

# Gridiron Gazette : Necromantic Horror

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In this month's deep dive, we cast a furtive eye over our shoulder and jump at things that go bump in the night. This should be ghoulishly good fun!

## INSIDE

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**A change is as good as a rest!**

*The Grimjacks and their ill-fated holiday in Sylvania*

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*How a laundry bill led to a team's name change*

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**Double Act**

*Frank and Scott, a winning combination!*

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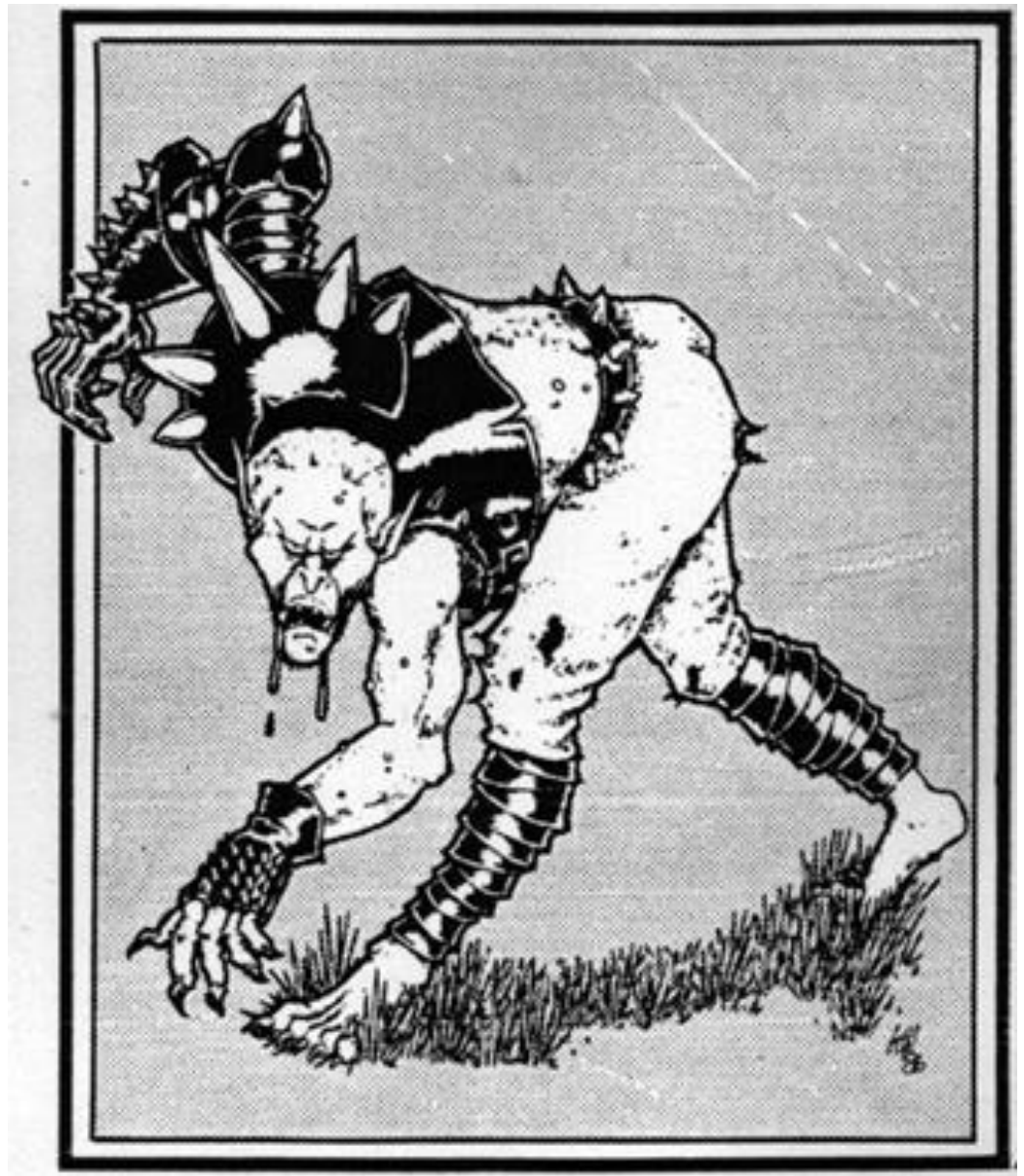
**A cut above**

*The unfortunate case of Dan Drogov*

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**Who's Who**

*The full player and staff directory*



## Boris Pickett & the Moot Mouldies

*Very much in the same vein as the Grimjacks, the Mouldies didn't start off their (un)life as a Horror team.*

*The 2510 Blood Bowl final featured the Chaos All-Stars and the utter destruction of the Moot Mighties. Only 5 halflings survived to the break and even they didn't live to see the second half kick-off. The All-Stars were fielding two minotaurs and they ate the final 'flings as a halftime snack.*

*Watching all of this were a group of gambling Necromancers who had made a side bet on how many halflings would die in the match. The unfortunate loser was Boris Pickett.*

*The bet? The loser had to create a horror team using only halfling corpses and nothing else. One of his colleagues scoffed that "Hey, at least there's lots of fresh corpses to choose from!".*

*From a side bet the Moot Mouldies were formed who turned out to be a blend of a Horror and a Shambling undead team. Boris was to have the last laugh however. In order to create halfling mummies in record time he developed a new pickling process where he turned them out in just 6 months. Selling the patent he became fabulously rich!*

# Bruendar Grimjacks – not what they used to be!

- By Dolf Ungerhaagen

**In life, the Grimjacks may have played at the highest level, but they were never a club with sterling achievements, rarely troubling the record keepers. However, in un-life they become a vastly different animal (literally in the case of a few of their players).**

*In the 2480s, the green and orange Grimjacks struggled to make much of an impression. Playing in the AFC Western division, they relied upon the Stunted Stoutfellows to finish bottom of the group each season in order to avoid the wooden spoon themselves. Their main middle table opposition were the Horror team the Westside Werewolves and it was perhaps this team that unwittingly planted a seed in the dark brain of Necromancer Heinrich Muller later in the decade. . .*

*During one game against the Everbold Unicorns, Elf player Ferrestrial Goldhoove wore the magical Bracers of Smashing onto the pitch. Crunching through half the Grimjacks, Goldhoove ran in a touchdown that was disallowed by the referees. Overuse of the Bracers made it far too obvious what had happened. However, it impressed upon the Grimjacks management team that they needed to weaponise to compete and sought a way to do so.*

*The Grimjacks decided to invest in a chainsaw, it was the 80s after all and everyone else was doing it. In 2481 the head coach asked for someone to wield their new secret weapon. The first volunteer was a makeweight scrimmager by the name of Helmut Wulf. The team not wanting to risk the chainsaw with any of the better players, happily took Helmut up on his offer. Little did they know what they were creating!*

*Helmut Wulf carved out his legend in those early years with the Grimjacks in every sense of the word. As other looneys skyrocketed to prominence and then exploded in a mess of blood, bone and brain as they eventually fell foul of their own weapons, Helmut endured. He was a natural with the chainsaw as his one-man destruction of the Bogstaff Beardlings in 2483 proved. He was relentless, cutting gore crusted swathes through the opposition, season after season and resolutely refusing to die himself. By the end of the 80s attitudes were to change. Some fans actually wanted to see genuine sporting prowess and so the age of the chainsaw craze was over. New talent was coming through the ranks such as Steiner Scottward and Franklyn Smyth who would give the fans more of what they wanted to see. In 2489 the ill-fated Grimjacks tour of Sylvania took place. Fortune was on Helmut's side as he didn't accompany the team and so didn't share the same fate. The Grimjacks who returned were not the same team and so in 2490, Helmut left.*

*Like many teams the Grimjacks struggled after the collapse of the NAF. With cash short, they accepted an invitational tour of Sylvania. From this point the facts are lost in the dark night, but Heinrich Muller enters the story once more, perhaps it was him who issued the invitation? Rumours persist of a terrible coach crash . . . whatever the truth the team that came back were a Horror in every sense. Muller now owned and led the club and all of their players had been transformed into terrible versions of themselves. Zombies lumbered; players infected with lycanthropy howled not to mention the monstrosity that now called itself Frank 'N' Stein.*

*Muller's time at the helm was surprisingly short lived (ironic for someone dealing with the undead) due to an incident in 2494 where Frank 'N' Stein killed him and left the team. In his place stepped Ragoslav Gravetide who happened to be conveniently on hand to pick up the reigns. Coincidence or something more clandestine? What we do know is that it was Gravetide who became the driving force behind the team. Under his leadership they had several good cup runs, finally putting the Grimjacks on the map. Pundits are now asking, can the Grimjacks actually turn their improved results into silverware . . . ?*

# Wilhelm Chaney – Star Focus

- By Gerhardt Schtumpf

**There are very few acts of genuine kindness in the world of Blood Bowl. Wilhelm Chaney was bitten by a lycanthrope as a child and when he started to turn was driven from his home. Forced to fend for himself from a young age, his future looked bleak until Lucien Mordere spotted his potential talent, took pity on him and signed him up for the Westside Werewolves.**

The records show that it took Wilhelm some time in 2486 to adjust to the game. Against the Elfheim Eagles he grabbed every pass, scampering back with the ball to the thrower. In another match against the Dark Renegades he snatched the ball to encourage the dark elves to chase after him. He ran them ragged; even the fleet footed elves couldn't keep up with him. When exhaustion overtook the Renegades he then stepped over the line for a score.

The Werewolves didn't survive the collapse of the NAF and so Mordere acted as Wilhelm's personal agent as he hit the freebooting market. Now unmuzzled (in training at Westside they had been careful to keep his jaws bound), Wilhelm frequently found himself in trouble for eating the opposition. One of the more famous players he ate was Ole Bony-Pegleg-McNasty, the fabulously named skeleton for the Night Horrors. The bits he didn't eat he buried to snack on later. It was the assumed death of Greenfield Grasshugger Burgo Limpweed that nearly got him in real trouble however. Killing him on the pitch is one thing, but dragging him away and doing the deed where the fans can't see it is a different matter entirely! Taken to court he was eventually let off as Burgo was produced by the defense team to prove he was still alive. However, it seems his cousin Orland is still missing!



## All caged up

Back in the 2480s, one notorious player caused a NAF rule change that has proved to be hugely unpopular with werewolf players, for understandable reasons.

Erik "The Dog" Jorgson moved from team to team as a freebooter, he was something of a lone wolf if you will. He would turn up to matches in his human form but frequently transformed into his hairier alter-ego. Being a mercenary player, he had no loyalty to any particular team and so would frequently give in to the ravenous hunger he experienced after transformation, eating whoever he was in the dugout with. For a long while teams that hired "The Dog" struggled to field any reserves as he snacked upon them.

To try and prevent further loses, it became mandatory for any stadium which was home to a werewolf player to install cages in the dug outs. All werewolves had to be shut away in the cage until it was their time to go out onto the pitch and then very carefully let out.

The lycan players complained bitterly calling it a form of discrimination. However, even after the NAF's influence vanished from the games, the cage rules remain. For many teams and stadium owners, it's simply a way of protecting their investment and keeping the violence on the pitch!

## A close shave

"Rover" McKarloff spends a fortune on razors. A consummate professional, before each games he shaves his palms in order to have better ball control!



## Westside Werewolves

Although technically a Horror team, the Werewolves did on occasion field all lycans. This in part made them the sworn rivals of the Champions of Death. Over the seasons the Werewolves ate or buried over 200 skeletons! However, Montezuma Smith, the famed archaeologist, was eventually to find the burial spot of players remains and gathered them up to sell them back to the Champions for 2 million gold! The Werewolves were a costly foe indeed!

### Crimson Cadavers

Money is a huge factor for many teams. The Cadavers used to play in white. The cost of trying to clean the blood of their own and opposition players out of the kit was just so expensive, they gave up trying. Before long, their entire outfits were red and so the team took the name Crimson.

The teams Necromancer is very old school in his approach in so far as he doesn't believe in fielding breathing players. Therefore the Cadavers are just made up of golems and zombies rather than the more expensive alternatives.

### Werewolvenheim Wanderers

In contrast to the Cadavers, the Wanderers were one of the first teams to use werewolf players. They saw the speed and potential destructive power of the clawed beats and so built a team around weres.

Wilhelm Chaney frequently plays out short term contracts for them, indeed it was at Wolfenheim where he got himself in trouble with the Greenfield Grasshuggers.

The Wanderers peaked in 2496. Rarely a team to trouble the big boys they had a decent tilt at the Blood Bowl and reached the quarter finals before being eliminated.

## Wolfenburg Crypt-Stealers

- By Rusty Hoelle

**Outside of Sylvania, Wolfenburg seems like the ideal place for a would-be Necromancer to set up home. Crouching in the clutches of the Forest of Shadows, it has a long history of trouble with spooks, spirits and the restless dead. Perhaps no coincidence then that Vyktor Cryptborn should make it his home.**

### History

2475 - A number of franchises have tried and failed to set up in Wolfenburg and build a successful team there. The Wolfenburg Harpies survived longer than most, but never really made it out of the minor leagues and cups. Mayor Eike von Raukov didn't ask to many questions then when Necromancer Vyktor Cryptborn approached him as the latest contender to throw his hat in the ring.

The Crypt-Stealers have something of an underwhelming start and struggle in their debut year. During one game against the Chaos All-Stars, tragedy strikes. A tackle on the All-Stars minotaur players goes horribly wrong resulting in the death of a fan too close to the edge of the pitch. That fan was Doran von Raukov, the son of Mayor Eike the team owner. This dark cloud proved to have a silver lining. Doran was raised from the dead to play for the Crypt-Stealers and proved to be quite the player. By the end of the season he was made team captain.

2485 - The team turn a corner when they branch out and start signing a wider range of players. By '85 werewolves and ghouls are under contract, the team wasn't just reliant upon Cryptborn's stitching talents. The new blood helps them reach the final of the Sylvania Night-time league. There they play the Gel Fenn Helions and the game was finely poised until the referee suddenly drops dead. This sends the ghouls and wolves into an eating frenzy, leaving the rest of the team exposed. The Helions make an easy score and take the match.

2486-2493 - Despite losing the final in '85, the Crypt-Stealers are buoyed by success. They reach the final 5 times in a 7-year period, winning it twice. Other smaller tournament wins in the Undead Open and the Pumpkin Trophy seems them bolster their trophy cabinet as they garner a growing reputation.

2497 - All of their success culminates in their 2497 Blood Bowl run. Although they lose the final 3-2 to the Naggarothe Nightmares, on the way they knock out some serious competition in the Grudge Bearers, Athelorn Avengers and Reikland Reavers.

2500 - The Crypt-Stealers hit a small slump as the success of the early and mid-90's seems to dry up. In a bid to arrest the downward trend they hire Frank 'n Stein for the season. However, he fails to keep his contract and leaves the team not long before they make an early exit from the Blood Bowl at the mailed fists of the Thunder Valley Greenskins. More work needed as the team needs to rebuild further.

### Calling in the crowd

The fans have suffered an unusually high mortality rate, even for those brave enough to attend a Blood Bowl game. This has helped bolster the players on the pitch though as a 'fresh' supply of bodies has been close on hand. Many pundits talk about the crowd being like a 12<sup>th</sup> player on the pitch. This is certainly true at Wolfenburg as their continuous chants of "They're gonna get ya!" can be jolly unnerving for the opposition!

## Frank 'N' Stein – what makes a man?

- By Lastiges Weisschen

**There are plenty of partnerships on the pitch where two players get to know each other's game really well and meld as a unit. In the case of Frank 'N' Stein, this was taken to a whole new level!**



Franklyn Smyth read the game brilliantly, he instinctively saw the gaps in the oppositions defense and knew how and where to blunt their offense. However, that Blood Bowling brain was stuck in a body that lacked the physicality to act on what he saw. Had he lived, he would have probably had a brilliant coaching career ahead of him.

Steiner S Scottward was the exact opposite. A lumpen blocker for the Grimjacks, he had the muscle to rival even the Mighty Zug but had the mental agility of a troll with a hang-over.

The two players would make quite the pairing, but not in the way you might think. During the 2489 tour of Sylvania, something terrible happened to Franklyn and Steiner.

At the hands of Heinrich Muller, they

were grafted together into a single player. The brain of Franklyn, the bulk of Steiner, and an Orc, and a few other bits and pieces. Nuffle only know where the size 27 feet came from, but it may explain the sluggish speed of the creature that Muller created.

When the much changed Grimjacks returned, the amalgam flesh golem Frank 'N' Stein was an instant hit with the fans. He was soon taken to their hearts as chants of "Frankie!" could be heard reverberating around the stadium. At last the Grimjacks had a team and a star player for he fans to get truly excited about.

It's a shame it was to all go horribly wrong a few years later . . .

### Pumpkin-Patch Petrifiers

As their name suggests, the Petrifiers play in a farmers Pumpkin Patch. Sticking with their theme, they even wear soft, squishy pumpkins for helmets. For most normal players this would be madness. When you are already dead, its less of an issue!

Their home stadium is a huge favourite for touring halfling teams who frequently agree matches but ostensibly are really there to swipe as many pumpkins in return. This works out well for the Petrifiers too. It means they have a season chock-a-block with easier games and a steady stream of (small) replacement parts for the golems!

### Lightning Strike Massacre

2494 was to be a pivotal year. The Grimjacks were playing the Blitzburg Stealers in the Chaos Cup and had taken a healthy 2-0 lead.

A freak storm suddenly filled the sky as the stadium was consumed in torrential weather. A bolt of lightning crashed down, striking Frankie as he stood in the centre of the pitch. Most creatures would have been killed, but Frank absorbed the incredible energy and it sent him into a frenzy! He blindly killed 4 players, the referee and even Heinrich Muller, the Grimjacks Necromancer and Head Coach. An angry mob of Stealers fans grabbed flaming brands and pitchforks and stormed onto the pitch to drive Frank away. In the pitch battle 53 of the brave (well, foolish) souls were killed, but they did succeed in forcing the frenzied flesh golem out of the arena. In some stories they did more than this. Aided by one of the Grimjacks werewolves Frank was killed by the mob, in other versions of the story he simply was forced to retreat. Either way, Frank was vanished from the game and remained in isolation or dead for the next 4 years.

By 2498 Frank was all but forgotten until an advertising executive for an energy drink company came up with a genius idea. Frank, called back from the wilderness or resurrected, was to feature in their new cabalvision campaign. Using the slogan "Lightningade Electrolyte Drink. Gives me the surge of energy I need to continue ripping limbs!" it was a massive commercial hit. Sales of the drink increased by 1000% almost instantly. Frank was back in the public's imagination, all wrongs were forgotten or forgiven, they wanted him back.

Frank spends the next 2 years on the freebooting market. In 2500 he signs a season long contract with the Wolfenburg Crypt-Stealers but doesn't honour the contract. Instead, he runs away with a flesh golem cheerleader to get married. Everyone loves a happy ending!

### Who's Who . . . . Necromantic Horror

*These are all players who have scratched, bitten and stumbled on the pitch for Necromantic Horror teams.*

#### Flesh Golem

Name	Team	Status
Bob "the Brain" Grimman	Wolfenburg Crypt-Stalkers	Alive
Frank N. Stein	** Freebooter **	Alive
Herman Muncher	Moot Mouldies	Alive
Karl Borisov	Wolfenburg Crypt-Stalkers	Alive



#### Wraith

Name	Team	Status
Boostone the Spook	Wolfenburg Crypt-Stalkers	Retired
Kasper the Unfriendly	Wolfenburg Crypt-Stalkers	Alive



#### Ghoul

Name	Team	Status
Grash Spleengouger	Wolfenburg Crypt-Stalkers	Alive
J Earlice	** Freebooter **	Alive
Vilga Fleshchewer	Wolfenburg Crypt-Stalkers	Alive
Weirdo' Nibbletoe	Moot Mouldies	Alive



#### Werewolf

Name	Team	Status
Erik "The Dog" Jorgson	** Freebooter **	Alive
Grawl "Wolfie" Kessler	Wolfenburg Crypt-Stalkers	Alive
Larry Talbun	Moot Mouldies	Alive
Luca Greyfang	Wolfenburg Crypt-Stalkers	Alive
Pastor Gruel, Missionary of Yum	Moot Mouldies	Alive
"Rover" McKarloff	Unknown	Alive
Wilhelm Chaney	** Freebooter **	Alive

## Gridiron Gazette - Necromantic Horror

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### Zombies

Name	Team	Status
Brains Strawman	Wolfenburg Crypt-Stalkers	Alive
"Decaying" Dan Drogov	Crimson Cadavers	Dead - Chopped up by a chainsaw
Doran von Raukov	Wolfenburg Crypt-Stalkers	Retired
Gnaw-vile Rogers	Wolfenburg Crypt-Stalkers	Retired
Gregor von Romargo	Wolfenburg Crypt-Stalkers	Alive
Johan "Scare" Crone	Wolfenburg Crypt-Stalkers	Alive
Plague Moore	Cushing Hammer	Alive
"Thrilling" Jack	Wolfenburg Crypt-Stalkers	Alive



### Other races

Name	Position	Team	Status
Grak Gormless	Orc Lineman	Bruendar Grimjacks	Alive
Lurch Deadwood	Wood Golem	Moot Mouldies	Alive
Pritaa "Leech" Flabaghost	Halfling Vampire	Moot Mouldies	Alive



### Staff

Name	Position	Team	Status
Bilakk'n Dekka	Head Coach	Unknown	Alive
Boris Pickett	Team Owner	Moot Mouldies	Alive
Dietrich Halsnacht	Team Owner	Middenheim Maulers	Alive
Earl the Wily	Team Owner	Tombstone Terrors	Alive
Galbash the Black	Team Owner	The Deadbeats	Alive
Heinrich Muller	Head Coach	Bruendar Grimjacks	Dead - Killed by Frank N Stein
Henry the Liche	Team Owner	Hel Finn Helions	Alive
Igor	Apothecary	** Freebooter **	Alive
Franco Fiducci	Necromancer	Middenplatz Manglers	Alive
Jocko O'Maddin	Team Owner	Tombstone Terrors	Alive
Joemanji the Terrible	Coach	Unknown	Alive
Lucien Mordere	Head Coach	Westside Werewolves	Alive
Mayor Eike von Raukov	Team Owner	Wolfenburg Crypt-Stealers	Alive
Ragoslav Gravetide	Head Coach	Bruendar Grimjacks	Alive
Stevan von Kross	Head Coach	Unknown	Alive
Vyktor Cryptborn	Head Coach	Wolfenburg Crypt-Stealers	Alive



### Other 'famous' Necromantic Horror

Name	Position	Status
Dry-Rot Lederhosen	Zombie NBC Host	Alive
Grieg Daavos	NBC Guest Presenter	Alive



### Necromantic Horror teams

*Black 'n' Blue Rovers  
Bruendar Grimjacks  
Crimson Cadavers  
Cushing Hammer*

*Grim Bay Hackers  
Moot Mouldies  
Pumpkin-Patch Petrifiers*

*Werewolphenheim Wanderers  
Westside Werewolves  
Wolfenburg Crypt-Stealers*



## Looking ahead . . . .

*In issue 22 of the Gridiron Gazette we take a break once more from the team reviews and instead look at big business and Blood Bowl. We'll be asking the following questions and more -*

- *What do the Astrogranite Association put in the pitches . . . ?*
- *Fast food fights - McMurty's takes on the competition!*
- *What's bloodweiser called in Kislev . . . ?*

*So keep an eye out next month - you'd be a dummy to miss it!*



### Final Fact!

*Take a moment to consider the rotten luck "Decaying" Dan Drogov suffered. While alive, Dan was a Blood Bowl player who met a very sticky ending at the hands of a chainsaw looney. However, Dan had n't signed a DNZ (Do Not Zombifie) order and so was raised from the dead to shamble around the pitch for the Crimson Cadavers. Strangely, the Cadavers next opponents were the same team Dan had died against. Lightning it seems was to strike twice as the very same looney chopped Dan up so badly in his first outing on the pitch as a Zombie, he was never to play again!*