

Gridiron Gazette: Tournament Review

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This month we bring you the low-down on the leagues and tournaments from across the sporting Blood Bowl world. As well as features on the majors, we outline all known competitions, even the minor ones you've probably never heard of!

INSIDE

The Ultimate Prize

*Buddy Grafstein trophy
low down!*

Overkeen Ogres!

*Did you know that every
year three teams turn up
to the Blood Bowl final?*

What's in a name?

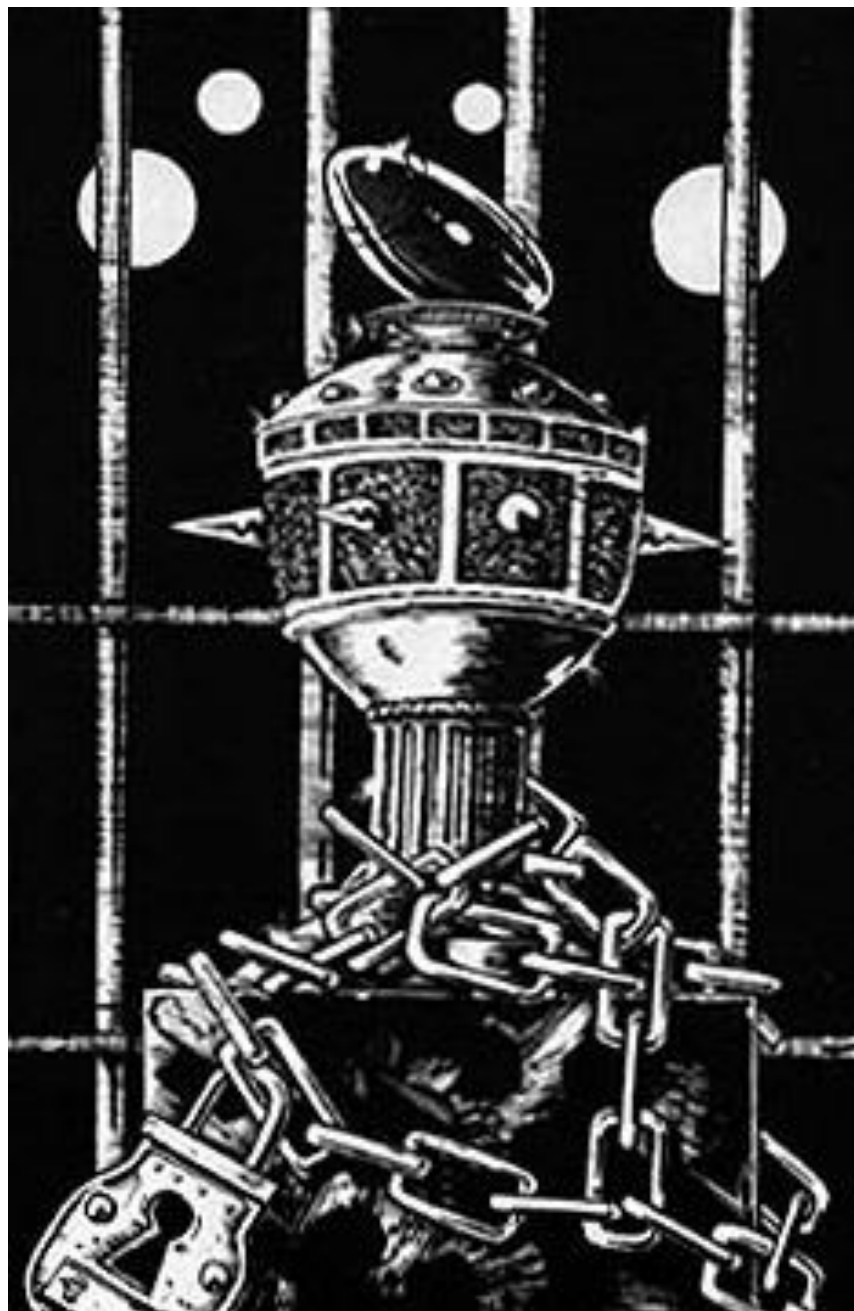
*Was the Whiteskull
Challenge Cup not catchy
enough?*

On the front foot

*Why the CMBBL is better
than the NAF*

What's What

*The full breakdown of
every tournament run*



Prize Money

The winner of the Blood Bowl gets 350,000 gold crowns added to the team's coffers. Not only that, the following season, Bloodweiser will sponsor the team for every game they play, giving them an additional 20,000 gold crowns per match!

Even losing isn't bad, the runner up still gets 150,000 gold crowns.

Best Teams

6 wins - Reikland Reavers

4 wins - Skavenblight Scramblers

3 wins - Champions of Death, Darkside Cowboys, Orcland Raiders*

2 wins - Chaos All-Stars, Dwarf Giants, Vynheim Valkyries, Gouged Eye

* Some of those wins were under a different team name

You've got balls!

All of the balls used in the Blood Bowl tournament come from the same place. They are all supplied by the Blood Bowl Ball Company (BBBC) who are based in Rock Rapids near Middenheim.

For each match the BBBC supply 25 balls to ensure that supplies never run out mid match.

The Blood Bowl – greatest of all

- By Dolf Ungerhaagen

The name of the sport and its greatest competition, the Blood Bowl offers wealth and renown beyond most teams' dreams. The pinnacle of modern sporting achievement, the Blood Bowl is a prize teams will literally kill for (and why not - it's all part of the game!).

History

The Blood Bowl is held in the summer and is the end of season finale. Although official NAF historians record the first Blood Bowl as taken place in 2461, the NAF held a final end of season match long before this. We have written records of the Port D'Aquitaine Reavers beating the Evil Gits 3-1 in an early version of the Blood Bowl precursor, way back in 2413. However, the competition lacked its current status and following at this time, the Whiteskull Cup was then the most significant trophy offered each season.

With the advent of Cabalvision and the sport's commercialisation, the NAF signed a contract with Bloodweiser who would sponsor the trophy from its inception in 2461. This is the year that the first true Blood Bowl is considered to have taken place and only wins from this year onwards are counted.

Until the late 2480s, the Blood Bowl was a closed competition. The NAF's top tier competition was split into two conferences (AFC and NFC) and each conference had 4 divisions of 5 teams in (Northern, Eastern, Western and Central - there was no Southern). The winners of the 8 divisions at the end of the season would enter into the play-offs to decide an NFC and an AFC winner who would then play each other in the final - the Blood Bowl. There are years where this formula wasn't followed exactly - in 2472 for instance both competing teams (Arctic Cragspiders & Reikland Reavers) were from the AFC, but generally it was a team from each conference.

Following the collapse of the NAF in 2488, the 2489 season didn't award a Blood Bowl winner. However, in 2490 the true open era began and Blood Bowl was back! It was now open to any team to take part, although qualifying events still take place for smaller teams. An astonishing 250 million people watched the Orcland Raiders take the first open title; it was just as popular as ever!

Location

It is held each year in the Altdorf, with matches being played in the Emperor Luitpold I stadium. This is one of the largest stadiums in the world, with a capacity of just over 105,000 fans. The NAF did consider making the Blood Bowl final a touring event and so in 2463 it was held in Longship stadium in Norsca. This proved to be a bit of a disaster and was swiftly moved back to the capital of the Empire.

The Trophy

The Blood Bowl trophy actually has its own name, it's the Buddy Grafstein trophy, named after the Bloodweiser CEO who was the first person to present it. The original trophy is made of solid dwarf gold by the Altdorf Master Jewellers guild. It will surprise no-one therefore that it has been stolen twice and never recovered. A third version was won by the Severed Heads (now the Orcland Raiders) who have since refused to hand it back! Currently the trophy is on its fourth iteration.

Rumours persist that latest version of the trophy was done on the cheap. Bulla Shardhorn claims that when he visited the Reikland Reavers trophy room in 2487 the trophy tarnished in his presence - something that pure gold would not do. He was quickly ejected from the trophy room and the Altdorf Master Jewelers Guild have been feuding with the Pestigor ever since.

Blood Bowl - Famous Finals

- By Gerhardt Schtumpf

Being the biggest title in the world, teams will do anything to win it. Consequently, finals day has seen a whole host of sporting achievements and underhand skullduggery as everyone tried to get an edge. Let's look at memorable matches.

Blood Bowl I (2461) - Darkside Cowboys 2 Chaos All-Stars 1

Before the game, the Cowboys sprayed the pitch with insect repellent much to everyone's amusement. The All-Stars weren't laughing when they got turned into slugs mid-game, ensuring an easy Dark Elf win.

The Oldheim Ogres turned up to play the final as well. They hadn't qualified but this wasn't something they understood or cared about. It took magical means to keep them off the pitch and would start a pattern of them trying to gatecrash every final until 2474 when they actually qualified for it properly.

Blood Bowl VII (2467) Chaos All-Stars 5 Shiretown Stuffers 1

The All-Stars were always odds-on favourites for the game, but when they all rode Khornish daemonic mounts onto the pitch and started the infamous 'Juggernaut Stampede' it was never in doubt. In total 300 fans and 7 Halfling players were trampled to death. The 'lucky' surviving Stuffers were then eaten by the All-Stars.

Blood Bowl VIII (2469) Severed Heads 3 Middenheim Marauders 0

The Marauders hired 'Hungry' Massif Bofine for the game to give them some added punching power against the Orcs. The game started well, with the Marauders pushing down the pitch looking to score. Then the hunger pangs kicked in for Bofine, but cleverly the Orcs had smeared themselves in the condiment he hated the most - mustard. Bofine ate most of his own team, allowing the Orcs to run out easy winners. On a side note, it was this performance that inspired the career of Glart Smashrip and his gluttonous ways.



the Orcs they were all receiving emergency medical and hair care.

Blood Bowl X (2470) Galadrieth Gladiators 2 Gouged Eye 0

This match went down in history not because of the events on the pitch, but because of the after-match party - it was voted the greatest post-match celebration ever! Alas the actual Gladiator players couldn't attend, after a match against

Blood Bowl XX (2480) Elfheim Eagles 3 Nurgles Rotters 0

The Rotters were overwhelming favourites for this match and yet Eagles owner Valahar Galante placed a 200,000 gold crown bet at 15-1.

Galante claims to know nothing about the use of magic, the cleaners from Acne-Clear Corporation or the gargantuan tanks of antiseptic they used (not to mention the animated grass that seemed to be playing for the Eagles). The Rotters complained several times to the NAF but whoever the NAF sent to document their concerns then died of the rot soon afterwards. Running short on scribes, the NAF dropped the case.

Blood Bowl XXVII (2488) Darkside Cowboys 4 Reikland Reavers 1

Probably the most famous final of them all. At half time Nikk Threehorn vanished along with the Shadows (the Cowboys cheerleading squad) and the entire contents of the NAF vault. It was the catalyst for the collapse of the NAF and the lurch to the open era.

Blood Bowl XXX (2490) Orcland Raiders 2 Champions of Death 1

This game was proof that you should never antagonize a referee. Goblin official Mucka Goldtooth didn't feel properly appreciated by the Orcs and so banned all of their fans from entering the stadium!

This didn't impact the Raiders performance however as they still went on to win the game.

Blood Bowl XXIII (2492) Skavenblight Scramblers 6 Evil Gits 2

Azgar Razorspine placed a magical rope which couldn't be crossed on the goal line. He was eventually caught and sent off and took the rope with him. He accidentally dragged 8 of his own team and over 9,000 fans into the dressing room, leaving the way open for the Skaven to steal the game.

Biggest Winners

19 wins - Reikland Reavers

13 wins - Chaos All-Stars,
Gouged Eye

12 wins - Arctic
Cragspiders

6 wins - Albion
Wanderers, Dark
Renegades

5 wins - Khaine's Killers,
Champions of Death

The Trophy

Unlike the other majors (or indeed, any other trophy) the Chaos Cup is a living entity of chaos.

Winning it can be hazardous to your health as the 2560 Gouged Eye team found. Following the dictates of the wizard Zauberer, the Chaos Cup attacked and ate the entire Orc squad!

The Cup has been known to take to the field and play for its favourite teams. It is currently in the Hall of Fame as both a Chaos All-Star and an Underworld Creeper player!

Keeping it chaotic

In the Chaos Cup you need to expect the unexpected. The Amazon All-Stars lost the final in 2497 against the Darkside Cowboys. They weren't ready for the ball to grow legs and wings and let the game quite literally slip through their fingers as they couldn't control the ball!

Chaos Cup – an oldy but goody

- By Rusty Hoelle

The Chaos Cup is the oldest of the 4 majors, dating back to 2396. Originally called the Whiteskull Challenge Cup, it underwent a marketing change in 2439 and became known as the All Comers Chaos Cup from that point on. A straight knock out competition, it has been keenly fought over for more than a century.

History

For the majority of its history, in theory at least, the Whiteskull Cup was only open to the top 8 teams from the AFC. This rule was rarely enforced and you don't need to look too closely at previous winners to see NFC teams take the prize.

With the trophies rebranding to the Chaos Cup, the qualification for it was thrown open to any team. If you could reach the hosting city in time, you could take part.

Location

Unlike the other majors, the Chaos Cup is not held in any single location. Instead, the location is kept quiet until a week or two before it is due to kick off in the Spring. A mad scramble then ensues as Blood Bowl teams try and traverse the auld world or the new and reach the location of the cup in time for its kick-off.

Special Rules

The Chaos Cup has been known to change its rules of entry over the years, often at the whim of its chief sponsor - Orcidas. At one stage all teams needed to field an Orc in order to take part (this led to the Reikland Reavers boycotting the competition for about 20 years from 2472).

At different times, all teams have been required to field a player with the taint of chaos in them. This may in part explain why Durum's Destroyers, the Dwarf team, hired the services of 4-armed Chaos Dwarf Hammerfour the Black.

Perhaps the strangest rule change of all took place in 2490. That year, losing team captains had to present themselves to the Chaos Cup to be eaten. The Marauders beat the Dwarf Giants that year in the final but Grimwold Grimbreath refused to allow himself to be a post-match snack.

Winnings

It's never clear how much the winners and losers of the Chaos Cup will actually take home. The record is up to 350,000 gold crowns, but it had been considerably less. Commentators say this is due to the chaotic nature of the cup itself, cynics on the other hand will look at Orcidas as the reason for low pay out years.

Infamously there was the 2492 final where the winning Dwarf Giants ended up with less than the losing finalists the Orcland Raiders. The fact they were Orcs was just a coincidence!

Winning teams also 'enjoy' random events happening at their games for a season. Having attracted the chaos powers attention by winning the cup, they have to endure the after-effects of that attention. Sometimes it's beneficial . . . sometimes not so much.

Dungeon Bowl – the low down

- By Lastiges Weisschen

Where Dungeon Bowl stands out from the other Blood Bowl majors is that, strictly speaking, it's not Blood Bowl at all. Played underground as the name suggests, teams start the game trying to find the ball, locked in away in a chest. However, there are multiple chests in the dungeon and all of them, bar one, are booby trapped.

History

The Colleges of Magic have long had an ongoing cold war between them all, each trying to prove that their colour or college was superior to all others. At times this cold war has spilled over and heated up where spells were cast in earnestness and regular citizens of Altdorf were caught in the crossfire as wizards battled it out.

Looking for a way of resolving matters, and loving a bit of Blood Bowl as well, the colleges came up with the idea of Dungeon Bowl. Each college put together a team that reflected the character of that college and those 8 teams were entered into a league. Teams were let loose into a dungeon and the first to find the ball and score was the winner.

It was the original intention that Dungeon Bowl would be a one-off event to settle an argument between wizards. However, it was so popular with the fans (and indeed the wizards) that instead it became an annual event taking place every winter. Wanting to administer it themselves and keeping the money grabbing NAF out, the Colleges of Magic Blood Bowl League was formed with their own officials to police the game.

Rule Changes

Where Blood Bowl is reactive and the NAF were constantly closing loopholes in the game rules to keep it more orderly, Dungeon Bowl went in the opposite direction. CMBBL proactively made changes to try and spice the action up and make it more chaotic.

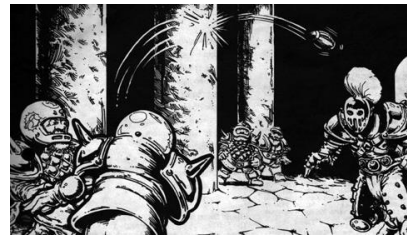
Originally there were no teleporter pads in the game, players would run into the dungeon and it would normally result in a bloody game around a narrow corridor or tight doorway. Although very lethal (and therefore highly entertaining) the wizards decided that they needed to spread the action out. Teleporter pads were introduced for any player joining the action who hadn't started on the pitch. This was a highly popular change as it meant players could appear anywhere, making games less predictable.

Another later innovation was the addition of wandering monsters. Fighting a team of Orcs in a dark dungeon was scary enough, add several Giant Scorpions, Ambulls or Jabberwockys into the mix and it can create moments of comedy gold!

Open Era

What impact did the collapse of the NAF have on Dungeon Bowl? It certainly threw a spanner in the works because although the NAF and CMBBL were different organisations, they had close links.

The wizards could see that things were changing with the increasingly popular open era and so faced a choice. Do they fling open the doors to any team or resolutely carry on as they are, determined to remain rooted in the past with their own traditions?



You've met a wizard right? Of course they didn't change! Being out of touch with the general mood and maintaining secret clubs and cabals is their whole schtick!

Biggest Winners

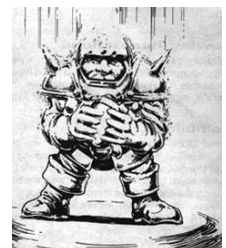
The most successful teams in Dungeon Bowl are -

6 wins - Blazing Axes

4 wins - Radiant Lions, Umbral Blades

3 wins - Storm Bolts, Black Widows, Iron Hawks, Emerald Crusaders

Success isn't only good for the fan base but good for the winner's bank accounts. Winning teams earn 150,000 gold crowns and even the runners-up a healthy 100,000 gold crowns.



Spike! Magazine Trophy

- By Lastiges Weisschen

The Spike! Magazine trophy is the new kid on the block where the majors are concerned. It lacks the long and illustrious history that the others can boast as it wasn't started until the late 2480s. However, this isn't to say that winning it is any less desirable.

History

The Spike! Magazine trophy was held for the first time in 2488. Like the Blood Bowl, there was a pre-cursor to it, held at the same time and place. The Champions of Death lifted the old award for instance in 2468 and 2474. However, it was only deemed a 'major' from 2488 when Spike! Magazine began sponsoring it and renamed the tournament in its own honour. Any wins before that date effectively don't count!



With the collapse of the NAF, the Spike! Magazine Trophy faltered for a couple of years. They may have had a sponsor but the organisation behind the event had just fallen away. Being so new meant they lacked the infrastructure the other tournaments enjoyed and so they were the last of the majors to get up and running again. In 2492 however, the tournament was back and the Champions of Death were crowned the winners. To date only one team has managed to win it twice - Elfheim Eagles (2494, 2496).

Location

The tournament is held each Autumn in Magaritte on the balmy coast of Estalia. Although technically played towards the end of the calendar year, it is considered the first of the majors of the season - typically a season ends in the summer when the Blood Bowl is played and the Spike! Magazine Awards ceremony is held.

Any player killed in the Spike! Magazine trophy is entitled to be buried in the Hill of Fame - a place of rest reserved for the tournament fallen. However, it is also known that various undead and necromantic teams recruit from there too, so not everyone laid to rest stays restful! Magic defenses are in place to try and prevent fell thievery

Prizes

The winner not only gets to take home the Mithril Spike trophy for a season, but also gets a purse of 200,000 gold crowns. In addition, there is an understanding that for the next year, Spike! Magazine will write generally favourable reviews of the team.

The runners up don't do too badly either, taking home a tidy 100,000 gold crowns to help them in the coming season.

Other variants

The great sport of Blood Bowl has a number of variants such as . . .

Albion Blood Bowl

Blood Bowl was introduced into Albion by Farley McGintis however, when he did so it was a bastardised version of the game and focused on kicking the ball rather than passing it. The true game was later re-introduced to Albion by former Albion Wanderers coach Bo Berobsson. Both versions of the game are still played there.

Blitz Bowl & Blood Bowl 7s

Both versions of the game are played by amateurs or are used for training purposes by professional teams. It's quite common to see games of either take place during the Crush, the annual recruiting event where many professional teams look to recruit fresh new talent.

Boat Bowl

This unsurprisingly takes place on a ship. Players need to avoid hitting the masts with passes or being pushed overboard into the sea. Planks stick out over the side of the boat where more adventurous players can try and leap from plank to plank to gain ground unhindered.

Street Bowl

This variant is highly illegal but hugely popular. Played by pub teams and often organized by criminal gangs, it is extremely violent with an injury rate akin to regular Blood Bowl. Players are frequently smashed into walls or sent bouncing off unforgiving cobble stones.

Lustrian Blood Bowl

In Lustria there are numerous variations. Ziggurat Ball is played on the stony steps of a temple, Celestial Bowl where interlocking parts of the pitch move during the game and Sotek Bowl, where players try and avoid being pushed into sacrificial pits by Skinks.

Tournament Listings

The following is an alphabetical break down of all the tournaments played over the auld and new world

ABC Cup *The ABC network as well as broadcasting Blood Bowl run their own tournament in Nuln. It is always crowded with celebrities such as Elector Countess Emmanuelle von Liebwitz and numerous playwrights, poets and other artists. Crowds go to see the VIP box just as much as the games themselves.*

Aerial Cup *it was originally a competition limited to just Wood Elfs. Despite the fact the tournament has been opened up to other teams for more than 15 years, the number of 'foreign' winners can be counted on the fingers of one (Troll's) hand!*

Albion's North Premier League *No news*

All-Star Spectacular *First held in 2500 as a way of boosting ratings. Jim Johnson and Bob Bifford each picked teams of star players for a one-off exhibition match.*

Aquitaine Cup *During one game against the Athelorn Avengers in the Aquitaine Cup quarterfinal, the Carcassonne Lancers were declared 1-0 winners. There were a number of Tree Spirit raids on Carcassonne afterwards (unrelated!) which caused the officials to review the result. It seemed Jordell Freshbreeze had in actual fact scored twice but had done it so fast, nobody saw it at the time! The Avengers were later awarded the win.*

Badlands League / Brawl *The Badlands Brawl is home to a great many Greenskin and Ogre teams. Unsurprisingly, Blood Bowl in the Badlands is a brutal, violent and extremely dishonest affair, but these are virtues that make it ever popular with the fans!*

Barfley's Albion League *The trophy was made of gold and covered in diamonds and emeralds. It was stolen in 2415 and has never been found. A 'temporary' replica has been used ever since.*

Basdahl Bash *In 2474 the Diseased Destroyers played the Merry Mootmen in a game that saw the debut of Bulla Shardhorn.*

Batter Bowl *Batter Bowl is the stadium in which the tournament is played which in turn is named after the Mootland League commissioner Balbo 'Beery' Batterman.*

Bil Bali Cup *A large grand affair, second only to the Spike Magazine tournament in Estalia.*

Bil Bali Minor League *No news*

Black Orc Tribal Cup *No news*

Black Pyramid League *An ancient league in Khemri that Ramtut III played in while alive (around 5000 years ago!)*

Blood Bowl Qualifiers *After the collapse of the NAF, the question of the Blood Bowl took centre stage. It remains the ultimate objective of all team's worthy of the name. It was thus decided that open qualifiers would be established so that all could hope to achieve the holy grail of the sport.*

Bloodweiser Trophy *Famously, Ufrik Skull-Hack one year chewed off an Ogres leg!*

Border Princes Senior Cup *No news*

Borderlands League *No news*

Brutal Kup *The Green Skinz do not like the stupid tournaments of other races. They want hard hits. The Brutal Kup is where you get hard hits.*

Buckingham Bowl *It takes place in Albion. The BBC pay weather mages to ensure the weather is fine and the air clear on match days.*

Burning Serpent Cup *Zolcath the Zoat scored the only touchdown of his career in the quarter finals in 2472*

Chaos Bowl *An annual competition played between teams who worship the Chaos Gods to win bragging rights for their patron.*

Cities of Malice Championship *The balls used in this Dark Elf Championship are made from the skin of fattened slaves.*

Clan Bowl *The inventor of Clan Bowl was Grey Seer Feerquarstus, He was trampled to death in the very first match. It used to be competed for directly by the different clans, now this Skaven only event features professional teams under sponsorship.*

Clean Cup *A charity competition, it is much sought after by smaller teams who see it as a "low cost" route to making a reputation for themselves. An additional benefit is that the major sides tend to ignore the cup because of the strict rules are in force.*

Creator Cup *The Creator's Cup celebrates the rediscovery of the cult of Nuffle by Roze-El, the Dwarf Seer. Over the years it has evolved into the current Blood Bowl rules.*

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Cursed Skull Goblet *Unlike other chaos league competitions, the Goblet is open to all teams, they must however, represent one of the dark gods. The Goblet curses the opposition teams players for whoever holds it.*

Da Challenj *Played right in the heart of Orc territory, Da Challenj Cup is as much known for the dangers surrounding the event as the terrible state of its pitches.*

Deadwood Cup *It's held in the Great Forest region of the Empire. In its early days a great plague broke out during the tournament and its thought this is when the Nurgle's Rotters first appeared.*

Death Hex Doombowl *Played at Drachenstadt in the Empire.*

Drakwald League *An Empire league Bob Bifford played in for a season for the Hochland Lumberjacks.*

Eight Point Star Cup *An invitational for only the 8 most evil teams around.*

Elven Kingdoms League *One of the oldest leagues in the known world, the Elven Kingdoms League prides itself on upholding the traditions of classically correct Blood Bowl. Many find it dull but, in terms of elegance and expertise, it is second to none.*

Elven Luckstone Award *The tournament takes place each year in Hoeth, Ulthuan. The event is sponsored by the Loremasters of Hoeth who award a crystal plaque to the winners. The trophy sparkles with supernatural energies and is covered in the finest calligraphy. It is said that the team who hold it will be blessed with great luck.*

Estalian League *No news*

Far Albion Cup / Distant Albion Cup *The FA Cup used to be an amazing trophy - made from reddish metal, studded with diamonds and crusted with emeralds. Then it was stolen in 2145 and was replaced with a tin replica. It was meant to be a temporary replacement, but it's still being used!*

The winner takes home 80,000 Gold Crowns and the runner up 40,000 Gold Crowns.

The original cup, legend has it, was given by the god Feefa who used it to drink the blood of his enemies from. It's said whoever holds the cup cannot lose.

Far Albion League *Based in Albion as the name suggests, it uses an alternative rules set with a round ball and a lot more kicking.*

Fighting Cockerel Classic *A stunty only event held in the moot.*

Fish Bowl *This is the underwater version of the Blood Bowl.*

Four Feet Under Invitational *This is a Boat Bowl tournament.*

Franken Cup *A Khemri Cup where all those who die taking part are restored to life without a scratch or any memory of what happened.*

Full Beard Cup *A Dwarf tournament.*

Gorgoroth's Tribal Leeg Division 5 *It is assumed there are at least 4 other divisions!*

Golden Hand Tournament

This tournament uses a Skaven variant of the Blood Bowl rules in that the ball is filled with warpstone. This makes certain teams think twice about picking it up, but on the other hand, the strange colour of the ball and the green trail marking its trajectory make it easier to spot.

Great Ocean Abyssal Cup *An underwater competition that Skrull Halfheight has played in.*

Grey Mountains Champions Cup *The final of the cup has lasted for 10 years and is still being 'played'. The ball is currently stuck in the branches of a sleeping Treeman.*

Grimfane Grundle Bowl *No news*

Gumpta Cup *An event run in Lustria by the Slann.*

Hardship Tournament *Played in the deep south of the Old World, this tournament pulls in huge crowds despite the searing temperatures, the stands are always full. The heat can be so oppressive during games though that the players are incapable of even the shortest sprint!*

Hargendorf Cup *Played near the Sea of Claws in a coastal stadium.*

Hell's Mouth League *No news*

Imperial Invitational *No news*

Jolly Green Cup *A stunty only cup.*

Joy Cup *The inhabitants of the barbaric chaos lands rarely get a chance to see a blood bowl match. This tournament is therefore a real public celebration where each tribe backs its favourite. Unfortunately, the bellicose suffers even the most minor dismemberment.*

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Khornate Blood League *No news*

Konigswald Classic *Played at Drachenstadt in the Empire. Matches used to be played in the Castle, until an incident in a semi-final game and the castle has not been used since.*

League of Araby *No News*

Little Big Tour *A stunty only competition held in the Moot.*

Longbeard League *One year the kitchen staff were all replaced by snotlings who cooked mushroom dishes that made all involved suffer hallucinate.*

Luccini Open *- held in Tilea, once won by the Middenheim Maulers.*

Lunch Bowl *It's held in the Moot.*

Lustria League *No news*

Lustria Super League *The Lustrian Superleague is the oldest competition in the world, and home to many of the sport's most ancient teams. For millennia it was closed to all except Lizardmen teams, but in recent years has opened its ranks to welcome other races*

Manticore Bowl *No news*

Marienburg Invitational *In 2477, 2 weather mages got carried away and created an ocean on the pitch. A Kraken appeared and ate both teams and 1/2 the crowd before the trapdoors could drain the water away!*

Mid-Estalian League *No news*

Midgard Blood Bowl League *An Albion league where wizards can only cast spells if they join a team and do so from the pitch and not the sidelines*

Moot Halfling League *A Halfling only league which allows one Snotling team so no Halflings come last*

Mountains of Morn Mega-Maul League *No news*

NAF Autumn / Winter / Spring / Summer Championship *Seasonal tournament organised by the NAF in which all teams can participate. It is an ideal springboard for those aiming to reach the summits.*

Nobility League *No news*

Norsca Challenge Cup *No news*

North Americal League (NAL) *No news*

Obgob Tribal Leeg *A goblin only league that doesn't award a trophy for fear of any of the entrants stealing it beforehand.*

Old World Classic *Since the collapse of the NAF, Blood Bowl in the Old World has struggled. But in recent years the sport's fortunes have improved, largely thanks to the founding of the Old World Classic, a competition that draws together many minor leagues.*

Orcidas Cup *No news*

Orcidas Team of the Year *Held in Blackfire Pass annually allowing Orcidas to promote their clothing line*
Orc-Toof Cup *The Orc-Toof Cup is organised by a renowned equipment supplier. It enables the company to both promote and test its new equipment, notably boots, which are given to all teams taking part.*

Ostland Open *No news*

Outcast Cup *This cup was organised to overcome all the frustrations of nonconformist and creative coaches. It is here that wizards were first accepted in the stands and, today, it is the favoured playground of the mixed teams. The arrival of wizards on the pitch is even being talked about for the upcoming seasons*

Platinum Arm Trophy *Played in stadiums which are sheltered from the wind, this tournament favours aerial play. Throwers really come into their own during this competition. As a result, team coaches vie with one another to invent ingenious tactics to give opposition passers a rough time*

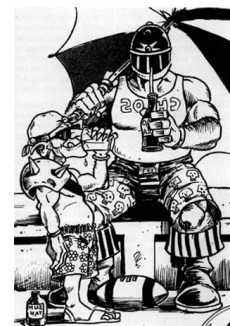
Pumpkin Trophy *No news*

Purity Cup / Trophy *Legend has it that the winners of this competition, organised by the Bretonnian nobility, also win the favours of young ladies As a result, many teams are tempted to try their luck, attracted by the legend and the very large quantities of gold on offer*

Putrid Stump Trophy *No news*

Quetzocoatl Cup *A tournament held by the Lizardmen in Lustria, the winning coach is sacrificed to ancient Slann gods*

Reikland Invitational *A tournament for minor teams to win the chance to play the Reikland Reavers.*



Sabertusk Cup *The Fire Mountain Gut-Busters tell a tale of how they defended the trophy against 4 teams sent from the Realm of Chaos to play them*

Sacred Shield *No news.*

Sea of Claws Open *No news.*

Shifting Sands League *It's held in Araby and local water wizards were employed to keep teams hydrated*

Skull North Albion League
No news

South Shire Stunty Invitational *A stunty only competition*

Southern Cabal of Associated Blood Bowl (SCABB) *The winner wins a spot in the Blood Bowl competition.*

Southlands Jungle Tour Tournament *Played in the Lustrian jungles, matches suffer from terrible heat and humidity*

Spooky Skull Cup *It is one of the many competitions that makes up the Sylvanian Night-Time leagues, which as the name suggests is played during the night.*

Springleaf Cup *Swiftvine Glimmershard once dished out 3 stabbings in a single game!*

Sticky Bun Trophy *A Halfling only tournament held in Altdorf. One year Bob Bifford caused a riot which almost closed the capital!*

Stirhugel's Challenge Cup *Held in Stirland and watched mostly by farmers. For luck, the farmers pelt their favourite players in pig dung!*

Stout Stoat Cup *A stunty only cup*

Sylvanian / Spotlight Night-time League *For many decades the Sylvanian Spotlight was the only place most Undead teams could hope to compete*

The Tournament of a Hundred Woes *A Dragon Bowl event held in Dragon Hold, a Dwarf settlement in Norsca. It takes place in a ruined town with monsters wandering the pitch.*

Thimble Cup *One of the oldest Halfling run events, in existence for more than 70 years. Normally it is Halflings only but other teams such as the Doom Lords have taken part.*

Thunder Valley League *A mainly Orcish league but other brave teams are allowed to take part.*

Tobazco Bowl *It takes place on Tobazco island at the foot of a volcano, just off the Lustrian coast. It is so hot most teams compete with no armour.*

Tournament of Pain *Once called the 'Big-Hitters Tournament' in the majority it attracted Orc, Dwarf and Chaos teams. One day an Elf team decided to take part. Since then, it's been known as the 'Tournament of Pain'. As a result, many teams decide to participate as an enormous amount of prestige is generated from a victory*

Totemcard Southlands league *A league based in Lustria*

Tritanic Bowl *A underwater competition*

Troll Country Classic *No news*

Undead Open Cup *No news*

Underworld Challenge League *A secretive league that, until only recently, many pundits refused to believe even existed! The Underworld Challenge hosts many strange teams, the likes of which are rarely seen in daylight. For a horrifying spectacle, it is second to none!*

Underworld League (West) *it is assumed there is also a north, east and south division*

Warpstone Bowl *A Skaven only tournament*

Wasteland Bowl *The stadiums are poorly looked after and prone to collapse*

Wealthy Club Tournament *Tired of playing on atrocious pitches, or in the nether regions of the Old World, the Elven Kingdoms decided to set up a tournament that would require a certain prestige of those taking part, in order that show worthy of the name be on offer to the rich spectators.*

World Amateur Championship *This is a Blood Bowl 7s event.*

Worlds Edge League *A Dwarf run league open to all comers*

Worlds Edge Super League *A Dwarf only league*

ZFL/WFL Blood Bowl League *No news*

Zlatlan Cup *Held in the hidden city of Zlatlan which meant Lizardman team were the only ever winners as no-one else knew where it was. This changed in 2491 when the Amazons discovered the city and spread the word as to its location.*

Looking ahead

In issue 17 of the Gridiron Gazette we'll be taking a break from all the hurly-burly and heading down to the Moot for a 'fling fuelled feast! With a careful eye on our pork pies and sausage rolls, we'll be asking the little jammy dodgers such questions as

- *Puggy Baconbreath - is there life after Blood Bowl?*
- *Just how much does it cost for a season ticket to watch the Greenfield Grasshuggers?*
- *Do Baking and Blood Bowl belong is the same pie?*
- *We all know that Halflings rely on arboreal antagonists to look after them during the game . . . but who do they call when the Treemen are busy?*



Final Fact

In the past we have mentioned about Blood Bowl in other dimensions other than our own. Did you know in a world not so unlike our own, there are actually ten colleges of magic and not eight? There the Dungeon Bowl teams are slightly different

<u>College</u>	<u>Team</u>	<u>Races</u>
Light	Doom Forgers	Dwarfs, Halflings, Werewolves
Golden	War Hawks	Orcs, Snotlings, Ogres
Jade	Green Destroyers	Goblins, Orcs, Trolls
Celestial	Celestial Comets	Any Elf
Grey	Grey Shadows	Humans, Snotlings, Ogres
Amethyst	Grim Reapers	Skaven, Goblins, Minotaurs
Bright	Blood Axes	Dwarfs, Humans
Amber	Storm Bolts	Dark Elfs, Orcs, Skaven
Rainbow	Harelquins	Elfs, Halflings, Humans
Dark	Black Widows	Skeletons, Mummies, Trolls