other planes of existence . . . where are they now?*
- *What happened to all the Kool kids?*



Final Fact!

Some players adopt family names while others try forge their own path, taking a name that befits some of their great (or underhand) deeds. The case of Breet Braingulper is definitely in the latter category. The Scramblers Thrower earned the name from how he treats referees who make a call he disagrees with !