

# Gridiron Gazette : Shambling Undead

---

1 Nachgeheim 2521  
Issue #8

Shambling Undead teams are great! They give a home to all of our favourite Blood Bowl players, allowing them to extend their careers and not be limited by trivial inconveniences such as death!

## INSIDE

—

### Champions of Death

*Relentless march to the top!*

—

### Code breakers

*Exactly how do skeletons talk?*

—

### Searching for talent

*Recruitment undead style!*

—

### Necromancy

*Career advice for the socially awkward*

—

### A tight fit

*Would you wear Morr's trousers?*

—

### Who's Who

*The full player and staff directory*



## Stadium

*The Champions play in the Pain Park, a stadium hollowed out from the bowels of the Coldworm Mountains.*

*The stadium is predictably very dark and so doesn't suit every team to play in. The surface of the pitch is made up of crushed bones!*

## Sponsorship

*Undead teams frequently get into trouble with the authorities for their habit of raiding graveyards. Tomolandry is careful in where he goes to look for 'fresh' new talent and now manages to mostly stay on the good side of the Temple of Morr. So much so in fact, the official religion of the dead within the Imperial pantheon actually sponsor the Champions of Death. Other teams like the Tombstone Terrors who have frequent run-ins with the Morr faith should take note!*

## Trophy Cabinet

*Blood Bowl (2466, 2486, 2501)*

*Chaos Cup (2440, 2459, 2461, 2462, 2467)*

*Spike! Magazine Trophy (2492)*

*Mithril Spike (2468, 2472)*

*AFC Championship (2446, 2466, 2486)*

*AFC North Division (2453, 2457, 2466, 2486)*

# Champions of Death – ever onwards

- By Dolf Ungerhaagen

**The Champions are a team who rarely worry about how a new rookie will cope on the pitch. Most of their 'new' recruits have been playing for years already!**

## History - In the beginning . . .

*2425 - Necromancer Tomolandry was a little bored of his chosen profession, he had mastered all he needed to know about death. Restless, he ended up watching a Blood Bowl match and was hooked instantly. He immediately set about work to create his own team.*

*2439 - The Champions of Death are accepted into the NAF despite huge protests from the other teams. Fears grow on how existing clubs can economically compete with a team which pays no wages and has a cheap recruitment policy*

*2440 - Exposure to playing more professional teams helps the Champions improve quickly. This is demonstrated in them winning the Chaos Cup for the first time.*

*2451 - Scandal erupts as Tomolandry is caught during a recruitment drive- inside the Dwarf Giants team graveyard! The Giants spot one of their former players on the Champions team and try to sue Tomolandry for kidnapping. He offers to return the player to them if they can keep him moving . . . the case collapses!*

*2559 - The Champions win the Chaos Cup again and will win it twice more in the following 3 years. However, league success evades them (they only made the play-offs once) and so Tomolandry starts looking for ways to add more 'muscle' to the team to aid a longer campaign.*

*2464 - Tomolandry finds the solution and signs a secret pact with Tomb King Match-Ra. In the deal the Champions get the services of Ramtut III, in return any kills Ramtut makes are sent to Match-Ra. Ramtut is an unwilling element of the deal and although he goes along with it, he resists Tomolandry's controls. In a double swoop he also signs Vynheim Valkyries star ball handler Stefan Helmhand after he met his untimely end, falling through a crack in their winter pitch and freezing to death in a block of ice.*

*2466 - The introduction of Ramtut and Helmhand brings almost instant results as the Champions win their first Blood Bowl. However, there is further scandal as the rest of the team looks suspiciously like the Middenheim Marauders '65 team who were all killed in a mysterious flying carpet accident. Tomolandry refuses to comment on such spurious allegations.*

*2467 - 72 - The golden period for the Champions reaches its peak with more trophy wins in the Chaos Cup and the Mithril Spike. However, for reasons unrecorded the team then slump in form (perhaps those ex-Marauder players have been beaten into dust?) and the team goes winless for more than 10 years.*



# Once and Future Champions!

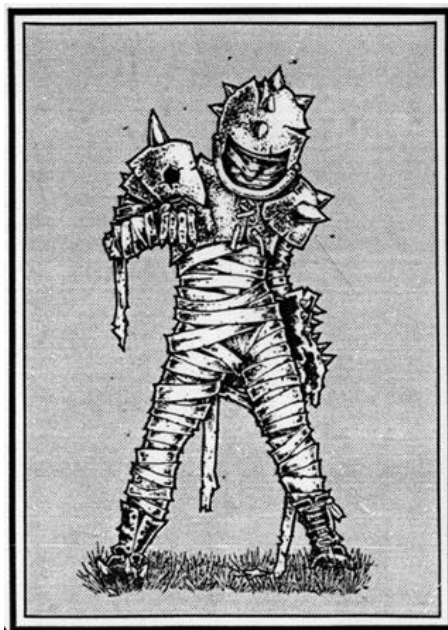
- By Gerhardt Schtumpf

## History - From success to success, the Champions march ever on.

2486 - The Champions looked to have put together (literally) a good team again. At Blood Bowl QF encounter with werewolves eating or burying a significant portion of the starting squad undoes their good work. Somehow they just win.

In the semi-finals they play against the Chaos All-Stars in a game which broke the NAF record for the highest attendance ever as well over 140,000 spectators watch the game live.

The Champions scraped into the final and there were ground down by the Dwarf Warhammerers who take what looked like an unassailable 2-0 lead. However, the ill-fated Mjolnir brothers flying V-formation goes horribly wrong when they blow up themselves and half of their own team! This allows the Champions to pull off a stunning reversal to take the match 3-2 and to lift the Buddy Grafstein trophy once more!



2487 - The losses to the werewolves last season were bad but it was further compounded by the forced retirement of G'Ral Bloodsucker who had poisoned himself biting a rusty Dwarf in the final. The Champions need replacements quickly and so the team stole bodies from an ancient burial mound in the great forest of Athel Loren. This angers the Dryads who protect the barrow and in vengeance, Willow Rosewood signed for the Greenfield Grasshuggers to get some bone crunching payback against the Champions on the pitch.

2489 - Following the collapse of the NAF, the Champions are one of the teams who excel. They don't pay their players any wages and can enter multiple competitions at once and so side-step the financial pressures other teams face.

The mounting tension between Ramtut and Tomolandry reaches a critical point however, resulting in the ancient Mummy leaving the team and becoming a freebooter for a couple of seasons.

2495 - Losing Ramtut doesn't impact the Champions as much as the pundits expected. They have become more adept at building squads faster and so the setback is only minor. Although they lose in the Blood Bowl semi-final to the Gouged Eye, it shows they are still a force.

2501 - The Champions win their 3rd Blood Bowl final as the slow, relentless march to the top of the rankings continues once more. With the dawning of a new century, the Champions are one of the teams to beat.

## Talking in code

Not all skeleton players are able to talk when brought back from the dead. True, none of them have a voice box anymore, but some have an enhanced form of resurrection where they are still able to emit sounds and general chitter chatter. Hack Enslash for example is still just as vocal now as he was while still alive.

What about those who lack this augmentation?

The Champions have developed a non-verbal system where the skeletons tap their armour to communicate with each other during the match. So, strangely, if you want to silence a skeletal Champions player during a game - rip his arms off!

## Code Names

Another issue some Undead teams may have is telling Skeletons apart . . . after all, they kind of all look the same! To combat this Tomolandry has started to inscribe the less important (and therefore less obvious) skeletons on his team with glyphs to keep track of who is who.

## Getting the full set

One of the most famous Skeleton freebooters only played for the Champions very briefly. While alive, Ricardo Ferminelli debuted for Tilean team the Pergamo Pastas. Following a gang foul he was raised to un-life and made it his ambition to do something that no-bones (or body) had done before - play for all 40 NAF league teams.

It's truly astounding that the teams seemed open to this and in 5 short seasons he had been rostered by every AFC team including the Reavers, Gouged Eye and honourable Bright Crusaders.

With just 3 teams to go in the NFC to complete his goal, he was buried by a hound from the Westside Werewolves and never seen again!

### Erengard Undertakers

*Building a stadium is a long and hideously expensive exercise. One has to have sympathy for the Undertakers and at the same time, salute their underhand (well, underground) tactics.*

*The Undertakers built their stadium on top of a large and abandoned cemetery. During a tough match against the Athelorn Avengers, the Undertakers used their pitch placement to perfect effect. All of the undead fans, buried beneath the surface, rose up during the game for a mass pitch invasion!*

*The NAF were forced to introduce rules banning stadiums being built on top of tombs, graveyards, old battle grounds or anywhere else a mass internment may have occurred. The poor Undertakers were forced to leave their new home!*

*Their other claim to fame has already been covered in the Gazette record breakers special. The Undertakers hold the NAF record for the longest half time break, lasting a whole month!*

### Goblin Power!

*Perhaps the most famous Undead Goblin is Throttlesnot "the Impaler" but he isn't the only one. The Mangled Meatbags team are made up all ex-goblins. They were the Goblin Gitbashers until a terrible cart accident helped them reform into an Undead team!*

## Under Contract – Recruitment undead style!

- By Rusty Hoelle

**The scandal of 2451 led to a change in how teams keep their players under contract after death and ended up making a fortune for the lawyers in fresh contract negotiations. Some undead teams continued to steal corpses (Yes, we're looking at you Tombstone Terrors) while others chose to try and remain legal-ish.**

*As with all things in Blood Bowl, finances have a huge part to play on whether a team would entertain selling their deceased players to an undead team. If a team was relatively wealthy and could afford player insurance, then why sell their dead players at all? However, those outfits in the lower tiers of the game who couldn't afford such luxuries would see it as a way of covering their costs. Take the Mordheim Comets for example. When von Winkle was killed by Morg 'N' Thorg in a game against the Chaos All-Stars, the Comets were able to sell the body to the Graveguard team and make some money which would be used to hire von Winkles replacement.*



*Generally, the richer teams took a much firmer stance and had it written into players contracts that their remains would not be sold to an undead team. After all, when their star player died, why should they help an opponent get stronger by letting them have the remains? Not selling your deceased players to an Undead team became a tactical choice.*

*There is also an element of player choice which is especially common amongst freebooters who aren't held in long term contracts the same way as players rostered to a team full time. If they wish, they can carry a standard DNZ order which any team they play for will be obliged to honour. What's a DNZ order? Do Not Zombifie. Some teams leave it open to the individual players wishes, after all, some of them want to carry on after death, the lure of Blood Bowl is so strong! Case in point is Zog Grunta who originally planned to be turned into boar food for his favourite tusker should he die on the pitch. However, he had a change of heart, followed by a change in contract. It was well timed too because soon afterwards the Orc did die but was later able to hop off the autopsy table and seek his next big career move.*

*Of course the danger is not carrying a DNZ may entice unscrupulous Necromancers to speed the process along a little. Fritz Brunhof was a product of the Bluchen University and winner of the coveted Hikeman Trophy for most outstanding new prospect. Fritz didn't carry a DNZ and was a hot target for the Bruendar Grimjacks (the human version of the team) at the Crush that year. Eying a move to one of the bigger teams, Fritz dismissively said he'd rather play for the Champions of Death than the Grimjacks. Tomolandry caught wind of this and took his word literally. Somehow Fritz was found poisoned and suddenly Tomolandry had his man!*

*In the world of Blood Bowl nothing is permanent and sometimes recruitment can work in reverse. Farley 'the foot' McGintis got his name because the original cause of his death was having his arms ripped off. In death however, he could kick and stamp with the best of them and so found a place on the Champions roster. He is one of a small number of players who had missing limbs but this didn't seem to hinder them. Another such player was Hans Leafer of the Golden Griffons - his death was equally as gruesome but when resurrected he took the name No Hans Left and continued to have a successful career. We digress . . . Farley's career for the Champions was ended when an opposition wizard had the cheek to bring him back to life! Although in theory still under contract to the Champions, he left the team and returned to his native Albion.*

## Un-Deadly Secret Weapons!

- By Lastiges Weisschen

**Undead players have a long history of taking secret weapons onto the pitch. After all, if you are already dead, what do you have to fear from a chainsaw kicking back?**

Barry Bigbones rarely gets the credit he deserves. When one thinks of the great chainsaw looneys, Helmut Wulf and Nobbla Blackwart spring to mind, rarely old Bigbones. Playing for the Champions of Death he has seemingly gone under the radar, but one would have to question why.

Barry is an expert in decapitation, the finesse side of looneyism. Anyone can hack and maim with a chainsaw, but neatly slicing a head off, now that takes real skill. In total, Barry has racked up 294 neat beheadings in his career, averaging a whopping 4 per game! His best was against the Warfire Wanderers where he managed to de-head 8 of their 16-rat squad!

However, even someone so skilled is still prone to things going wrong. One of the records Barry also owns is the most times a player has been decapitated! Sometimes this happens due to the chainsaw kicking back, sometimes he's been known to spike his own head in the opponents end zone after winning a game! Either way he has had his own head lopped off on 56 occasions but 34 of those were self-inflicted.

This is probably why Barry doesn't have his deserved acclaim, he doesn't play enough games in a season as he's in the mending room for too often and too long. Attempting to counter this, in the 2488 Tomolandry placed Barry's skull inside his ribcage to try and keep him in the game for longer!

## Hack Enslash

Hack cuts an unusual figure (if you'll pardon the pun) because he is one of the few players who wanted to die! In life he was an obsessive lineman with an unremarkable career who worshipped Barry Bigbones and quietly dreamed of emulating his hero. His fanaticism reached such a point where he arranged to be killed and then for Tomolandry to raise him from the dead. He made his debut for the Champions in 2501 after Barry had retired and set about a single-minded pursuit to break all of the former star's records.

During one game against the Westside Werewolves he had an arm snapped off and swallowed by a Lycan. Grim determination drove him on, he disemboweled the same werewolf and retrieved his arm to be re-attached later. This kind of zeal has seen him develop a following of equally mad fans called the Hack Pack. They hang out on the sidelines in the hope that he'll bless one of them with a beheading!

Clearly Hack (and Betsy his chainsaw) is stark raving mad. Still, the worse he gets the more entertaining it is, right?

## Bryce the Slice

Bryce Cambuell found fame in the 2480's, playing for the Ostermark Bulls when chainsaws were all the rage. In a game against the Skulls of Katam he earned this nickname 'The Slice' after decapitating a minotaur! His living career was cut short however when he fluffed an attack on the pitch and lopped his own head off!

Now a risen Bryce can be found, stalking the Sylvania Spotlight league, burning in a green flame of shame!

## Klauz von Ehg

Poor Klauz had no Blood Bowling ambitions while in the land of the living. He was a gunpowder expert and taught at the University of Nuln and the local gunnery schools. He was exceptional at what he did; instinctively able to gauge load and distance accurately to ensure any weapons fire or bombs hurled hit their target every time and exploded with the biggest bang.

Alas for poor Klauz this talent put a target on his own head. A long-forgotten Necromancer had Klauz murdered and then he stole the body to raise him once more. Being ripped so cruelly from life had an impact on his mental state allowing the newly undead Klauz to resist the mental control of the Necromancer. Instead he became a freebooting bombardier under the mantle 'The Mad Bomber'.



# Sad. . . ? Lonely. . . ? No friends. . . ? Become a Necromancer!

- By Pierce d'Organ

**It takes a particular type of reclusive, socially awkward genius to delve into the dark arts and bring the dead back to life. Are they evil masterminds or just someone in need of a hug?**

*One has to wonder where it went wrong for Necromancers. Whereas most wizards band together in colleges and proudly wear sigils and outfits that broadcast which collective cabal they belong to, the Necromancer presents a sad and solitary figure. Did regular wizards just get more love as a child? Did they have friends who helped them get through those troublesome teenage years?*

*Tomolandry is undoubtedly the most famous Necromancer in the game today. Something happened to poor Tom though to turn him into the man he is. What little we know of his early life has passed into possible legend. It was said he was originally a humble tailor who worked for the Elector Count of Ostermark. It's also been said that at one time he owned the fabled Far Albion Cup. The cup (it's believed) makes the owner unbeatable on the pitch and can lengthen the life span of whoever drinks from it significantly. Quite how it fell into the hands of a humble tailor, Nuffle only knows, but this may well have been what started him down the path.*



*What does it say about someone that they would rather 'make' new friends than have actual ones? Many of the Undead Tomolandry raised up were not able to speak to him directly, he was used to having quite a lot of one-sided relationships. Decades working alone with nothing but a young apprentice and the dead for company can't be helpful. Even the apprentice, Jocko O'Maddin, was to walk out on him and form his own team, the Tombstone Terrors. Jocko clearly wasn't ready as he suffered a hostile take-over at the hands and dark pointy wand of Earl the Wiley, a more powerful Necromancer. Was Tomolandry such hard company that even his apprentice, thirsty for knowledge, couldn't stand to be around him?*

*Then there's the incident with Morg 'N' Thorg which pundits still don't agree on. Morg had been hired by Tomolandry to play for the Champions in a tough game against the Asgard Ravens, that much everyone concurs. In the game, Ramtut III threw several blocks against Morg and was aided by the Ravens opposition. Morg soon realised he had been set up, was forced to fight against both teams as he stormed off the pitch. The mystery is why did it happen? Some claim Tomolandry was behind the whole thing as he wanted Morg killed in order to raise him. Others, like this writer, are of the view it was Ramtut who had engineered it as a way of causing problems with Tomolandry and taking the first few shuffling steps to leaving the team. Consider if you will the latter theory. What that means is that Tomolandry was so unpopular that even the dead are trying to get away from him!*

## Galbash the Black

*Necromancy is an art as well as a science. You don't just read out a few words from ancient scrolls and give away fragments of your soul to become successful. You need to have a certain craft and flair.*

*Take Galbash the Black - clearly a clever man who had given himself over to the study of Necromancy. Galbash had mastered the science of the dark arts and was able to raise a whole team of stumbling zombies, directing them to play a game of Blood Bowl. He however, lacked the art of Necromancy and couldn't keep them animated for a whole match. It meant his team, the Deadbeats, were the first team ever to lose 1000 games!*

## Bilakk'n Dekka

*Billakk was both a Necromancer and a DIY enthusiast. When the chainsaw craze of the 2480s took place, he went all in. Many observers argue that Bilakk was the one who fueled the fanaticism for them.*

*Not being satisfied with the prospect of having just one player armed with a chainsaw, Bilakk wanted everybody to have one. In order to get access to such an arsenal of destruction he was prepared to do anything. In this case, anything meant midnight sacrifices, giving away a portion of his soul and entering into a fell pact with a daemon prince in the dark of the night. Terrifying to you and me, just another day of dark arts for a Necromancer!*

*The NAF protested when a whole team of skeletons walked out onto the pitch, revving their chainsaws. Their protests were short lived however when the complaining match referee was returned to NAF headquarters in 3 small boxes.*

## A kick in the Ghoulies!

*It's hard to debate who is the greatest Ghoul of all time when they so rarely seek the limelight. In the case of the Acid Bay Shades, an all Ghoul team, they refuse to play in any kind of light at all, only taking to the pitch at night.*

*J Earlice was for a number of decades certainly the go to freebooting Ghoul of choice for most Necromancers. All of the current rage is G'Ral Blodschüker of course . . . but G'Ral's finger biting habit (not to mention reporter eating habit - poor Lou Thorax) make him not the most trustworthy option in the world.*

*We would argue the mantle sits with now retired Wragg Bonesnapper. 23 Touchdowns in 2 seasons plus 7 MVPs tells us all we need to know.*

## Wearing Morr's Trousers!

*In a bid to prevent unscrupulous Necromancers stealing corpses, the Cult of Morr began employing special trousers. These iron contraptions were designed to prevent corpses rising from the dead and digging their way out of their grave. Alas all it really did was make it obvious which were the more valuable corpses and so Necromancers doubled their efforts in looking for bodies in Morr's trousers!*

# All the Wight moves!

- By Rusty Hoelle

**Wights have been the utility players on Undead teams for decades. Part Blitzler, part safety and when required fill in ball carrier. Wights can do a bit of everything. Why is it however that they all seem to be called Ivan?**

*It's nothing more than coincidence of course that the most famed Wights in the game both have the same name. . . . in fact spookily similar names! Ivan "The Scythe" Deathshead plays for the Champions and is a terror in deep defense. Look at the game against the Orcish team Green Face. The 'Faces troll Zkurg Manglemann somehow managed to pick up the ball and rumbled towards the goal line. "The Scythe" and his bladed armour were on hand to with a slashing tackle that removed both of the Trolls arms and a leg! Not much gets passed Deathshead, not in one piece anyway! Although he stopped the score he indirectly aided the opposition, the troll's limbs carried on playing while detached and caused no end of mayhem!*

*The premier Wight is of course the owner and team captain of the Legion of Doom - Ivan "The Animal" Deathshroud. After being revived in the 2460s to play for the Hel Fenn Hellions, Ivan earned a name for himself as a swashbuckling ball hound. 97 kills and injuries, 18 sacks on opposition throwers and 27 touchdowns says it all. He had a brief spell as a freebooter, but his eyes are firmly set on the Worlds Edge League and taking on his ancient enemy, the Dwarfs, once more.*

*If only they could get the two Ivans to take to the pitch together - what a combination that would be!!*

## I want my Mummy

**Undoubtedly when it comes to Mummies one player dominates the field - Ramtut III. The Gazette will certainly feature the 3600-year-old super star . . . but not yet. Ramtut will take a dusty bow in our Tomb Kings edition, for here and now we look at the other wrapped wonders and bandaged bruisers.**

*Mummies are such pivotal players for Undead teams that the opposition can take one of two options - avoid them or go all out for them. The latter means the mortality rate for Mummies is higher than you might expect. Ramen Tut of the Champions of Death came from a famous family. His father was the equally mummified Shawbrad-Tut, the vice president of the cabalvision WOLF Sports network. Ramen met his demise in a game of Dungeon Bowl against the Bad Bay Hackers when a suspected magical device turned him into a large pile of dust. On the other hand King Orik of the Weevil Dead found that his usual hunting ground of the scrimmage line would be the place of his downfall. Very few things can stand against a Mummy in a battle of blows, however a Treeman is one of those few and in this case Barkbellow quite literally tore a strip off the King!*

*The Champions have a number of Mummies in their squad. Having so many players they are able to test them all out at once as the Champions are able to play in multiple competitions at the same time. Although Sekhmeht VII and Throttlegrim have been solid performers, none of them really stand out in their overall performances. They have coped without Ramtut but nobody has really sealed that spot in their best starting team.*

*Perhaps Tomolandry will take a look at the freebooter market to bring some talent in. Albrecht Sockher was recently mummified and has been turning a few heads (mostly followed by the loud snapping of spines). Will the Sockher Mummy catch Tomolandry's eye? Failing that, Khemrian Rhamaket continues to trudge around teams in the Sylvania Spotlight League as does Roger Mortis. The latter is an odd figure, he will only play if allowed to wear the number 007! Nobody is quite sure why; it clearly must have some mystical importance for him. The search for the new Ramtut continues!*

### Who's Who . . . . the book of the dead.

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

#### Wights

Name	Team	Status
Ivan "The Animal" Deathshroud	** Freebooter *	Alive
Ivan "The Scythe" Deathshead	Champions of Death	Alive
Malorek Doomgale	Comeback Squad	Alive
Maz "Bones" Klimesh	Champions of Death	Alive
Splinter Boneshard	Champions of Death	Alive



#### Ghouls

Name	Team	Status
Dirty Ghurty	** Freebooter **	Alive
G'HoI Bloodstained	Champions of Death	Alive
G'Ral Blodschüker	** Freebooter **	Alive
G'Ral Bloodsucker	Champions of Death	Retired
Gilda "the Girly Ghoul" Fleshspitter	Champions of Death	Alive
Wragg Bonesnapper	Champions of Death	Retired



#### Mummies

Name	Team	Status
King Orik	Weevil Dead	Dead - killed by Barkbellow the Treeman
Ramen Tut	Champions of Death	Dead - Turned into dust
Ramtut III	** Freebooter **	Alive
Rhamaket	** Freebooter **	Alive
Roger Mortis	** Freebooter **	Alive
Sekhmeht VII	Champions of Death	Alive
Sockher Mummy a.k.a. Albrecht Sockher	Unknown	Alive
Throttlegrim the Elder	Champions of Death	Alive





## Gridiron Gazette - Shambling Undead

---

### Skeletons

Name	Team	Status
Barry Bogbones	Champions of Death	<i>Retired</i> - played as a looney
Bob Blackbone	Brayburg Bonepickers	<i>Dead</i> - smashed into many small pieces
Brittle Snaparm	Champions of Death	Alive
Bryce "The Slice" Cambuel	** Freebooter **	Alive
Cain	Champions of Death	Alive
Carcass Bloodletter	Champions of Death	Alive
Cup	Champions of Death	<i>Dead</i> - blown to pieces in Dungeon Bowl
Dropjaw	Champions of Death	<i>Dead</i> - blown to pieces in Dungeon Bowl
Hack Enslash	** Freebooter **	Alive
Hamu Vilmos	Champions of Death	Alive
Harry Obitu	Champions of Death	Alive
Humerus Carpal	** Freebooter **	Alive
Ivan the Revived	Champions of Death	Alive
Marrowbone	Nightmare Nufflers	Alive
Mikhael von Jacks	Champions of Death	Alive
Ole Bony-Pegleg-McNasty	Night Horrors	<i>Dead</i> - Eaten / buried by Wilhelm Chaney
Quietus Hades	Champions of Death	Alive
Ricardo Ferminelli	** Freebooter *	<i>Dead</i> - Eaten / buried by the Westside Werewolves
Rigor Mortis	Champions of Death	Alive
Skrull Halfheight	** Freebooter **	Alive
Splinter Marrowblade	Champions of Death	Alive
Spurs	Champions of Death	Alive
Straightline	Champions of Death	<i>Dead</i> - Smashed to pieces by Conrad Knightstandt
Styff Simeon	Champions of Death	Alive
The Mad Bomber a.k.a. Klauz Von Ehg	** Freebooter **	Alive
Toxix	Champions of Death	Alive
Wishbone	** Freebooter **	Alive



### Zombies

Name	Team	Status
D.K. Fester	Unknown	Alive
Fritz Brunhof	Champions of Death	Alive
György Romanov	Champions of Death	Alive
No Hans Left	Unknown	Alive
Red Claw Rurrk	Drakenhof Templars	Alive - used to be a Skaven blitzer
Ricardo Verminelli	Champions of Death	Alive
"Rotten" Rick Bupkeis	** Freebooter **	Alive
Stefan Helmhand	Champions of Death	Alive
Throttlesnot "The Impaler"	** Freebooter **	Alive
Uber Schadenfreude	Unknown	Alive
Zog Grunta	Unknown	Alive

## Gridiron Gazette - Shambling Undead

---

### Other Races

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

Name	Position	Team	Status
Farley 'The Foot' McGintis	Zombie / Human	Champions of Death	Retired
Gretchen Wächter "The Blood Bowl Widow"	Banshee	** Freebooter **	Alive
Hugo "The Impaler" von Irongrad	Vampire	Champions of Death	Alive
Skragger	Vampire Black Orc	Champions of Death	Dead



### Necromancers

Name	Race	Team	Status
Baron Somebody	Human	** no team affiliation **	Dead - killed by the Lizards claw
Berry Bones	Liche	Darkside Cowboys	Alive
Boris Pickett	Unknown	Moot Mouldies	Alive
Bilakk'n Dekka	Unknown	Unknown	Alive
Dietrich Halsnacht	Human	Middenheim Maulers #	Alive
Earl the Wily	Unknown	Tombstone Terrors	Alive
Fergus Alecsson	Dwarf	Mummies United	Alive
Franco Fiducci	Human	Middenplatz Manglers	Alive
Galbash the Black	Human	The Deadbeats	Alive
Heinrich Mueller	Human	Bruendar Grimjacks	Dead - killed by Frank 'N' Stein
Henry the Liche	Liche	Hel Finn Helions	Alive
Jocko O'Maddin	Human	Tombstone Terrors	Missing
Joemanji the Terrible	Unknown	Abracadaver	Alive
Lucien Mordere	Unknown	Westside Werewolves	Alive
Mordredd Earwhacker	Unkown	Unknown	Alive
Ragoslav Gravetide	Unknown	Bruendar Grimjacks	Alive
Stevan von Kross	Human	Unknown	Alive
Tomb King Match-Ra	Unknown	Match-Ra Tomb Raiders	Alive
Tomolandry the Undying	Human	The Champions of Death	Alive
Vyktor Cryptborn	Human	Wolfenburg Crypt-Stealers	Alive

# Please note, there are two Middenheim Maulers teams, Halsnacht is the Necromancer of the undead one!



### Staff

The below are Undead who have worked on any team.

Name	Position	Team	Status
Dem Bonez	Cheerleading Squad	Champions of Death	Alive

### Other 'famous' Undead

Name	Position	Status
Dry-Rot Lederhosen	Zombie NBC Presenter	Alive
Greta Hoffnung	Ghost	Dead - killed by the Lizards Claw
Grieg Daavos	Zombie NBC Presenter	Alive



### Shambling Undead Teams

Abracadaver  
Acid Bay Shades  
Brayburg Bonepickers  
Carrion Feasters  
Champions of Death  
Comeback Squad  
Deadbeats  
Deathmasques

Drakenhof Templars  
Erengard Undertakers  
Grimnach Gravespawn  
Hel Fenn Helions  
Legion of Doom  
Mangled Meatbags  
Middenheim Maulers

Mummies United  
Night Horrors  
Nightmare Nufflers  
Putra Graveguards  
Tombstone Terrors  
Weevil Dead  
Zilargan Zombies



### Looking ahead

In issue 9 of the Gridiron Gazette we'll once more step back from the team reviews once more and produce a special edition focused on the murky world of magic. Grab your wand as we prepare to gaze deep into the crystal ball and answer such questions as . . .

- Does Bob Bifford really Debtflix and chill?
- How did the Quagmire spell change the game as we know it?
- Just who won the Blood Bowl final of 2465 . . . it may not be who you think . . . but then again, maybe it is!
- When did you last break the rules from section 119.9267/b of the rule book?

### Final Fact

Did you know that a lot of cheerleaders on Undead teams aren't really cheerleaders at all? Many of them are highly trained gangs of Undertakers whose job it is to grab any players who get too close to the sidelines and help 'recruit' them for the team!

