

Gridiron Gazette : Lizardmen

1 Jahrdung 2522
Issue #15

Slap on the mosquito repellent and slip on a wide brimmed sun hat! In this issue the Gazette takes a trip to the exotic, far flung continent of Lustria as we set our sights on the ancient Lizardmen.

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Lustria Kroakers – part of the plan!

- By Lastiges Weisschen

The Kroakers are a team shrouded in mystery . . . when exactly were they formed? What is their purpose? How do they fit into the great plan? Just some of the questions we just can't answer!

2441 - *The Great Council of Tlax takes place; all of the ancient Slann Mage Priests commune to try and divine further what the 'Great Plan' of the ancients holds. The Lustria Kroakers are officially formed, but for what purpose remains a mystery.*

2456 - *Word of Bloodbowl being played in the auld world reaches Lustria. The 'Great Plan' sends two teams overseas - the Kroakers and the Gwakamoli Crater Gators. The Kroakers enlist in the NAF where they are to join the NFC Western division.*

2467 - *The Kroakers have a seemingly unassailable lead in the Quetzcoatl Cup. However, it's whispered that the plan dictated they lose the game and so all of the Saurus sat on the pitch and allowed 6 touchdowns to be scored late in the game.*

2470 - *Team captain, Saurus Temple Guard named Mazibulje is eaten after someone 'forgets' to chain up the team mascot, a fearsome coatl.*

2479 - *The Kroakers make their only appearance at the Blood Bowl final. However, they lose thanks to superb goal line defense from the Reikland Reavers. Twice, they ground up to the one-yard line, twice the Reavers held them there and systematically removed the ball handling Skinks from the pitch, one by one.*

2485 - *A terrible game against the Dark Renegades sees half the Kroakers killed. Pinespite Venge, mutant Dark Elf for the Renegades exuded a glue-like substance. It caused the Lizardmen to stick to him, as more players tried to assist their teammates, so they also became stuck. The players suffered a grisly death, literally pulling themselves to pieces in trying to escape.*

2489 - *After the collapse of the NAF the Kroakers returned to Lustria. They lacked the will or the resources to survive as a wandering pot hunter team; their wealth was thousands of miles away in Lustria. Since the open era began, they have yet to return . . . we all await what the next phase of the great plan.*

Contract Kings

Being the only Lizardman team playing in the NAF premier divisions, really made the Kroakers unique. Standing out from the crowd will grab the corporate eye for sponsorship, because all manner of brands want to be seen as distinctive. Consequently, they were the most sponsored team in the league by far, more so than even the heavyweights like the Reavers or the All-Stars.

Their biggest deal was with popular soft drink manufacturers Croack-a-Cooler who signed a contract with the Lustrians for several million gold crowns. They weren't the only ones. A number of sports shoemakers, rivals of Orcidas, paid the Kroakers Skink players to wear their products. A coach / cart recovery company used the Lizards in their advertising campaign with the witty catchphrase "We found a wreck and TOAD it away!". They even promoted the book Fly Catcher . . . banned in Albion as it gave an insight into their clandestine cloak and dagger activities . . . but a huge hit worldwide everywhere else! Back in the 2480s, their name was literally everywhere!

The Enigma

The topaz and bronze bedecked Kroakers are owned by Lord Kroak who issues orders to the team via Head Coach skink Prefect Imetellinonu

It's a mystery just how old the Kroakers are. Officially they were formed in 2441, but our sources in Lustria tell us they were actually the very first Lizardman team to play the game and have been doing it for thousands of years.

Lord Kroak, the oldest and most powerful of the Slann Mage Priests knows of course. Our same source indicates he made the Kroakers in order to cement his position at the top of the Slann hierarchy. However, he's not telling when they were formed on account of him being dead.

Now we need to be clear, being technically dead isn't necessarily the end for the enigmatic Slann. His body no longer functions, his skink attendants work very hard to prevent it rotting in a gloopy puddle in the Lustrian heat. His mind however is somehow still giving orders.

Where Blood Bowl is concerned, the body is very weak, but the spirit is most definitely willing!

Feeling a little Skinky

- By Pierce d'Organ

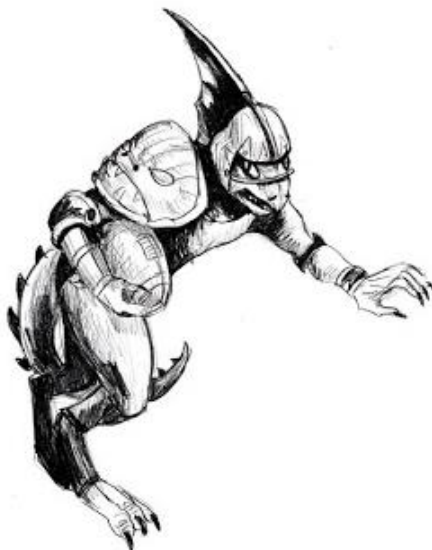
The Kroxigers and Saurus may dominate the scrimmage line pounding the opposition into pond paste . . . but it's the Skinks arguably who actually win games. We review the little dodgers!

Diegi Maratoni

Alas some players just aren't equipped to deal with the fame that the game brings with it. There are too many temptations to resist and Diegi was one of those graced with a flawed brilliance. There's been talk of a gambling addiction and a body destroying sugar cane habit. Poor Diegi has ballooned in size, being literally twice the Skink he was in in 2486 when he dazzled the world with his unstoppable footwork. He may well be coming out of retirement to try and pay off some of the debts he has racked up - are any teams going to take a chance on the former world beater?

Scalxanti

Talk about hard to get hold of! Scalxanti has an unusual ability in that he is able to shed his skin rapidly and at will. This ability saw him win the 'Slipperiest Player' in 2471 as countless opponents tried to stop the dashing skink, only to end up clutching fistfuls of scales and little else as he slipped through their grasp.



Chiqui Phuqqa

Chiqui caused the NAF some headaches when he left Sotek's Word and joined the Bluemen, a Boat Bowl team. This was potentially problematic for the NAF as nobody had switched codes before and their all their copious rule books had nothing to govern it. To make things easier, the NAF ran Boat Bowl and Blood Bowl in parallel divisions of the same competition for a while, but it soon ended with tragedy and failure. In 2471 the Moot Mighties took part in an invitational game against Sotek's Word, another all stunty Skink team. The Word skinks had adapted to the Boat Bowl well and when in possession of the ball, all leapt overboard to swim up the side of the boat to get an advantage. The Mighties foolishly followed them in but soon lived up to the name of the event, the 'Four Feet Under' as eight of the team drowned. The NAF soon stopped any future cross over tournaments.

Dribl & Drul

Probably the most famous Skinks playing the game at the moment are a double act - Dribl and Drul. The pair famously were the only ones to emerge from a spawn pool of potentially hundreds and so were fated for great deeds.

They signed for Sotek's Vipers in 2476, a Skink only teams in Lustria and so well suited to encourage their unique talents. The Vipers' own history is a long and proud one as we'll shortly see.

A team formed at the direct behest of a god and two skinks spawned under an omen seemed like the perfect fit. The brothers soon developed their signature move, the Skink Sidewinder. Drull used his secret blades to hamstring larger opponents, bringing them crashing down to a more manageable level. Dribl then finished them off with well-timed kicks to their softer and squishier parts. The referees did attempt to send them off, but when the sky turned red it was seen as a sign from the Old Ones. In a society of superstition and portents, it soon became very hard to eject the brothers at all, no matter what they did.

Eventually the Vipers decided to sell Dribl on, but the duo found out. The player agents involved were all mysteriously hurt, but no proof can be found to blame the brothers. Fearing for their own safety, the Vipers management released them from their contracts and so they set out to be freebooters for hire.

Itchidea

He was a skink who knew how to make an entrance! An inventor by trade, he stole a young Stegadon and persuaded his team to ride them onto the pitch. The game ended (as did Itchidea come to that) when the parent Stegadons charged into the arena causing huge numbers of casualties, searching for their offspring.

Skink only teams

There have been a number of all Skink teams in Lustria and some of them have become the most famous teams in the land.

Sotek's Vipers were formed around 1000 years ago when the serpent god Sotek himself first appeared. They were the original all Skink team and for a long while struggled to be accepted, despite their divine origins. They weren't allowed into the Super League at first, seen as a distraction for the other Lizardmen teams who were trying to break a period of Skaven dominance. The Vipers challenged the undefeated Pestilent Pioneers and won a famous victory. Entry into the Super League and acceptance of all skink teams soon followed!

Sotek's Word like to play in wet conditions. A slippery ball means mayhem for the opposition and opportunity for the Word. Before each game their coach can be found out on the field performing a rain dance!

The Tlanxla Tacklers on the other hand only play when the twin tailed comet can be seen in the sky. Watching them play is a very rare treat for their fans indeed!

Lustrian Serpents

Entering the Shifting Sands tournament in Araby was always going to be a tough ask. Yes, Araby is hot like Lustria . . . but dry heat is a killer as the Serpents found out. The entire team dried up and died of dehydration!

Double dipping with the Gwakamoli Crater Gators

- By Rusty Hoelle

The Gators' history can be traced back many centuries to the end of the great war between the Skaven and the Lizardmen. As a fragile peace broke out, Blood Bowl was used by both sides to settle disputes, broker negotiations and simply to have fun. For the Lizardmen however, early Skaven dominance saw precious little fun.

History

31 - To combat the Skaven dominance, the Gators are formed from elite Lizardman fighting units from the great war. They took battle tactics onto the pitch in their opening match against the Pustulent Priests - hold the centre ground and let them come to you. They soon found at 13-0 down that Blood Bowl is not war as the Skaven merely ran around the cold bloods, not needing to engage with the shield wall holding the scrimmage line. Cruel fate however dealt the Priests a blow. The Great Horned Rat made himself manifest and to celebrate the Priests score line, ate them all, one by one! This indirectly gave the game to the Gators.

107 - Flushed by the success of their first game (deity intervention somewhat overlooked) the Gators proved that stubbornness was one of their defining attributes. After 76 years of poor results they stop using former soldiers and martial tactics and spawned a brood of actual Blood Bowl players. Results turn around instantly and they are allowed into the Lustria Super League. They reach the play-offs but are heavily beaten by the Itza Nockouts, a fellow Lizardman team.

560 - Despite the initial signs of success, it takes a further 453 years before they actually win a title. Competition is fierce and as we said, the Gators can be stubborn in changing tactics! However, they finally overcome the Nockouts in the final thanks to the timely intervention of a pitch invader in a frog costume. Who this was remains a mystery, but it distracted the Nockouts for long enough for the Gators to take a close 5-4 victory.

561 - 2455 - The Gators no longer need strange interventions to help them win key matches. They become one of the dominant forces in Lustria, winning the Super League a further 895 times, averaging a win roughly every other year.

2456 - Word of Blood Bowl being played in the auld world reaches Lustria. The 'Great Plan' sends two teams overseas - the Gators and the Lustria Kroakers. The Gators mission is to play in as many of the lesser competitions as possible. Although they struggle with some of the odd rules in the old world, they soon begin to churn out the victories.

2491 - After nearly 4 decades playing abroad, the Gators are in Lustria recruiting / spawning new talent to fill out their roster. When the Kroakers return to Lustria, news reaches them that the NAF has collapsed. While this ends the Kroakers mission, it simply drives the Gators on. They were always focused on the lesser competitions and a life on the road so in the open era new possibilities opened up to them. They returned to the old world, eager for competition!

Behind the scenes

The Gators are owned by Slann Mage Priest Lord Xiliquncani, great rival to Lord Kroak. Like most Lizardman teams, day to day duties are in the hands of a Skink Head Coach, in this case its Toadaka Tehryan. The Gwakamol Crater sits between the great Lizard cities of Itza and Chaqua, allowing the Gators to pull a fan base from each.

Splendid Isolation!

- By Lastiges Weisschen

The Lizardmen have been playing Blood Bowl for thousands of years by themselves, waiting for the rest of the world to rediscover the game. It's no wonder then that this has led to some unusual cup competitions and rules to evolve. . .

The Zatlan Cup is a great example of an unorthodox cup competition, led by the secretive Slann. It is played in the almost mythical 'hidden' city of Zatlan - so well hidden in fact that almost nobody knew where it was. Sotek's Word did however and so they were the only team who won it for literally hundreds of years. Well, there was a blip when the Lustrian Kroakers stumbled on it in 2477 and beat the Word. However, clearly either a deal was done between the Slann Mage Priest owners of the two teams, or the Great Plan decreed this was a one-off occurrence, because the Kroakers didn't show up in subsequent years. The dominance of Sotek's Word winning the Zatlan Cup unattested continued until 2491 when the Amazon team the Tlax Warriors found Zatlan almost by mistake. They could not be silenced as to the location of the city and so others flocked to take part in future competitions. Sotek's Word haven't won it since!

Another of the more obscure Lustrian cup competitions is the Quetzocoatl Cup. The entry numbers for this competition are also normally quite low because one of the antiquated rituals associated with it. The coach of the team who lifts the trophy is bound and sacrificed as an offering to the Slann gods! With this in mind, one can wonder if it wasn't part of the 'Great Plan' that saw the Kroakers deliberately lose the final in 2467, but a desperation move from their Head Coach skink Prefect Imetellinonu. Other teams were not so clever as the short-term coaches of the Jurrasik Park Rangers found on when they won it in back-to-back season in 2320-2321!

Lastly there is the Gumpta Cup - very little is known about it at all in the outside world. The Slann Mage Priests keep records very close to their bloated chests, but we do know the Kroakers won it every year between 2461 and 2488. Exactly how we are still investigating!



Variations in a void

Being cut off from the world and mostly playing amongst yourselves not only made for some odd cup competitions, but it also led to some rather unusual Blood Bowl variations developing in Lustria. These haven't taken hold yet in the auld world . . . but you never know!

Ziggurat Bowl

This game surely has the potential to be emulated by the Dwarfs in their mountain fasts. Z Bowl is played up and down the side of the towering Slann Ziggurat temples. It hardly seems a fair contest though as surely games are decided by whoever has homefield advantage. Defending the top and blocking players down a steep structure has got to be significantly easier than trying to run the ball up it.

Celestial Bowl

Ever wanted to see a game played on a pitch that moved? Celestial Bowl is made up of a series of interlocking pitch sections that independently move throughout the game. The whole pitch becomes one giant puzzle with the art of the game resting in being able to predict what the pitch will do next.

Still, there's nothing funnier than watching a players face as he thinks he is about to score only to find his section of the pitch shifts and deposits him deep in his own half again!

Sotek Bowl

Now this variation of the game shows promise! The pitch is full of large and lethal sacrificial pits. Two teams try and play the game as normal but there is a third squad of Skinks also on the pitch whose aim is to shove as many of the players into the pits as possible to make them offerings to the gods!

Unlike the other variants all you need is a few holes and some death cultists to chuck people in. This could be a winner!

Something Spicy!

The Tobazco Bowl is a more unusual competition in that it is played on a small island at the foot of an active volcano. Lizardmen have sent teams such as the Jaxonvill WereJaguars or the Ssservants of the Ssslann to compete in previous years. It's a 4 team competition, typically with Amazon, Skaven and Pygmy Halfling entrants. The winners are deemed to be champions of the southern hemisphere.



Amateur rivals

Howzes Zat is the skink team captain of one of the best Blood Bowl Sevens team on the circuit. The islands off the coast of Lustria and in the southern seas are a hot bed of amateur Blood Bowl. So much so in fact that the shorter, amateur version of the game is more popular than regular Blood Bowl.

Zat has recently sworn revenge after being badly injured by Qommie Bazzard in the latter stages of the Championship World Cup. Bazzard and his team from the isle of Fridgi went to become champions at Howzes Zat's expense.

Mixing it with the Big Boys!

- By Rusty Hoelle

No team has a scrimmage line the likes of which even the most humble Lizardman team can boast, save perhaps the Ogres.

Slibili

In the early days of Lizardman teams playing in the auld world, the standout Saurus was undoubtedly Slibili. Whenever any Lizardman team needed to add a little muscle, it was a sure-fire thing that this 6'8", 310 lbs monster would be the one the Slann Mage Priests turned to. He has a huge fan base and stadiums would echo 'Croak' at anything Slibili blocked to the floor because there's a good chance that they would! This led to a lucrative contract with Croak-a-cooler worth millions. Slibili hasn't retired and can still be found playing the game - in 2502 he still won the Anti-violence worst tackle of the year award. However, his fame has certainly curtailed as he's aged and its true to say he's not been hired as much as he used to, in part because of the rise of other Saurus stars.

2491 - After nearly 4 decades playing abroad, the Gators are home recruiting / spawning new talent to fill out their roster. After the Kroakers return to Lustria, news reaches them that the NAF has collapsed. While this ends the Kroakers mission, it simply drives the Gators on. They were always focused on the lesser competitions but in the open era no possibilities opened up to them. They returned to the old world, eager for competition!

Tzun Su & Sseth Skinshucker

The All-Stars have a history of fielding unusual players and history has shown that the Saurus are not immune to the lure of chaos - but it is very rare. One of the most famed of these is Tzun Su, a huge orange crested Saurus with the rather frightening ability of belching fire.

Sseth Skinshucker had a number of talents, including quickly shedding a layer of skin as his name suggests. He also proved that he was able to swallow a Halfling in one gulp as poor Puddin' Fatfellow found out to his cost. Sseth said afterwards that it took him a whole week to digest the little blighter! Eventually Sseth met a sticky ending of his own as he was shoved into the crowd where he was beaten to death by a mob of Bloodweiser amped fanatics. However, the good news was that his scales were then used to make 5 pairs of high-quality boots!

Sssam Gaash

Sssam, like Sseth, is another player who can lose body parts without fear. In Sssam's case it's his tail. During the Tobazco Cup final he managed to score a touchdown against the Bad Bay Hackers despite having his tail ripped off. Eventually another one was sure to grow back!



Fitness Failure

Rumours persist of Slann Blood Bowl teams, but they really are just a myth. Perhaps back in their youth, they may have taken to the pitch. However, even later generation Slann today are little more than bloated creatures, super brains trapped in unmoving bodies.

Xlectic the Head Coach of the Ziggurat Slithers was to prove the point about a Slann's lack of physical prowess. Although a fairly young Slann, born in the great 5th spawning, he was an utter stranger to physical activity.



During a game against the Karond Cutters, Xlectic became so caught up in the match he tried to leave his palanquin and join in the fun. Of course, like all Slann he hadn't actually moved for a millennium and so the sheer effort of trying to step onto the pitch killed him!



Rh'bn the Prodigious – one of the cool kids!

- By Rusty Hoelle

In the eyes of the Slann Mage Priests, Rh'bn the Prodigious is a mere youngster. Hailing from the 6th generation Slann, he is given to youthful excess. Thousands of years ago this saw him form a Blood Bowl team, the Itza Nockouts, based in the oldest and most ancient temple city in Lustria, Itza. They share their home with none other than the Lustrian Kroakers but the two teams have a long history of bitter rivalry as local teams are wont to do

Slann can live for countless years and as we've already mentioned, death isn't necessarily a barrier to wielding power and influence. Take the hand of Wecna Lecna. He is finally and truly dead, all that remains of him is a shriveled-up hand. However, that hand is one of the most powerful magical artefacts in existence. Even with so little of him left, Wecna Lecna is not to be taken lightly!

Anyway, back to Rh'bn the young upstart. Where most Slann have shrovelled to a point of being prisoners within their own corpulent, unmoving shells, he remains comparatively active. Unlike his peers, locked away in the temples, contemplating the meaning of, well, everything, Rh'bn is out there having a whale of a time. He loves modern life! He's written a series of autobiographies under the title 'Confessions of a Blood Bowl Coach' that was then turned into a Cabalvision documentary of the same name. The youth today eh?



Xlu'hotex & Anqi Panqi - a guarded relationship

The Tlaxtlan Stegadons back in 2464 were having a truly terrible season in the Lustrian Super League. Led by Xlu'hotex, a particularly youthful Slann head coach, his tactics were proving to be ineffective to say the least. This led to a particularly volatile mob of Skink fans finally losing their patience and rioting in protest. As they stormed onto the pitch, the Slann sent his Saurus Temple Guard to quell the uprising. In the ensuing melee Anqi Panqi, leader of the temple guard somehow came into possession of the ball and managed to inadvertently score! The crowd went wild and Xlu'hotex decided to sign him up as fast as possible (it took a mere 5 years!).

Anqi soon became a fan favourite and by 2481 he was easily the Stegadons most influential player. As his fame grew, Xlu'hotex started to worry that Anqi would be head hunted by an opposing team. To avoid him being stolen away between games, he tried to send him away to the relative obscurity of hidden city of Zlatlan. This angered both Anqi and his wild mob of fans. When they rioted again in protest, Anqi wasn't there to quell the mob and so Xlu'hotex was forced to give in to their demands in order to carry on breathing. The Stegadons soon folded as a team and Anqi was released from his contract, allowing him to play for whoever he wanted. We're not entirely sure this worked out the way the fans wanted!

Who's Who . . . listing the Lizardmen

These are all players who have been part of the great plan in some way or other.

Saurus

Name	Team	Status
Anqi Panqi	** Freebooter **	Alive
Brew Dreesss	Ssservants of the Ssslann	Alve
Gryndar	Gwakamoli Crater Gators	Alive
Hualla Bellu	Gwakamoli Crater Gators	Retired
K'Boq K'Boq	Gwakamoli Crater Gators	Alive
Krocbloq	Gwakamoli Crater Gators	Alive
Kroxcihiq	Gwakamoli Crater Gators	Alive
Oatluax	Gwakamoli Crater Gators	Alive
Sssam Gaash	Ssservants of the Ssslann	Alve
Slibili	** Freebooter **	Alive
Temple Guard Mazibulje	Lustria Kroakers	Alive



Skinks

Name	Team	Status
Adohi-Oatl	Gwakamoli Crater Gators	Alive
Chiqui Phuqqa	Unknown	Alive
Diegi Maratoni	The Slashers	Retired
Dribl	** Freebooter **	Alive
Drull	** Freeboter **	Alive
Hemlock	** Freeboter **	Alive
Howzes Zat	Unknown	Alive
Intzi Uintzi	Gwakamoli Crater Gators	Retired
Katchmi'ifyukan	Lustria Kroakers	Retired
Kri-Qit	Gwakamoli Crater Gators	Alive
Lottabottol The Leaper	Lustria Kroakers	Alive
Quetzal Leap	Lustria Kroakers	Alive
Scalxanti	Jungle Krocs	Alive
Uaxconqua	Gwakamoli Crater Gators	Alive
Xhabudz	Gwakamoli Crater Gators	Alive
Xhoqi Bikki	Gwakamoli Crater Gators	Retired



Chameleon Skinks

Name	Team	Status
<i>Puantehez</i>	<i>Gwakamoli Crater Gators</i>	<i>Alive</i>
<i>Teptoc</i>	<i>Gwakamoli Crater Gators</i>	<i>Alive</i>



Kroxigors

Name	Team	Status
<i>Glottl Stop</i>	<i>Gwakamoli Crater Gators</i>	<i>Alive</i>
<i>Sokitoomi</i>	<i>** Freebooter **</i>	<i>Alive</i>



Lizardmen who have played on other teams

Name	Race	Team	Status
<i>Sseth Skinshucker</i>	<i>Saurus</i>	<i>Chaos All-Stars</i>	<i>Dead - Thrown into crowd and killed</i>
<i>Tzun Su</i>	<i>Saurus</i>	<i>Chaos All-Stars</i>	<i>Alive</i>



Staff

The below are Lizardmen who have worked on any team.

Name	Position	Team	Status
<i>Kill Parssselmouth</i>	<i>Head Coach</i>	<i>Sservants of the Ssslann</i>	<i>Alive</i>
<i>Lord Kroak</i>	<i>Team Owner</i>	<i>Lustria Kroakers</i>	<i>Dead</i>
<i>Lord Xiliquncani</i>	<i>Team Owner</i>	<i>Gwakamoli Crater Gators</i>	<i>Alive</i>
<i>Rh'bn the Prodigious</i>	<i>Team Owner</i>	<i>Itza Nokouts</i>	<i>Alive</i>
<i>Skink Prefect Imetellinonu</i>	<i>Head Coach</i>	<i>Lustria Kroakers</i>	<i>Alive</i>
<i>Xlectic</i>	<i>Head Coach</i>	<i>Ziggurat Slithers</i>	<i>Dead - The effort of moving killed him</i>
<i>Xlu'hotex</i>	<i>Head Coach</i>	<i>Tlaxtlan Stegadons</i>	<i>Alive</i>

In another alternative reality to this one, the Lustria Kroakers are owned by another Slann Mage Priest, the one everyone forgets, Lord Whatizname.



Other 'famous' Lizardmen

Name	Position	Status
<i>Itchidea</i>	<i>Skink inventor</i>	<i>Alive</i>
<i>Rat Sssloberssson</i>	<i>Slann Mage Priest</i>	<i>Dead</i> - Killed by Dunkel Hoffnung
<i>Reverend Ssstillwell</i>	<i>Saurus High Priest</i>	<i>Alive</i>
<i>Wecna Lecna</i>	<i>Slann Mage Priest</i>	<i>Dead</i> - he died many hundreds of years ago



Lizardman Teams

Gwakamoli Crater Gators
Itza Nokouts
Jaxonvill Werejaguars
Jungle Krocs
Jurrasik Park Rangers

Lustria Kroakers
Lustrian Serpents
Slashers
Sotek Vipers
Sotek's Word

Ssservants of the Ssslann
Tlanxla Tacklers
Tlanxla Terradons
Tlaxtlan Stegadons
Ziggurat Slithers

Looking ahead

In issue 16 of the Gridiron Gazette we take a break from team reviews and we'll be looking at tournaments in Blood Bowl. Not only will we cast our eye over the majors, but we'll also (try) and cover every single known tournament in the world! We'll be asking the following questions and more -

- Which tournament cup was made by the god Feefa?
- Which cup final started 10 years ago and is still being played?
- If you play in the Stirhugel's cup, what are you likely to be pelted with?
- What is the Buddy Grafstein trophy . . . ?



Final Fact!

When the Kroakers, Gators and a number of lesser Lizardman teams started to arrive in the Auld World, they unwittingly brought with them a host of jungle diseases and parasites not seen before outside of Lustria. Some of the early teams they played against were later wiped out after catching rare and exotic diseases from the Lizardmen. Even Griff Oberwald, as we found out in issue #2, was laid low for a season by scarlet fever, caught from a skink in 2486. The NAF were forced to act, not just to save lives but also to keep the new Lustrian Blood Bowl market open. If the deaths continued, the Lizardmen would be shunned like a lot of Nurgle opposition are. The NAF were able to develop a magical inoculation which protects players and fans alike, allowing play to continue.

There have always been other whispers however. These whispers hinted that the Lizardmen were nothing more than the unknowing viral mules, carrying the terrible diseases that Clan Pestilence had concocted and sent to the Auld World via the cold skins!