

Gridiron Gazette :

Chaos Dwarfs &

Khorne

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This month we have another double header with extra krunch and a chaotic theme. We bring you the beat down on the followers of Khorne and Hashut, rarely have more delightful fellows been herded together!

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Scarfaced Scavengers

The Scavengers are another ill-fated team, so much so in fact that over the years they have been completely wiped out 4 times. With typical Chaos Dwarf tenacity, they keep on coming back for more however.

Their first 'incident' took place in 2468 against the Albion Assassins, a particularly unpleasant Dark Elf team. Not trusting the opposition, the Scavengers scoured their surroundings but found no traps. Their opponents waited for them out on the pitch. Thinking themselves safe, they stepped onto the pitch only for the whole thing to fall away into a bottomless pit other than the section the Assassins were on.

Two versions of the team later (we don't talk about what happened to the second incarnation, it was too hideous) they were playing the Naggaroth Nightwings, another Dark Elf team. Imagine the Dwarfs delight and glee when they saw the Nightwings taken to the pitch stark naked! With no armour, this was going to be one sided indeed. The moment the Scavengers trod on the pitch though they realized why. Powerful magnets pulled them flat onto the floor, pinning them down. The Nightwings then took their leisurely time to dispatch the Scavengers version 3 slowly, one by one. Amazing the current rendition are all still alive!

The Hobgoblin Team

- By Dolf Ungerhaagen

It probably says a lot about Chaos Dwarf teams that one of their most famous outfits doesn't have Chaos Dwarfs in at all - they are all greenskins!

Team Owner Emperor Mad Grull Starklloon follows a minimalist approach when it comes to hiring coaching staff in that he hasn't. The Hobgoblins have no Head Coach, no assistant coaches, no kind of infrastructure at all. It probably explains a lot about the team and their reputation

They were that perfect blend of utterly incompetent and talentless players mixed with the worst luck you have ever seen. Whenever they had a stadium, it would sell out faster than any other team, including the Reavers, as the fans never had a clue what to expect - they loved it! Talking of stadiums, the Team got through quite a few! Their first stadium somehow caught fire and burned to the ground. How remains a mystery. Their second one collapsed after a visit from the Oldheim Ogres. The Ogres cheerleader squad jumped and pounded up and down so much that the somewhat ramshackle stadium simply fell apart. Their third and final stadium met its demise in a game against the Chaos All-Stars. Count Viktor von Dread scored the winning touchdown for the visitors and celebrated his score. The chaos gods were so pleased he received a blessing - he was turned into a 2-mile-long tapeworm. In the ensuing chaos the stadium caught fire and collapsed at the same time, crushing von Dread to death and killing 30,000 fans.



The players were famed for their stupidity and for being easily fooled by almost anything. It's not as if Hobgoblins by nature are thick, it's just that Starklloon only seemed to employ the cerebrally challenged ones. Take Skurfrik Stone Sucker, once voted the 3rd worst Blood Bowl player of all time, was infamously dim. He would often turn up to matches several days early as it took him that long to work out the ever-confounding mystery of how to tie up your boots. He's not alone, Div Scumstuck was voted as the worst player of the 2488 season by Spike! Magazine readers. It's not as if there aren't talented Hobgoblin players out there, you only have to look at the freebooting market to see Dodgee Gitface and Rashnak Backstabber are much in demand . . . they just don't seem to play for the Hobgoblin team.

With players like that, you can't expect them to be the most tactically astute. However, in the 2480s they came up with a brilliant plan and stuck with it for a couple of games. They would basically ignore the coin toss and start with the ball, regardless of who won. This actually shows a little cunning and was possibly a step forward? No, not really, sadly. It just meant for those games where they employed this tactic, they found themselves 2-0 down instead of 1-0 by the end of the first drive.

They do however excel at a couple of things. They hold the NAF record for most players sent off (yes, even more than goblin teams amazingly) and have caused more games to be abandoned than anybody. Not exactly something to be proud of, is it? It will surprise nobody to learn that the Hobgoblins have never had a player in the Hall of Fame, ever.

It all ended for the Hobgoblin team with the collapse of the NAF. With no income from the NAF or league to play in, Starklloon was forced to sell their new stadium (number 4!). It only delayed matters as the new board of directors he took on to help manage the situation folded along with the team. There was a nasty attempt of a hostile boardroom take over along with actual backstabbing that pretty much wiped them all out. We miss the Team, if only they would reform!

Zharr-Naggrund Ziggurats

- By Gerhardt Schtumpf

There are very few Chaos Dwarf teams active on the Blood Bowl circuit, but none have achieved more fame (although precious few trophies) than the Zharr-Naggrund Ziggurats.



In play style they are often likened to the Dwarf Warhammers. They are a team of wanton violence with a particular love of very illegal weaponry. The Ziggurats leading kill maker is the Bull Centaur H'Thark the Unstoppable - amazingly he managed that when only playing for the Ziggurats part-time! Although H'Thark is on the books of the Zharr-Naggrund team, he also freeboots for any team who can afford him. This higher profile attracted the attention of Orcidas and their new line of hoof wear. H'Thark is now the face (well, foot) of Hoof Max XL, Blood Bowl shoe for all 4-legged players.

This undoubtably causes some tension in the dressing room, especially between H'Thark and team captain Zorn 'Sabre-tooth' Uzkrag. Zorn does not much care that H'thark is only part time or has fame and riches, no, the tension lies in the fact that Zorn is the team's second all-time highest killer. However, being in the shadow of a part timer who out performs you in the stats where it matters must really grate. In the coming season, Zorn has vowed to double his kill count in order to overtake his teammate, time will tell.

It remains a mystery exactly what happened in a match against the Fire Mountain Gut-Busters. The Ogres claim it was a close game but a bad referee decision cost them the game. In retribution the players set about knocking the stadium down. Did that actually happen . . . ? The Ziggurats have not confirmed or denied it either way but they also haven't played a home match for a while

The one game everyone knows happened because the reruns of the 2496 blood bath against the Chaos All-Stars are still everywhere. It was a game like few others where neither team gave an inch or asked for mercy. Between both outfits, 11 players were killed or forced to retire that day with crippling injuries. One of the casualties was Duke Luthor von Hawkfire, but as usual, he turned up alive and well at the start of the new season. Arguably neither team has fully recovered from this match so great was the talent left smeared over the pitch. What a beautiful sight to behold!

Pukka Uruglug



Sometimes it is possible to be over-blessed as Pukka Uruglug found to his cost. Catching the attention of Nurgle, this Chaos Dwarf Blocker was granted the gift of obesity and bloated to enormous size. His playing career took off and so Nurgle again smiled down on Pukka and he grew leprous flesh. As his condition worsened, he developed a particularly offensive noisome stench which would prove to be the final straw. Spike Magazine recognized the glory of his mutations and Pukka won the most votes for the 'Most Yucky Player of the Year' award. His appearance and smell were more than even his teammates could stomach, none of them would share a dug-out with him. He reduced morale to such an extent that the coaching staff had no choice but to fire him. You see, it just proves the old adage that you can have too much of a good thing!

Lifting the ban

One of the great mysteries remains, why did the NAF ban all Chaos Dwarf teams, nobody seems to know! This didn't mean Chaos Dwarf players individually couldn't play. Zzharg Madeye has been a freebooter for decades. When it was announced all Chaos Cup teams needed a mutated player on the roster, Dwarf teams begrudgingly hired a Chaos Dwarf. An example of this is Hammerfour the Black who played for Durum's Destroyers.

All of this was reversed when the NAF collapsed. The Chaos Dwarfs are back!

Black Death

The Death are one of the few Chaos Dwarf teams bold enough to play in the World's Edge Super League. As soon as the ban was lifted, they signed up immediately, eager to return to the pitch. It says something about the mentality of the Black Death that they should choose a league full of and run by their hated ancestral foes, the Dwarfs. Week in and week out they get to exact a little bit of revenge against them on the pitch.

They are another team who love a bit of illegal weaponry. So much so that their only real claim to fame so far is that they have yet to reach the end of a season with any attending fans still breathing. The machines they employ frequently lose control, careering into the crowd, killing way more of them than the opposition player. This wanton destruction saw them awarded the all-time record for Most Spectacular Casualties.

Bloodsoaked Bruisers

The Bruisers are not a team to take lightly. Even for a Khorne team they excel in bloody violence. Leading up to a game, the team visit the fighting pits and smear themselves in the blood of those harvested there.

During games, each player clenches spikes in their mailed fists. When they tackle and block the opposition, the spikes help spray blood over themselves, the pitch and the fans (who bloody love it!). This utter lust for blood knows no bounds. Kharak Gorefirst the team's chainsaw looney declared he would behead the game's MVP. After a brutal encounter he was named MVP himself having inflicted 4 casualties. Sticking to his word, he lopped his own head off! This frenzy of gore often infects even the star players who make appearances for the team. Withergrasp Doubledrool was once so caught up in the vicious fury of the team that he swept an opposition goblin up in his tentacles and squeezed him so hard he popped!

Crimson Butchers

The Butchers are a cunning lot. They have a sideline in selling meat and before games give away blood sausages to opposition fans. These belligerent black puddings are blessed by Khorne and send fans into a fitful rage during the game where they often switch sides!

Skull-Tribe Slaughterers – all the rage!

- By Rusty Hoelle

Khorne outfits can really only loosely be called a 'team'. They are marauding bands of bloody killers who have been corralled onto the pitch to reap their red harvest in a civilized fashion. The Slaughterers are no exception, they happily play, slay and dismember anyone!

Like so many of the northern tribal teams, it's hard to say when they were formed. Records exist of the Slaughterers being involved in a game against Bob Bifford (it got bloody as you can imagine) and so they had clearly transitioned from coastal raiders to 'sportsmen' at some point in the middle to late 2400s. The teams recorded team history doesn't pick up the Slaughterers until much, much later . . .

2491 - The Slaughterers hadn't really made an impression at all on any leagues or tournaments and so their owner, Tribesmaster Valkath decided to take an unusual step and appoint a coach who actually understood the game. Enter Driego Gregorov, a natural tactician and unlikely Khorne Head Coach who took the radical approach of training the team to focus on the ball and scoring.

The revolutionary new tactics soon bore results as they began to actually win games. The focus on the ball however meant they weren't so murder focused which led to the fans kicking off. It came to a head at a rowdy press conference. The fans were calling for Gregorov to go and so he explained that by winning games it meant the team would advance further in competitions. By doing that, they would face better quality opposition and therefore get a crack at better quality kills in the name of Khorne. Those listening bought into the concept of quality over quantity, for now the fans were placated.

2492 - The playing revolution shows the first fruits of success. The Slaughterers win the Khornate Blood League for the very first time.

2494 - They reach the Khornate Blood League final again, this time facing off against the Crimson Spikes. Despite Gregorov's plans, the players revert to type. Both teams decide to just fight on the pitch with the winning team being the one with someone left standing at the end. The fans love it and the Slaughterers come out on top. It does win them the Bloodiest Team award for 2494 but the team is decimated.

2495 - Success breeds success. Despite losing key players in last year's final, Gregorov has the pick of potential new recruits keen to get in on the Slaughterers action. He swiftly shapes them into a team, and they win the Khornate Blood League again!

2498 - Gregorov takes the team outside of the Chaos Wastes to play against more varied opposition in a bid to show the world what they can do. They gain valuable experience in the Blood Bowl and the Spike! Magazine trophy but don't threaten the big teams in either competition. By the time they reach the Chaos Cup, they have found their stride and crash their way into the final. Up against the more experienced Mongrel Horde, they soon fall behind after the Horde score early. This throws all tactics out the window, the Slaughterers once more focus on spilling blood rather than the ball. It seems to work as the Horde are decimated and the Khorne worshippers come out as 2-1 winners. The first major of many . . . ?



Scyla Anfingrimm & Khorne's Killers

- By Lastiges Weisschen

Never underestimate an act of faith. The chaos gods are renowned for being fickle in the extreme. However, sometimes no matter how rarely, they give you just what you need at just the right time.

In 2470 Khorne's Killers were having a cart crash of a season and were in danger of finishing last in their league. Head Coach Pike PcCarthy, before their last game against hated rivals, the Slaaneshi Sidewinders, appealed to Khorne for aid. For once, Khorne listened.

It remains a mystery where Scyla Anfingrimm comes from or indeed exactly what he is. We do know he appeared for the Killers that day and Scyla's saga began as he signed on for the team on a long-term contract. It is claimed he was brought from another dimension and that he would be frequently whisked back there again. Indeed in 2485 after a match against Nurgle's Rotters he was to vanish for 8 months before re-appearing without realizing he had been gone. In 2492, the Killers were in a tight match against the Darkside Cowboys in the Chaos Cup. During the game, a shield maiden of Norsca stomped onto the pitch, claiming to be Hylda Anfingrimm and cruelly scolded Scyla, her supposed husband. The gargantuan spawn slinked off the pitch, his tail literally between his legs. Was the mystery solved? Was Scyla just a Norseman heavily blessed by the red god?

Two years later in a crucial game against the Jagged-Tooth Smashas, the Killers hire Max Spleenripper who pairs up with Scyla. You almost had to feel sorry for the Black Orcs with those two crashing around the pitch. Max lopped off the head of the Smasha's troll which was used to score the winning touchdown. The Killers pull off another big win. This proved to be typical of the Killers style, they either win big or they lose big, depending upon their maiming count - the ball seems secondary to what's going on.

All was not merry behind closed doors however. A fractious trip overseas to play in the Far Albion Cup led to discord within the dressing room and the shedding of blood. Perhaps their success had bred a few egos? We don't know for sure but soon afterwards in 2497 Scyla split from the team, playing very briefly for the Flesh Hounds before becoming a free agent. With his skills, Scyla is very much in demand and his future looks assured (provided he can placate his wife!). The Killers on the other hand (or claw)? Well pundits are watching closely. Can they recover from the loss of their god-given talisman?

Max Spleenripper - a life less average

The invention of the chainsaw made (and ended) the careers of many a star player. In the case of Max, in his uninspiring early career he had hopped from team to team, not really garnering any attention. That was until he made it on to the pitch against a goblin team in 2484. In the general melee he grabbed a chainsaw from a looney and a star was born. Soon after he made his own chainsaw, etched with Khorne runes and symbols, dedicating his career to the dark god.

His career from that point took off. Max picked up his first 'Most violent' award in 2486 in a tournament where he played for the Wasteland Warriors. Scandal erupts in 2498 as Max was accused of chainsawing an opposition player after the game finished. The ensuing court case is soon dropped as nobody seemed keen to testify against him (can't think why!). Arguably the highlight of his career came in 2500 when he was included in Bob Bifford's team for the All-Star Spectacular. To be recognized by the Biff says a lot, even Max was humbled by it.

Flesh Hounds

The Hounds are a classic Khorne team in many ways with an unquenchable thirst for bloodletting. Take the time they took part in the Reikland Invitational tournament. In their opening match against the Merrywald Chums, they killed all 16 players on the Halfling team in just two downs. Not happy to be done with the death and destruction so early, they set about the crowd instead killing whole stands of viewers as they clutched their Pop Khorne.

To be fair, the Hounds are normally very fan friendly. They get their team's name from the fact that on the sidelines they keep Flesh Hounds caged up. After the match they let slip the daemon dogs who ravage the opposition players - the fans love it!

The Hounds have also had a few issues with Blood Spawn over the years. Back in 2497 they poached Scyla Anfingrimm from Khorne's Killers to everyone's surprise. However, during the match Scyla suddenly attacked and killed the Hounds head coach without warning and then promptly left the team. Rumours persist of the coach switching his religious zeal from Khorne to Slaanesh and so it was an act of punishment. Who knows? The Hounds replacement Blood Spawn later decapitated the team's apothecary. Dr von Herlich was seeing to the Spawn's tooth ache when it suffered a mighty sneeze biting the poor doctors head clean off!

Who's Who Chaos Dwarfs

These are all players who march to the fell anvil beat of Hashut.

Chaos Dwarf Blockers

Name	Team	Status
"Dapper" Dagger Longshanks	Unknown	Retired
Pukka Urgulg	Unknown	Alive
Zorn "Sabre-tooth" Uzkrag	Zharr-Naggrund Ziggurats	Alive
Zzharg Madeye	** Freebooter **	Alive



Hobgoblins

Name	Team	Status
Div Scumstuck	Unknown	Alive
Dodgee gitface	** Freebooter **	Alive
Rashnak Backstabber	** Freebooter **	Alive
Skurfrik Stone-Sucker	The Hobgoblin Team	Alive



Bull Centaur

Name	Team	Status
H'Thark the Unstoppable	** Freebooter **	Alive



Staff

Name	Position	Race	Team	Status
Emperor Mad Grull Starkloon	Team Owner	Hobgoblin	The Hobgoblin Team	Alive
Slippy McCool	Team Owner	Hobgoblin	Grieve Bay Packrats	Alive

Officials

Name	Position	Race	Status
Grandshank Masherhoof	Referee	Minotaur	Alive
Rhett Brool	Referee	Minotaur	Alive



Chaos Dwarf teams

*Black Death
Hobgoblin Team*

*Khal-Gar Stampede
Scarfac'd Scavengers*

Zharr-Naggrund Ziggurats



Who's Who Khorne

These are all players who have all shed blood in the name of Khorne.

Bloodseeker

Name	Team	Status
Angyr Bonesplitter	Skull-Tribe Slaughterers	Alive
Gothrak Gorehunter	Skull-Tribe Slaughterers	Retired
Khargorak Bloodscorn	Skull-Tribe Slaughterers	Alive
Ryzon Dreadshade	Khornate Cripplers & Slaaneshi Sidewinders	Dead - Vanished
Skeiner Fleshripper	Skull-Tribe Slaughterers	Alive



Khorngor

Name	Team	Status
Baelrun Preystalker	Skull-Tribe Slaughterers	Alive
Falkeidon Skulleater	Skull-Tribe Slaughterers	Alive
Skraal Ribbreaker	Skull-Tribe Slaughterers	Alive



Bloodborn Marauder Lineman

Name	Team	Status
Ghorikhna Heartripper	Skull-Tribe Slaughterers	Alive
Ghorlaal Ragesworn	Skull-Tribe Slaughterers	Alive
Grugt Bonewrath	Wasteland Gore-Sprayers	Dead - hit by a Goblin Fanatic
Moresi Redborn	Skull-Tribe Slaughterers	Alive
Skanath Bloodreaper	Skull-Tribe Slaughterers	Alive
Skargrok Skullwrath	Skull-Tribe Slaughterers	Retired
Skuldakh Goreblade	Skull-Tribe Slaughterers	Alive



Other players on a Khorne team

Name	Position	Team	Status
Kharak Gorefist	Chainsaw Looney	Bloodsoaked Bruisers	Dead - decapitated himself
Max "Hacker" Spleenripper	Chainsaw Looney	** Freebooter **	Alive
Scyla Anfingrimm	Chaos Spawn	** Freebooter **	Alive

Staff

Name	Position	Team	Status
<i>Dr Stefan von Herlich</i>	<i>Apothecary</i>	<i>Flesh Hounds</i>	<i>Dead</i> - head bitten off
<i>Driego Gregorov</i>	<i>Head Coach</i>	<i>Skull-Tribe Slaughterers</i>	<i>Alive</i>
<i>Overlord Kolgan Bloodrage</i>	<i>Team Owner</i>	<i>Khornate Crippleers</i>	<i>Alive</i>
<i>Pike PcCarthy</i>	<i>Head Coach</i>	<i>Khorne's Killers</i>	<i>Alive</i>
<i>Tribesmaster Valkath Bloodwrath</i>	<i>Team Owner</i>	<i>Skull-Tribe Slaughterers</i>	<i>Alive</i>



Khorne teams

Bloodsoaked Bruisers
Crimson Butchers
Flesh Hounds

Khornate Crippleers
Khorne's Killers

Skull-Tribe Slaughterers
Wasteland Goresprayers



Looking ahead

In next months short issue, we'll return for one final time to the exotic Lustrian shores and track down the elusive Amazons. We'll be answering such questions as -

- *Who was the first non-Lustrian to sign a full time contract with an Amazon team . . . ?*
- *Was one star player worth the sacrifice of 32 coaches and players . . . ?*
- *Who does Griff Oberwald have his eye on for wife number 6 . . . ?*
- *What's different about the Lustrian Queens . . . ?*



Final Fact

Signing on to a Khorne team is no easy task. All new recruits are placed in fighting pits and must do bloody battle until only a few remain. Those players who crawl out of the pits, smeared in the blood of the opposition, grasping various body parts and entrails are then signed on to a Khorne team. Can you imagine how many more Khorne teams there may be if they just had to do a light jog and a few press-ups instead?