

Gridiron Gazette : Nurgle

1 Brauzeit 2522
Issue #18

Handle this issue with care! We have taken our time to disinfect every copy, but don't blame us if you get a bad case of Nurgle's Rot, Crimson Madness or worst of all, the Galloping Trots while reading it!

INSIDE

Something rotten in Kislev

*How the Rotters were
reformed!*

Spreading the love

Recruitment Nurgle style

Undercover

*Nurgle agents hiding in
the shadows*

Ring my bell!

*Tolly Glocklinger star
focus!*

Hygiene issues!

*Teams banned by the
NAF!*

Who's Who

*The full player and staff
directory*



Fans & the merch!

It's hard being a Rotters fan especially if you have some kind of obvious disease and are happy to be shunned by society. Most of them worship Nurgle (and therefore the team as well) in secret.

Despite this, the Rotters merchandising has sold pretty well considering few people are brave enough to wear it openly.

The one thing they do struggle to sell are the Rotspawn replica jerseys. After all, who is 8 meters wide and has 3 heads and 11 arms?

Touring Side

As so few teams will play the Rotters, they are forced to go on tour a lot. They really are prepared to go anywhere to spread Papa Nurgle's love.

Not all trips go to plan. There was the Southlands Jungle Tour tournament in which the extreme heat melted half the team into vast slicks of fat, pus and pestilence!

Trophy Cabinet

For such an old and well-established team, the Rotters have been strangers to success -

Blood Bowl (2468)

Most Virulent Newcomers (2436)

Borak's Choice Award (2468)

Nurgle's Rotters – warts and all

- By Dolf Ungerhaagen

Being an ardent worshipper of Nurgle isn't easy. Their players have a tendency to bloat and explode. Their disease-ridden fans aren't welcome anywhere. Their putrid stadiums never have visitors. Why are the Rotters still so popular?

Stadium

The Rotters play in the Pusadena Rot Bowl, a stadium like the team, owned by Papa Nurgle himself. However, the Rot Bowl sees very little actual Blood Bowl action. After all, which team in their right mind would want to travel there? This is one of the deciding factors in the Rotters holding the record for conceding fewer touchdowns than any of the elite teams ever. The opposition very rarely make the journey to Pusadena and so the Rotters win by default.

The Rotters infect and destroy opposition fans wherever they play. It can create very real money problems for teams relying on their supporters turning up. In one game, the opposition stadium could host 55,067 fans and yet (wisely) on 17 turned up. The coffers were empty that day!

History

2402 - The Dead Wood Cup was held in Bogenhaffen and it coincided with the outbreak of Nurgle's Rot. It swept through the town and participating teams, killing many. The surviving Blood Bowl players banded together, prayed to Papa Nurgle and the Rotters were born.

2463 - The Rotters play a tough game against the Reikland Reavers. They manage to infect 11 members of the Reavers squad with the Rot. The Reavers are forced to sell 8 of the survivors to fund re-building their team. However, rather than sell them to the Rotters, in a petty act of spite, they sell them to the Rotters arch-rivals, the Subterranean Slimeballs instead.

2468 - Making their first appearance in the Blood Bowl final, the Rotters run out winners in a tight game against the Reikland Reavers.

2480 - Second time in the Blood Bowl final and it all goes horribly wrong, despite being the bookies odds-on favourites. The Elfheim Eagles employed an elite team of Acne-Clear agents armed with vats of antiseptic to keep themselves disease free. They also cast magic on the grass (causing it to animate and help them during the game) and on the Rotters (turning their best players into apathetic college students!). The Rotters complained to the NAF but whenever officials were sent to take statements they died of the Rot and so the case was dropped.

2488 - After the collapse of the NAF, the team struggled to find opposition willing to play them, after all why would anyone choose to? With no games played and no way of recruiting through infection, the team literally started to fall apart. They accepted an invitational game in far off Norsca against the Arctic Cragspiders. They suffered an unknown mishap on the way and were considered dead, lost in the icy wasteland.

Re-building the Rotters

It wasn't all over for the Rotters however. A Norse fishing vessel found the remains of the team in the ice and foolishly brought them aboard. Head Coach Sven Erikksen was revived and he duly set about infecting the whole crew, including Tiddles the cat who became their new Rotspawn. The team were all rookies however have no actual game time. This was soon resolved after an incident in Kislev. The Marauders were playing there against Nurgle team D. K. Erengard and 3 of their players became infected with the Rot. These 3 were soon recruited by the Rotters to bring some much-needed experience to the team, further bolstered by the signing of Guffle Pusmaw.

Wilhelm von Mitffleisch – Star Focus

- By Gerhardt Schtumpf

There are many who would say that everyone deserves a second chance. That was certainly true of Wilhelm whose career was on the rocks until Papa Nurgle came calling.

In 2467 Wilhelm was signed at the Crush onto a human team and was going to be the next big star of the game. His lasted just two years in his first professional job before being fired. He partied too hard, visited too many illicit dens and developed a number of personal problems. His performances and self-care waned and all of this was feverishly reported in the press. The articles lamented his fall from grace. For the next 4 years he wandered the various leagues as a freebooter, willing to play for just about anyone. The Sibilant Serpents gave him a temporary berth but again it didn't work out - partly because of how the now bloated and filthy Wilhelm looked in their slick Slaanesh inspired uniforms.

When no Blood Bowl team seemed interested any more, Wilhelm was forced to start offering his services to Street Bowl teams. He was too unreliable and at times too violent even for the crime lords who run this cobblestoned version of the game. To the sporting worlds surprise, the Diseased Destroyers swooped in and signed Wilhelm at his lowest point. He changed his name to Bilerot Vomitflesh and devoted himself to Nurgle. 983 fan kills, 69 player kills / casualties, 18 touchdowns, an astounding 29 interceptions and numerous awards later, he is barely recognisable (and we mean this in every sense!). Now in his early 50s Bilerot can still be found on the pitch, although he slowed up in his old age. He is making the most of his unusually long career as a Nurgle player with his (near dead) second wind.



A blessing and a curse

Despite the longevity of Bilerot, most Nurgle players have alarmingly short careers, falling victims to spontaneous mutations or terrible diseases. Here are a few -

Mungo the Blubbernaught

Mungo was a rising star for the Nurgle's Rotters. Less of a team player, he was hell bent on personal glory and all that went with it. His efforts caught the attention of Nurgle himself who, in a game against the Elven Swift hawks, rewarded Mungo for his efforts. Many would argue however, that making him explode in a myriad of mutations, turning him instantly into a mindless Rotspawn was more of a punishment.

Slug Dribblespit

Playing for the Rancid Rangers, Slug was a bloater of epic proportions. He met his end after suffering a series of tackles and blocks in close proximity. Each hit caused Slug to release a rectal roar which eventually culminated in him exploding in a gooey mess!

Runnelsore the "Handsome"

"Runny" was so ugly that even his teammates couldn't look at him without throwing up. During one game they 'accidentally' all stamped him to death; with their backs turned, their excuse was they couldn't see it was him they booted!

Recruitment - Nurgle style



A common theme throughout these pages will be the notion of how Nurgle teams find their players. Outside of Pestigors, it's a very rare player at the start of their career who decides to play for a Nurgle team. Instead, most of their players start budding careers on a myriad of other teams, all with their own hopes and dreams of glory and success. None will dare to imagine a future of fetid bloat and rank contagion.

A little like the undead, Nurgle teams have the advantage in that all of their players come 'freshly' trained and with experience on the pitch. Before Duke Skyreacher, the famous catcher for the Ostland Mastiffs, was infected, he would never imagine himself transformed into Puke Dryretcher, driving force for the Maggots. However, he took his talent and know-how with him and so was able to hit the ground running in his new team. Simply playing games can be a recruitment drive for a Nurgle team as the opposition switch sides. Defection via infection!

Plaguebearers

The 'bearers are another team who fell foul of the NAF. They had one season in the AFC Central division which they won in 2485. They weren't allowed in the play-offs and were relegated the following season. The NAF again may appear to be unfair, but after all, they do have a brand to protect. Losing all of their top teams to the rot would have cost them a fortune!

They are also famed for their half time display. It's hard to tell what's going on thanks to the thick cloud of flies . . . but it involves a cess pit, an idol to Nurgle and a few members of the squad.

Subterranean Slimeballs

The Slimeballs are almost as old as the Rotters but never achieved the same notoriety. In 2432 they signed 8 players infected with the Rot from the Reikland Reavers. They brought with them a level of professionalism that Nurgle teams tend to lack. This has stood them in good stead as they results will attest. They are tactically a much better team than the Rotters and yet lack the fame.

Rotsdale

A local outfit from Albion, their team name comes from a hatred of Treemen who are surprisingly common there and play on a great many teams.

The Rot spreads . . . other infectious outfits!

- By Rusty Hoelle

The Nurgle's Rotters are undoubtedly the original and the best of the chaos teams, favoured by Nurgle. However, since they came onto the scene others have emerged and made their own mark . . . well more of a stain really.

Diseased Destroyers

The Destroyers have a history of signing top talent. In 2474 they were the first team to spot the talents of Pestigor Bulla Shardhorn. The following year, they sign Bilerot Vomitflesh who commits himself to the Nurgle cause and finally starts to blossom as a player (well perhaps putrefy as a player may be more apt).

This combination of talent sees the Destroyers win the AFC North 3rd division in 2476. This made them eligible for promotion to the 2nd division but the NAF refused. The Destroyers were especially infectious, even for a Nurgle team. The Destroyers were heavily mutated and large numbers of their players regularly exploded in shower of green, yellow and brown pus or degenerated into a mindless Rotspawn. The NAF couldn't afford to have that level of infectiousness wipe out too many of their divisions. Instead, all they had to do was bar them entry and wait . . . sure enough in no time at all virtually all the players who had won promotion were no longer fit for the pitch and so stopping them being promoted almost seemed fair.



Bile-City Blightkings

The Blightkings are proof of the difference a good coach can make - in this case Fester Pusdregz. Hailing originally from Ostermark, the Blightkings were formed after a highly infectious plague broke out. Fearing it would spread, the Elector Count placed the area in lockdown. With little else to do, some of the people started to play Blood Bowl and before long the Blightkings were formed.

They were little more than a minor regional team until Pusdregz offered his services. He was a coach of some renown until a doping scandal saw him fired from his old job, forcing Pusdregz out of the game for a while. In his pustule encrusted hands, the Blightkings are starting to challenge the Rotters as the number one Nurgle team.

Plaguewrought Privateers

Like many of the chaotic teams, the Privateers are owned by a Greater Daemon from the Realm of Chaos. There are some who don't entirely believe this and instead assume it's the team's manager who is the real owner, assuming the whole thing is an elaborate tax dodge. The Graf of Middenland was one such person and he sent a crack team of elite auditors to investigate the Privateers finances. During a game in 2498, the Greater Daemon suddenly manifested himself in the arena and brought a chunk of the realm of chaos with him. By sheer coincidence, the auditors were lost in a tide of pestilent water which washed them away.

Tolly Glocklinger – ding dong!

- By Lastiges Weisschen

Nurgle fans and cultists rarely show their colours . . . despite living in a more civilized age where war is all but over, the spreading of disease and the ruination that goes with it is still not the done thing. Therefore, initially at least, many Nurglites remain in the shadows.

Tolly had an unusual start in life – he was the son of a circus strongman and so grew up on the road. He inherited his father's physique and so trained with him to take part in the circus, but he had other interests – music. This was fostered by 'Deaf' Johann the circus bellringer. Tolly was a big lad (6'2" tall and 531lbs heavy – although we're not sure if this includes the bell!) and so combined his two passions. The bells he rang got larger and larger. The music he made stole the heart of one of the circus' star attractions – the Bearded Beauty of Brunwald. They were to marry and create quite the odd couple!



The circus performers great secret was that they all belonged to a cult of Nurgle. During a performance in Stirland, the Plaguebearers Blood Bowl team was in town and a partnership of sorts was formed. The circus was to follow the team around and perform on the sidelines during their games. By 2474 Tolly had grown enormous and was also performing as part of the strong man act, lifting huge bells. Watching a game, the Plaguebearers were losing badly, Tolly felt compelled to act. Grabbing his largest

bell, he dashed onto the pitch and smashed into the opposition. The referee sent him off at the end of the drive, but his actions saw 7 of the opposition knocked out or crippled.

For the next 11 years, the Plaguebearers and the circus toured together from small town to small town, entering minor competition after minor competition. They have a brief shot at the big time in 2485 as they spend one season in the NAF's premier division. In no small part thanks to Tolly they make the play offs but for various seemingly unfair reasons, find themselves relegated at the end of the season.

During the second half of one game against the Swampside Squeelers, inspired by the reputation Tolly was earning, the goblins decided to emulate him. At times, Tolly was forced to hide his bell inside his massive gut in order to sneak it out onto the pitch. Like many other Bloaters, his skin is stretched thin in places and has a number of holes and tears in, allowing him to pull out the bell. The Goblin are not so abdominally blessed and found inserting the bells, let alone trying to retrieve them afterwards, to be an entirely lethal experience.

Tolly was by now a fan favourite and the main draw of the team. He proved himself time and again, leading the team to victory in the Worlds Edge League in 2491 and somehow entering and winning the Batter Bowl in 2492.

Secret agents

There are plenty of other examples of chaos agents hiding in the shadows and infecting others in the name of Papa Nurgle.

Fly Guys Laundry Service

This seemingly innocent enough laundry operation has a dark, Nurgle secret. They infect any clothes they are given to launder with the rot – when they are returned they certainly are not 'clean'. Their list of unsuspecting victims are pretty long, but notable amongst them are the Ostland Mastiffs (now the Pusland Maggots) and the Wasteland Bloodwarriors (now the Witherland Rotwarriors).

Ragretta

She was a bit of a temptress who talked the way into different players hearts (and more importantly beds) and used this as a means to infect them with diseases. After doing this to 3 players from the Bad Bay Hackers, she was found out and burnt to death.

Dr Flu

A secretive time traveler, who moves from age to age, infecting people with diseases. So far nobody has been able to stop him!



Guffle Pusmaw

- By Pierce d'Organ

A classic case of one simple mistake can change your life forever. Whether or not it changed it for the better is for you to decide . . .

2489 was the year where young Guffle's life took a very unexpected turn. The lithe catcher was a 3rd string player on a small team in the minor leagues, the Rocktown Rumlbers. He got a rare game against the Nurgle's Rotters in the Stirhugel Challenge Cup just after the Rotters had reformed. They were playing a number of smaller competitions to give their brand-new squad more experience. After the game Guffle, clearly star struck, asked to swap shirts with one of the Rotters . . . a trophy of sorts for the game. What a mistake to make . . .

The Rumlbers Head Coach realised what the likely outcome of Guffle wearing a Rotters shirt was and instantly fired him from the team to protect the rest of the squad from infection. Guffle already showing signs of contagion, didn't turn his back on the game, instead he went about training hard for 2 years by himself. As he did his body began to change, he grew huge, topping around 417lbs and a vicious, fanged mouth and lascivious tongue mutated from his belly.

By 2491 he felt the new Guffle was ready for the pitch and so he presented himself to his convertors. Rotters Head Coach Sven 'Four Eyes' Eriksson knew talent when he saw it and signed Guffle up instantly.

Guffle was a crucial figure in the Rotters rebuilding in the early and mid-2490s. He developed quite the rivalry with Griff Oberwald after a couple of encounters that saw him get the better of Griff a number of times. He wasn't afraid to rub it in either (eeek) and was recorded taunting the Reavers star "Come on Griff, don't be shy! Give us a big, sloppy kiss for old times' sake!" The third string catcher was now the driving force behind the team and arguably it went to his head. He started to fall out with the other Rotters, most notably with the Rotspawn Tiddles the Cat. Taking advice from Lord Borak, Guffle turned his back on the Rotters and set out on his own as a freebooter. Who knows where Guffle will turn up next!



Bulla Shardhorn - beastly behavior!

Few players are more 'Nurgle' than Bulla. Multi award winner for his appearance (Scariest Game Face 2476), his blessings (Most Unique Mutations 2477 & 2478) and his stench (Skalgrim & Holst Most Fragrant Player 2478). One might say that he oozes Nurgle . . . at time quite literally.

He cuts a divisive figure from the very beginnings of his career onwards. Making his debut for the Diseased Destroyers in the Basdahl Bash, he wore a dead Halfling like a hat, causing a pitch invasion. Then there was the incident in the Reikland Reavers trophy room where his very presence seemed to degrade the Blood Bowl trophy itself. This led to a big fall out with the Altdorf Master Jewellers Guild. Now playing as a freebooter, one can only wonder where trouble will find him next!

Screaming Shrubberies

To some it's an odd contradiction that Nuffle, the lord of decay should love a garden so, this is embodied in their powerful enchanter, the Horticulturalists of Nurgle. These wizardly gardeners have been known to cause hijinks. The Emperor Luitpold stadium in Altdorf now employs a regiment of chainsaw wielding, plate mail armoured gardeners/ guardsmen to prevent a reoccurrence of the 2490 screaming shrubberies incident. It was a discordant dirge!

When boasting backfires

The Middenplatz Manglers play by the motto "Manglers never lose!". This required a rethink after they played the Nurgle team, the Blue Blood Bandits. In a text book demonstration of raw scrimmaging power, Bandits Bloater Zwitter crushed the entire Manglers front line. In doing so, Zwitter found some handy new recruits for the Bandits next game!

Cruel incentives

As we've already seen, the Rotters lost the Blood Bowl final due to some elven shenanigans. The players were livid as the contractual bonus they failed to win was phenomenal! Each player would get 1,000 gold crowns per mutation they had plus an infection of their choice. Missing out on that made losing even harder to take!

Who's Who Nurgle

These are all players who have spread the love of Papa Nurgle on the pitch.

Bloaters

Name	Team	Status
Ba'phis Bad-stream	Nurgle's Rotters	Alive
Big Grotzy	The Subterranean Slimeballs	Alive
Bilerot Vomitflesh	** Freebooter **	Alive
Blothar Festergut	Nurgle's Rotters	Alive
Eresour Ernté	Nurgle's Rotters	Alive
Fester Pusdregz	Bile-City	Alive
Guffle Pusmaw	** Freebooter **	Alive
Phoxus "The Noxious"	Nurgle's Rotters	Alive
Slug Dribblespit	Rancid Rangers	Dead - Exploded after too many tackles
Tolly Glocklinger	** Freebooter **	Alive - Plays as a Fanatic



Pestigors

Name	Team	Status
Bulla Shardhorn	** Freebooter **	Alive
Fthoras the Feculent	Nurgle's Rotters	Alive
Pligis the Pustulent	Nurgle's Rotters	Alive



Rotspawn

Name	Team	Status
Elyvix Pestilent	Nurgle's Rotters	Alive
Mungo the Blubbernaught	Nurgle's Rotters	Alive
Tiddles the Cat	Nurgle's Rotters	Retired



Gridiron Gazette - Nurgle

Rotters

Name	Team	Status
Ba'gom "Brown Britches"	Nurgle's Rotters	Alive
Ivan Bouldercrusher	Nurgle's Rotters	Alive
Fezrilith Gloom	Nurgle's Rotters	Alive
Goran "The Tentacle" Svengard	Nurgle's Rotters	Retired
Herperitus Infectus	Nurgle's Rotters	Alive
"Merry" Apognosis	Nurgle's Rotters	Alive
Puke Dryretcher	Pusland Maggots	Alive
Rogaer von Ratlinger	Nurgle's Rotters	Alive
Runnelsore the "Handsome"	Unknown	Dead - Fouled to death by own teammates
"Sickly" Stefan	The Subterranean Slimeballs	Alive
Slarm Runnelsore	Nurgle's Rotters	Alive
"Smelly" Pete	Nurgle's Rotters	Retired
Zwemmer	Blue-Blood Bandits	Alive



Other races

Name	Position	Team	Status
Lord Borak the Despoiler	Chaos Warrior	** Freebooter **	Alive



Staff

Name	Position	Team	Status
Captain Sven "Four-Eyes" Erikksen	Head Coach	Nurgle's Rotters	Alive
Fester Pusdregz	Head Coach	Bile-City Blightkings	Alive
Nurgle	Team Owner	Nurgle's Rotters	Alive

Viewers health and safety note - if any Nurgle affiliated member of staff at a stadium (both home or away fixtures) offers you a seemingly delicious Nurgle Garden Salad say no. It's one of the primary reasons for disease outbreaks amongst fans all over the Old World. Whoever said salads were healthy was lying!



Officials

Name	Position	Status
Hanse Kohe	Referee	Dead - died of the Rot

Other 'famous' Nurgle worshippers

Name	Position	Status
Bearded Beauty of Brunwald	Circus Performer	Alive - wife of Tolly Glocklinger
'Deaf' Johann	Circus Performer	Alive
Dr Flu	Time Traveller	Alive
Glick Martzmann	Roving Reporter	Alive - infected following a Guffle pusmaw interview
Glug Glottington	Spike Guest Editor	Alive
J-Bone	Spike Writer	Alive
Ragretta	Disease spreader	Dead - Set on fire



Nurgle teams

Bile-City Blightkings
Blue-Blood Bandits
D. K. Erengard
Decaying Disorder
Diseased Destroyers

Nurgle's Nits #
Nurgle's Rotters
Plaguebearers
Pusland Maggots

Rancid Rangers
Rotsdale
Subterranean Slimeballs
Witherland Rotwarriors

The Nits are a team of Nurgle worshipping Halflings.



Looking ahead

In issue 18 of the Gridiron Gazette we'll look and not one team but two! The Imperial Nobility are a new team to take to the field, but have they just copied their Bretonnian cousins?

- What do the Hochland Highborns and Dragon Princes have in common?
- Ostermark - are they really a load of bull?
- Faith or fanaticism . . . you decide!
- Are all Bretonnians really that nice . . . ?



Some illustrations courtesy of Knut_Rockie

Final Fact!

Nurgle teams rarely have what most teams would deem to be cheerleaders. . . you know, scantily clad women (or men) cavorting on the sidelines, inspiring their team and whipping up the crowds into a frenzy. Instead they have hordes of swollen little Nurglings rolling about the sidelines releasing all kinds of terrible gases. It tends to keep the sidelines clear of opposition players as any caught in the noxious clouds can feel their eyes burning and get vomiting fits.

Nurgle's Rotters have actually been able to train their shifting mountains of Nurglings to chant like regular cheerleaders. What do they chant? "They're in pieces, bits and pieces . . ."