


**Issue #12**

**2nd Week Of Starch 2490**

# Sports **KILLERSTRATED**



**Hammer Time!**  
**Harry Dances Back**

**Cowboys Beat The Werewolves**  
**Eagles Lose A Shoot-Out To Reavers**  
**Dwarf Giants On The Brink**

# *Sports* **KILLERSTRATED**

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# *Sports* **KILLERSTRATED**

## **NAF WEEK 12: HEADLINES**

### **All Reik Now**

The unbeaten Reikland Reavers marched on last Moonsday when they beat the struggling Elfheim Eagles. Both teams generated lots of offensive paces, but it was the Reavers' defense that truly won this game. Stopping the Elf offense at the goal line three times. Valen Swift was in impressive form, scrambling for 50 paces and throwing for 205, but he found himself intercepted three times in the match.

### **Underdogs Roughed Up**

The Westside Werewolves couldn't capitalise on this Elfheim stumble as they tasted defeat to the world champion Darkside Cowboys. The result was never in doubt as the unreliability of the Were players was there for everyone to see. The Cowboys clinically converted these errors into touchdowns. Despite this loss, the Werewolves are only half a win behind the Eagles thanks to their abandoned game against the Giants and the Dark Renegades good recent form has put the Druchii back in contention as well.

### **Vainkill's Air Show Leaves Giants on the Brink**

The Gouged Eye's aerial tactics shocked the Dwarf Giants, as Thrower Harg Vainkill had a field day to defeat the Dwarf Giants. The loss leaves the Giants on the brink of being eliminated from the playoffs. The Gouged Eye, however, maintain their relentless pressure on the undefeated Reikland Reavers.

### **Karla von Kills the Warhammerers**

The Middenheim Marauders exciting young blitzer, Karla von Kill, took the lead in an impressive rout of the fading Dwarf Warhammerers. Von Kill, who has joined a dangerous blocking trio with Half-Orc Blocker Uthar Hagg and the Minotaur Massif Bofine, outblocked the Dwarfs and managed to inflict 2 casualties. The Marauders remain tied in first place in the AFC Northern Division.

### **Skaven A Ball**

The rampant Skaven Scramblers surged to second place in the NFC Eastern Division and now sit only 1.5 wins off the Creeveland Crescents in top spot. The win against the Hapless Hobgoblin Team was never really in question, but it was the utterly vicious delight that Vytick One Head's Ratmen took in demolishing the opposition and their fans that really impressed many. With the Dwarf Warhammerers losing again, and only 4 games to play, the NFC East could go right down to the final week of the season

### **Ramtut Shambles Back**

Ramtut III took the field again, mere weeks after being reduced to body parts. In a testament to Head Coach Tomolandry's skill with a needle and thread, as well as patience, the dessicated destroyer starred in an exciting win against their divisional rivals, the Arctic Cragspiders.



# RESULTS WEEK 12

Home Team	Score	Away Team	Fat'l
Chaos All-Stars	3 - 1	Evil Gits	2 0
Hobgoblin Team	0 - 3	Skaven Scramblers	0 11
Reikland Reavers	3 - 1	Elfheim Eagles	0 0
Dark Renegades	3 - 2	Nurgle's Rotters	2 0
Asgard Ravens	2 - 3	Vynheim Valkyries	0 1
Southstorm Squids	2 - 3	Bright Crusaders	0 2
Athelorn Avengers	2 - 3	Galadrieth Gladiators	0 0
Stunted Stoutfellows	1 - 3	Worlds Edge Wanderers	0 1
Icecastle Wolves	3 - 2	Lustria Croakers	2 0
Everbold Unicorns	3 - 2	Underworld Creepers	1 1
Lowdown Rats	2 - 3	Oldheim Ogres	1 2
Westside Werewolves	1 - 3	Darkside Cowboys	0 1
Dwarf Warhammerers	0 - 3	Middenheim Marauders	0 1
Albion Wanderers	3 - 0	Scarcrag Snivellers	2 0
Khain's Killers	3 - 0	Greenfield Grasshuggers	1 0
Creeveland Crescents	3 - 2	Naggaroth Nightwings	1 0
Bruendar Grimjacks	2 - 3	Bluchen Berserkers	2 1
Champions of Death	3 - 2	Arctic Cragspiders	0 0
Orcland Raiders	3 - 1	Bluebay Crammers	5 0
Dwarf Giants	1 - 3	Gouged Eye	0 1

### NAF Rules Recap

- 1) The first team to score **3 Touchdowns** is declared the **winner**.
- 2) A **tie** occurs if no team has won after **10 hours of play**.
- 3) A game is **abandoned** when it is impossible for both teams to continue the game.
- 4) A conceded game is registered as a 0-3 loss to the conceding team.

#### Key

The **table** above reveals the following information from left to right:

**Home team name/ Home team score (TD)/ Away team score (TD)/ Away team name/ Fat'l=Home Fatalities caused/ Away Fatalities caused\***

\* **Fatalities Caused** includes opposition players, opposition staff, officials and members of the public.

Teams in **Bold** won the game

# GAME OF THE WEEK

CREEVELAND  
CRESCENTS

3-2

NAGGAROTH  
NIGHTWINGS

"Good evening, sports fans. I'm Jim Johnson with Bob Bifford here at the Sickelhof Stadium watching this vital game between the Creeveland Crescents and the Naggaroth Nightwings. It's currently tied 2-2 and could go either way, The Crescents have been stumbling badly in the past few weeks, another loss and it could end their play off ambitions."

"Sorry to stop you, Jim, but listen to the crowd, they're going nuts!"

"And I can see why! Look down there, on the Creeveland sideline, Bob, there's someone you know!"

"Oh boy, Jim! Look! Goad's just coughed up the ball! The Crescents recover... they're clear... they're gonna win!"



"Well, by Nuffle's sacred jockstrap, Jim. It's my old teammate, Harry the Hammer Kehry! Even though he retired a few years ago, he's suited up again to give moral support to the boys! "

"No time for that, Bob, look! While the Crescents were distracted by Harry, there's been a huge play by the Nightwings, their Catcher Vilon Goad is clear down the sideline, if he scores it'll be curtains for the Crescents!"



"And Hoshi Komi scores! what a win, Bob!"



"Oh, Baby what a play, go Crescents!!! Aww, look at Harry, Jim. There's his famous dance! The Hammer's still got it! Yeee-Haw!!"

# Creeveland Crescents Stats

GAME OF THE  
WEEK

Player	Rushing Paces	Passing Paces	Blocks Made	Fouls Made	Pass Comp.	TDs Scored	Inter- cepts	Casu- alties
Hoshi Komi	42	0	4	3	0	1	1	0
Alexander Hail	82	0	5	0	0	1	0	1
Damien Storm	0	0	3	0	0	1	0	0
Jäger von Cannondorf	0	124	2	0	2	0	0	0
Rrr'krag Smma'gugg	0	0	9	0	0	0	0	0
Fritz "Red-Hot" Poker	0	0	11	0	0	0	0	0
Lothar Eisenfaust	0	0	3	0	0	0	0	0
Boris Messerman	0	0	6	0	0	0	0	1
Andrei Ripov	0	0	1	0	0	0	0	0
Sigmar Schnapp	0	0	3	0	0	0	0	0
Jan Grabowski	0	0	2	1	0	0	0	0
Siggi "The Boot" Schuster	0	0	2	0	0	0	0	0
Jan van Bamm	0	0	0	0	0	0	0	0
Kato Katana	0	0	0	0	0	0	0	0
Nick Nickson	0	0	0	0	0	0	0	0
	0	0	0	0	0	0	0	0
<b>TOTALS</b>	<b>124</b>	<b>124</b>	<b>51</b>	<b>4</b>	<b>7</b>	<b>3</b>	<b>1</b>	<b>2</b>

**Sent Off:**None

# Naggaroth Nightwings Statistics

Player	Rushing Paces	Passing Paces	Blocks Made	Fouls Made	Pass Comp.	TDs Scored	Inter- cept	Casu- alties
Meriann Lightning	38	0	5	0	0	0	0	0
Rozanne Nailvenom	40	0	4	0	0	2	1	0
Lavesil Darkshade	0	0	2	0	0	0	0	0
Hillel Iceshackle	0	99	2	0	4	0	0	0
Cavil Morvarin	0	0	1	1	0	0	0	0
Exon Gallowspite	0	0	12	0	0	0	0	0
Hawkspur Tehecish	0	0	3	0	0	0	0	0
Nahum Bleakdawn	0	0	1	0	0	0	0	1
Vilon Goad	0	0	2	1	0	0	0	0
Sciaticus Slashleg	0	0	1	1	0	0	0	0
Eoran Lightning	0	0	2	0	0	0	0	0
Kouran Hellespher	0	0	0	0	0	0	0	0
Abbadon Baine	0	0	0	0	0	0	0	0
B. Blood-Quencher	0	0	0	0	0	0	0	0
Jehosua Hatred	0	0	0	0	0	0	0	0
Mordecai Bedlam	0	0	0	0	0	0	0	0
<b>TOTALS</b>	<b>78</b>	<b>99</b>	<b>35</b>	<b>3</b>	<b>4</b>	<b>2</b>	<b>1</b>	<b>1</b>

**Sent Off:** None

## MATCH FACTS

**ATTENDANCE:** 69,210

**VENUE:** Sicklehof Stadium, Duchy of Creeveland

**MVP:** Harry 'the Hammer' Kehry\* (Creeveland Crescents)

**REFEREE:** Grandshank Mashoof (Drakwald)

\*Retired Player. Not on Roster



# STANDINGS WEEK 12

## NFC

<b>CENTRAL</b>	<b>W</b>	<b>L</b>	<b>T</b>	<b>PF</b>	<b>PA</b>	<b>FF</b>	<b>FA</b>
<b>Darkside Cowboys</b>	11	1	0	35	14	12	1
<b>Athelorn Avengers</b>	7	5	0	29	23	2	1
Evil Gits	5	7	0	26	30	8	2
Everbold Unicorns	5	7	0	23	27	2	4
Greenfield Grasshuggers	1	11	0	13	35	1	6

<b>NORTHERN</b>	<b>W</b>	<b>L</b>	<b>T</b>	<b>PF</b>	<b>PA</b>	<b>FF</b>	<b>FA</b>
<b>Vynheim Valkyries</b>	11	1	0	35	15	37	0
<b>Dwarf Giants</b>	8	3	1*	31	17	16	2
Nurgle's Rotters	6	6	0	28	23	36	1
Asgard Ravens	2	10	0	17	32	6	9
Lowdown Rats	1	11	0	7	35	3	11

<b>EASTERN</b>	<b>W</b>	<b>L</b>	<b>T</b>	<b>PF</b>	<b>PA</b>	<b>FF</b>	<b>FA</b>
<b>Creeveland Crescents</b>	8	3	1*	31	21	11	1
<b>Skaven Scramblers</b>	7	5	0	28	22	20	4
<b>Dwarf Warhammerers</b>	6	6	0	24	22	14	4
<b>Southstorm Squids</b>	4	8	0	18	30	1	3
Bluebay Crammers	0	12	0	15	36	1	10

<b>WESTERN</b>	<b>W</b>	<b>L</b>	<b>T</b>	<b>PF</b>	<b>PA</b>	<b>FF</b>	<b>FA</b>
<b>Orcland Raiders</b>	10	2	0	34	16	17	3
<b>Worlds Edge Wanderers</b>	7	5	0	28	25	10	3
<b>Galadrieth Gladiators</b>	6	6	0	28	26	9	7
Lustria Croakers	3	9	0	25	32	7	1
Hobgoblin Team	0	12	0	5	36	6	12

**Key:**

*The table above reveals the following information*

W=Games won; L=Games lost; T=Games drawn/abandoned (\*=game abandoned)

PF=TD scored; PA=TD Conceded; FF=Fatalities For; FA=Fatalities Against

Fatalities For (FF) includes: Opposition Players, staff, officials and members of the public.

Fatalities Against includes: Players only

\*=Game abandoned

**Teams not in bold cannot win the division.**



# STANDINGS WEEK 12

## AFC

CENTRAL	W	L	T	PF	PA	FF	FA
<b>Reikland Reavers</b>	12	0	0	36	12	13	1
<b>Gouged Eye</b>	10	2	0	33	13	17	3
Naggaroth Nightwings	7	5	0	26	24	10	5
Bluchen Berserkers	4	7	1	25	28	14	6
Underworld Creepers	4	8	0	22	30	11	10

NORTHERN	W	L	T	PF	PA	FF	FA
<b>Middenheim Marauders</b>	9	3	0	32	15	14	2
<b>Champions of Death</b>	9	3	0	31	18	13	3
<b>Albion Wanderers</b>	7	5	0	26	22	10	3
Arctic Cragspiders	4	8	0	22	29	10	4
Icecastle Wolves	3	9	0	18	32	8	3

EASTERN	W	L	T	PF	PA	FF	FA
<b>Chaos All-Stars</b>	11	1	0	35	17	15	4
<b>Khain's Killers</b>	10	2	0	32	21	10	4
Bright Crusaders	6	6	0	29	27	5	1
Oldheim Ogres	5	6	1*	26	28	24	2
Scarcrag Snivellers	0	12	0	7	36	0	12

WESTERN	W	L	T	PF	PA	FF	FA
<b>Elfheim Eagles</b>	8	4	0	29	25	3	1
<b>Westside Werewolves</b>	7	4	1*	30	21	13	5
<b>Dark Renegades</b>	7	5	0	28	26	10	2
<b>Bruendar Grimjacks</b>	5	6	1	26	30	8	3
Stunted Stoutfellows	1	11	0	13	35	0	10

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## WEEK 12 TOP PERFORMANCES (TEAMS)

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**NFC**

**AFC**

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### MOST RUSHING PACES

Darkside Cowboys

216

Albion Wanderers

201

### MOST PASSING PACES

Orcland Raiders

189

Middenheim Marauders

236

### TOTAL OFFENSIVE PACES

Orcland Raiders

361

Middenheim Marauders

396

### *Sports Illustrated* ~~KILLERSTRATED~~'S TEAMS OF THE WEEK

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**GALADRIETH  
GLADIATORS**



**REIKLAND  
REAVERS**



## WEEK 12 TOP PERFORMANCES (PLAYERS)

NFC

AFC

### MOST PACES GAINED

Digger Novgorod 149  
Worlds Edge Wandereres

Ragemar Drang 105  
Bluchen Berserkers

### MOST PASSING PACES

G. Goblin-Throttler 189  
Orcland Raiders

Gulden von Sulkhof 236  
Middenheim Marauders

### MOST TOUCHDOWNS

G. Goblin-Throttler 3  
Orcland Raiders

Ragemar Drang 3  
Bluchen Berserkers

### MOST FATALITIES

Asperon Thorn 2  
Darkside Cowboys

Grak'Ng Grak Gorthag 3  
Oldheim Ogres

### MOST BLOCKS

Ivar the Boneless 19  
Vynheim Valkyries

Ramtut the Third 20  
Champions of Death

*Sports* **KILLERSTRATED'S WEEK 12 NAF MVP**

**G. von Sulkhof (Middenheim Marauders)  
237 Paces Passing, 47 Paces Rushing, 1  
Block, 9 Completions, 1 Touchdown, 1  
Interception**



## LEAGUE LEADERS (PLAYERS)

### RUSHING LEADERS

PLAYER	PACES	TEAM
W Doubledrool	729	Middenheim Marauders
Kurt Livingrock	705	Dwarf Giants
Laxon Hrull	680	Chaos All-Stars
Varag Ghou-Chewer	674	Gouged Eye
Hubris Rakarth	648	Darkside Cowboys
Max Fullmoon	631	Westside Werewolves
Morboth Evil-Smell	606	Nurgle's Rotters
Griff Oberwald	564	Reikland Reavers
Digger Novgorod	554	Worlds Edge Wanderers
Gregor Meissan	532	Reikland Reavers

### PASSING LEADERS

PLAYER	PACES	TEAM
Jem Goldstar	1907	Athelorn Avengers
Valen Swift	1906	Elfheim Eagles
Harg Vainkill	1630	Gouged Eye
Jacob von Altdorf	1607	Reikland Reavers
Pern Faction	1560	Everbold Unicorns
Moravis Curfew	1541	Darkside Cowboys
G Goblin-Throttler	1468	Orcland Raiders
Luthor von Hawkfire	1406	Chaos All-Stars
Shishk Four-Arms	1308	Skaven Scramblers
Gulden von Sulkhof	1304	Middenheim Marauders

### TOP SCORERS

PLAYER	TD	TEAM
Griff Oberwald	19	Reikland Reavers
W Doubledrool	16	Middenheim Marauders
Laxon Hrull	15	Chaos All-Stars
Highelm Lyrpadre	15	Elfheim Eagles
Vinny Valhalla	15	Vynheim Valkyries
Crou Nightshade	14	Khain's Killers
G Goblin-Throttler	14	Orcland Raiders
Hoshi Komi	13	Creeveland Crescents
Quetzal Leap	13	Lustria Croakers
Jordell Freshbreeze	12	Athelorn Avengers



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## **LEAGUE LEADERS (PLAYERS)**

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### ***LEADING KILLERS***

<b>PLAYER</b>	<b>FATALITIES</b>	<b>TEAM</b>
Grimwold Grimbreath	16	Dwarf Giants
Morg N'Thorg	15	Chaos All-Stars
Bilerot Vomitflesh	14	Nurgle's Rotters
Ramtut the Third	13	Champions of Death
Zug	13	Reikland Reavers
Wormhowl Greyscar	12	Arctic Cragspiders
Ivar the Boneless	12	Vynheim Valkyries
Glart Smashrip	11	Skaven Scramblers
Wilhelm Chaney	11	Westside Werewolves
Hawthorn Tullaris	10	Darkside Cowboys

### ***INTERCEPTION LEADERS***

<b>PLAYER</b>	<b>INT'S</b>	<b>TEAM</b>
Hubris Rakarth	13	Darkside Cowboys
Slarga Fourstike	11	Bluchen Berserkers
Quetzal Leap	11	Lustria Croakers
Jordell Freshbreeze	10	Athelorn Avengers
Tuern Redvenom	10	Dark Renegades
Lottabottol	10	Lustria Croakers
Eldril Sidewinder	8	Galadrieth Gladiators
Hoshi Komi	7	Creeveland Crescents
Highelm Lyrpadre	7	Elfheim Eagles
Meriann Lightning	7	Naggaroth Nightwings

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## LEAGUE LEADERS (TEAMS)

### LEADING RUSHING OFFENSE

TEAM	PACES
Westside Werewolves	1960
Dwarf Giants	1950
Dwarf Warhammerers	1830
Nurgle's Rotters	1801
Darkside Cowboys	1786
Reikland Reavers	1707
Middenheim Marauders	1676
Vynheim Valkyries	1672
Chaos All-Stars	1654
Gouged Eye	1650

### LEADING PASSING OFFENSE

PLAYER	PACES
Athelorn Avengers	2180
Elfheim Eagles	2005
Reikland Reavers	1812
Everbold Unicorns	1752
Middenheim Marauders	1742
Gouged Eye	1670
Darkside Cowboys	1666
Orcland Raiders	1568
Bright Crusaders	1485
Skaven Scramblers	1430

### TOP OFFENSE

TEAM	PACES
Reikland Reavers	3519
Darkside Cowboys	3452
Middenheim Marauders	3429
Gouged Eye	3320
Orcland Raiders	3217
Chaos All-Stars	3060
Vynheim Valkyries	3050
Skaven Scramblers	2854
Bright Crusaders	2815
Athelorn Avengers	2814

### HIGHEST ATTENDANCE

**91,376** at the Altdorf Old Bowl  
for Reikland Reavers vs  
Elfheim Eagles

**REIKLAND  
REAVERS**

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Association

# Terror-Firma

## **ASTROGRANITE IS THE MIRACLE NEW PLAYING SURFACE.**

**SPORTS KILLERSTRATED FINDS  
OUT MORE...**



Controversy and Blood Bowl go hand in hand like an old married couple who on equal parts detest and can't survive without each other. With each new issue that gets the fans, pundits, betting syndicates or RARG excited, along comes a small mountain or rule changes, codified by the Church of the NAF and adopted into the game. The NAF have long had a history of moving with the times in an frequently faltering effort to keep some semblance of control over the game. The latest controversy . . . ? Why it's the pitch itself of course

For decades Blood Bowl has been played on Nuffle's sacred carpet as described in the holy book – or grass to the common man (or Elf, Gnome, Goblin etc). Those of a more religious persuasion have written great tracts about the virtues of grass. How it regenerates so quickly after being churned up each game and how it grows in the very shape of Nuffle's holy number – the blessed digit, one. There were never any questions, Blood Bowl was played on grass as the book dictates. . . . or at least it was until the mid 80's. Then a company appeared claiming they were going to revolutionise the sport with a brand-new playing surface – Astrogranite. The Astrogranite Association put out quite the fanfare of their new pitch design and yet the figures behind the company were shadowy and hard to tie down.

Of course, nobody thought for a second that it would be approved by the Church of the NAF. Their scriptures were quite clear on the matter, our great game was to be played on grass. Imagine the shockwaves that reverberated in the ranks of the devout when the NAF completely changed its policy on playing surfaces and not only permitted Astrogranite but started to actively endorse it. Nikk Three-Horn, holy Commissioner of the NAF, actively encouraged all teams to switch their playing surfaces.

Not long after the NAF endorsed it, the Darkside Cowboys were the first team to switch to using Astrogranite. To be fair, you can understand why. Dark Elf teams play in dank caverns with minimal sunlight, growing grass in such an environment is never easy. Usually, a few strops of the stuff is dug up and brought inside as a token effort to keep the pitch legal. The new surface was a hit with the Cowboys as the rate of casualties they caused skyrocketed and helped pave their way to the Blood Bowl final last season. Many have complained that it can cause rashes and burns to players slide, bounced and generally smashed along it. The number of players hurt or killed on the new playing surface certainly increased. What was even more odd was the way the ball bounced. No longer would it hit the floor and ricochet in a predictable manner. Some analysts have looked closely at a number of games and concluded it seems to randomly move in one of 8 cardinal points . . . the same analysts have overlaid the 8 pointed star of chaos on the new pitch and the bouncing ball seems to travel along these lines!

This led to a determined cohort of investigators to look at the issue more deeply. One by one they started to vanish and whenever they did, a Black Ark was spotted in the vicinity, owned by the Cowboys. However, truth will out! Those who remained doggedly chased down paths and avenues of all the shell companies associated with the Astrongraite Association to discover who really was pushing the new playing surface. As the investigation intensified, rumours grew of the pitch containing dead players remains after a new surface was laid and various sets of teeth were found embedded in it.

We were successful! We can report the man behind the Association is none other than Nikk Three-Horn himself! We will leave it to you gentle reader to draw your own conclusions. Is it just a coincidence that the head of the NAF runs the new pitch company? Mere chance that the Cowboys bought the first pitch and have been seen near a number of odd disappearances? You decide!

# STAR Spotlight

## Hoshi Komi

Nowadays, being a star player in the NAF brings with it an unprecedented level of public scrutiny. There's an insatiable hunger on the part of the fans to know every detail of their favourite killer's private life. This, in turn, has spawned an industry of lurid scandal sheets and gossipy Cabalvision programmes. In fact, most citizens know more about the details of Griff Oberwald's latest divorce or Morg'th N'htrog's favourite flavour of Pop Khorne (it's buttered rat, in case you're wondering), than they do of the various wars raging across the continent. There is, however, one star who guards his privacy so jealously that more than one over inquisitive tabloid reporter has been found with a shuriken expertly wedged in his back. We are, of course, referring to the Creeveland Crescents' enigmatic Catcher, Hoshi Komi.

Nothing, save a few facts, are known about Komi. He never removes his mask, he never gives interviews, and, although he's believed to be fluent in several languages, nobody has ever heard him speak. The only facts we do know about his past is that he was born Nippon, and prior to playing for the Crescents, he was an assassin- one of the feared 'Ninja'.

Despite this secrecy, we do know how he came to play in the NAF. In 2483, on the eve of an important game between the Creeveland Crescents and the Bruendar Grimjacks, he was hired by the Grimjacks as an assassin; his target was the Creeveland Crescents' legendary Blitzzer

Harry 'the Hammer' Kehry. Normally, this would be a death sentence for the player in Komi's sights, but after nearly three decades of playing, Kehry was well versed in dealing with assassination attempts, and easily beat the Ninja.

According to the ancient code of Ninjitsu, the Crescent's captain now owned Komi's life; normally this would mean instant death, but instead of *Hara-Kiri*, he got *Harry-Kehry*. Because Harry, not being the kind of fellow to hold a grudge, was deeply impressed by Komi's nimble moves, and, instead of taking his life, took him to play in Creeveland's next match! Despite the fact Komi saw this as a fate worse than death, the Ninja code demanded he comply. Ultimately, Kehry's judgement was proven correct, and Komi quickly became the Crescents' first choice Catcher and subsequently one of the best Catchers in the NAF.

**Position:** Catcher

**Age:** 32

**Height:** 5ft 7in **Weight:** 155lbs

**College:** None **Crush:** None

**Team:** Creeveland Crescent (2483-Present)

**Career Statistics:**

Rushing 1976 paces; Receiving 90 passes for 1976 paces; Throwing 43 passes from 71 for 591 paces; 56 Touchdowns; 21 Interceptions returned for 112 paces; 15 Player Fatalities

**Best Game:**

Rushing 150 paces; Receiving 4 Passes for 74 paces; Throwing 10 passes from 13 for 88 paces; 3 Touchdowns

**Honours:**

NFC Catcher of the Year 2486

## LOW EXPECTATIONS

### See You at the Altar

Khain's Killers are having a superb season, with a 10-2 record they're pushing the Chaos All-Stars all the way in the race for the AFC Eastern Division title. So, you can imagine their glee when they noticed their next game was against the 1-11 Greenfield Grasshuggers! The Killers were doubly pleased to be hosting the hopeless Halflings, because games against the Huggers invariably turn into blood baths, and blood baths were, quite literally, what the Killers had been crediting as the secret of their success this season.

Their game plan was to not just thrash their opponents, but to also gorily sacrifice every single member of the Grasshuggers team to their God Khaine, hoping all that blood would give them some divine help in their quest for the title.

The Grasshuggers, however, came to Naggaroth well prepared for the attentions of the

Dark Elves. The history of Blood Bowl is littered with horror stories of Halfling teams visiting and never being heard from again, so the Grasshuggers had taken several sensible precautions, such as giving each player a small-bore rifle and hiring a team of Ogre mercenaries to act as their bodyguards.

In the end, the Halflings were delighted with their 0-3 loss! They managed to suffer only one fatality, and even then, it wasn't one of their players. Their greedy assistant coach Spamuel Redberry allowed his craving for a snack get the better of him, and he wandered off at half-time to look for food. He quickly got lost in the labyrinth of tunnels that make up Cold Blood Cavern, but finally discovered what he thought was a room full of stone tables. Believing he'd at last found the club restaurant, he made himself comfortable and called for service, only to be greeted by several Witch Elves armed with daggers. Unfortunately for Spamuel, he had stumbled upon a room full of sacrificial altars. Unsurprisingly, he's not been heard from since.



# GAZ ATTACK!

**Sports KILLERSTRATED'S**  
**STAR COLUMNIST:**  
**GAZBAG LINCHKER**  
**WHACK N' WITTER**



**THE PLAYOFFS ARE COMING UP SOON, AND IT'S LOOKING GOOD FOR THE GOUGED EYE, IN A WAY AT LEAST. I KNOW THE REAVERS HAVEN'T BEEN BEAT YET, BUT THERE'S STILL FOUR GAMES TO GO AND ANYTHING CAN HAPPEN. WE ARE ON TOP FORM. HARG VAINKILL IS ON FIRE RIGHT NOW, HAVING MADE A MOCKERY OF THE DWARF GIANTS AT THE WEEKEND. WE JUST NEED THE ZOGGIN REAVERS TO ACTUALLY LOSE SOME GAMES. IF YOU ASK ME, I PERSONALLY FEEL LIKE THEY MAYBE WENT TOO FAR WITH THEIR BRIBES THIS YEAR, BECAUSE I CAN'T SEE HOW ELSE SOME WIMPY HUMIES CAN BE SO GOOD AT THIS GAME, THEY HAVE TO BE GETTING HELP FROM HIGHER UP, AND I DON'T MEAN GORK AND MORK HA HA HA HA. NOW DID I EVER TELL YOU UGLY LOT ABOUT THE TIME I PLAYED AGAINST THE CHAOS ALL-STARS?**

**IT WAS ON PRIME TIME CABAL-VISION, AND DESPITE US LOSING, I THINK I PUT ON AN IMPRESSIVE PERSONAL PERFORMANCE, AND WE ALL KNOW THAT TEAMWORK COMES SECOND TO MAKING SURE YOU LOOK GOOD IN FRONT OF THE SPONSORS HA HA HA. ANYWAY, FOR THE FULL GAME I MANAGED TO KEEP TO THE OTHER SIDE OF THE PITCH TO WHERE MORG'N'THORG WAS PLAYING, WHICH TURNED OUT TO BE A SMART MOVE AS I EVEN SURVIVED THE GAME. (OBVIOUSLY, OR YOU WOULDN'T BE WRITING THIS - ED.) ANYWAY, I MANAGED TO SNEAK UP ON A GUY WITH NO FACE, PRETTY EASY REALLY, AND TIED HIS BOOT LACES TOGETHER. A PUSHED HIM IN FRONT OF A CHARGING MINOTAUR, AND THEY BOTH ENDED UP IN A HEAP. UNFORTUNATELY THAT CAUGHT THE ATTENTION OF A DUDE WITH A GIANT CLAW HAND, WHO MANAGED TO GRAB ME AROUND THE WAIST. BY A STROKE OF HE WAS DISTRACTED BY A CHEERLEADER WHO HAD JUST BEEN GIVEN THE BOON OF A THIRD UH . . . ASSET, HA HA HA HA . . . I MANAGED TO SLIP OUT OF HIS GRASP, AND BY THAT POINT THE ALL-STARS HAD SCORED THREE TOUCHDOWNS SO I ACTUALLY GOT TO GO BACK TO THE DRAKWALD ON THE TEAM COACH AND NOT IN AN AMBULANCE. SURVIVING THAT GAME MADE ME THE STAR PLAYER FOR THE REST OF THE SEASON, AS PRETTY MUCH EVERYONE ELSE GOT SERIOUSLY INJURED OR WORSE. SOME EVEN ENDED UP PLAYING FOR THE CHAMPIONS OF DEATH. THAT'S HOW I ENDED UP SO RICH AND FAMOUS. I'M SURE THERE IS A LESSON IN THERE SOMEWHERE HA HA HA HA HA.**

# THE EVIL GITZ

WELL WE LOST AGAINST DA ALL STARS AND LOST TWO OF DA BOIZ IN ALL SHALL I GIVE UP TRYIN TA MOWTIVAYTE YOO? WE'Z LOST THINS NOW AND I FINK IN ALL HONESTLY - WE AIN'T WINNIN DA BLOOD BOWL DIZ SEZUN. AN WE PLAYIN DA BLOOMIN COWBOYZ AGAIN??? HOW MANY TIMES HAVE WE PLAYED DEM NOW??? ANYWAYS LETZ GET BACK TOO BASIKS

DA FURST RUL OF BEIN A EVIL GITZ IS TO BE AS GITTISH AS YOU CAN.

EVIL LIST OF TINGS TO DO BEFOR NEXT WEEKIZ GAME:

- STEAL SUMMIT.

- GO AND STEAL A LITTLE GURLS PUPPY

- BUT DON'T LIKE, DO NUFFIN TO IT. DOGZ IS GREAT

- GET IN A FIGHT WIV SOMEONE YOO CAN ACTUALLY BEAT UP

- LIKE DA KID WHO HAD DA PUPPY!

- MAN-IP-YOO-LAYTE DA STOCK MARKET

- ASKIN A LOT DERE BOSS

- MAKE YER MUM CRY

- DAYAM ... DAT IS BEIN AN EVIL GIT!

- GO ON 'GREAT OLD WORLD BAKE OFF' AND ONLY SERVE UP SOGGY BOTTOMS.

- GO ON A POORLY RECEIVED CABAL VISION GAME SHOW SET

IN A JUNGLE SO MORE PEOPLE BECOME NORMALISED TO MY

UNIQUE VIEWPOINTS THAT MANY MORE PEOPLE WOULD HAVE

IF THEY WERENT CONTROLLED BY THE LAMESTREAM

CABAL NETWORKS

- LAWRENCE, I HOPE YOU CHOKE ON A TESTICLE. AND THAT SOMETHING BAD HAPPENS TO YOU IN DAT JUNGLE.

- SEND THAT STUPID GIT RICHARD POLLOCK A CARD SAYING THAT YOU'RE NOT GOING TO PUNCH HIM IN HIS FACE ... THEN SNEAK INTO HIS HOUSE, WAIT UNTIL HE'S ON THE LOO ... AND THEN PUNCH HIM IN HIS STUPID FACE!!!

# DEAD, DEAD, DEAD

## THOSE WHO BECAME ONE WITH NUFFLE IN WEEK 12

GRUM DURRANDANG, DWARF GIANTS

BOBBY MUSHROOM, BLUEBAY CRAMMERS

GORBAL HISS, BRUENDAR GRIMJACKS

SLY BALONEY, SCARCRAG SNIVELLERS

SCUZZY BOB, SCARCRAG SNIVELLERS

ACHIM VON STALKER, WESTSIDE WEREWOLVES

ERNY ROAM, LOWDOWN RATS

CRETIN CHICKENSTALKER, LOWDOWN RATS

PATRICIO ARCE, EVERBOLD UNICORNS

ARDO SKUNK, UNDERWORLD CREEPERS

FATOLPH SHORTBREATH, STUNTED STOUTFELLOWS

HAGAR LIND, ASGARD RAVENS

THICKO SLAPHEAD, HOBGOBLIN TEAM

MEMBERS OF THE PUBLIC: 23

REFEREES: 0

PLAYERS: 13

WEEK 12 TOTAL: 36

TOTAL FOR THE SEASON: 419

# Sports KILLERSTRATED

## PREVIEW NAF WEEK 13

Elfheim Eagles	Khain's Killers
Naggaroth Nightwings	Chaos All-Stars
Westside Werewolves	Asgard Ravens
Athelorn Avengers	Orcland Raiders
Everbold Unicorns	Albion Wanderers
Nurgle's Rotters	Bruendar Grimjacks
Bluchen Berserkers	Lowdown Rats
Lustria Croakers	Champions of Death
Dwarf Giants	Worlds Edge Wanderers
Skaven Scramblers	Underworld Creepers
Greenfield Grasshuggers	Galadrieth Gladiators
Gouged Eye	Middenheim Marauders
Oldheim Ogres	Dwarf Warhammerers
Bluebay Crammers	Scarcrag Snivellers
Stunted Stoutfellows	Vynheim Valkyries
Evil Gits	Darkside Cowboys
Arctic Cragspiders	Creeveland Crescents
Reikland Reavers	Hobgoblin Team
Bright Crusaders	Icecastle Wolves
Dark Renegades	Southstorm Squids

## PLAYOFF PICTURE: WEEK 13

### **Athelorn Avengers (7-5) vs Orcland Raiders (10-2)**

A win for the Raiders will all but confirm them as winners of the NFC West. Should this happen, the Darkside Cowboys will be crowned NFC Central champions for yet another season.

### **Gouged Eye (10-2) vs Middenheim Marauders (9-3)**

A loss for the Eye would in all likelihood be a mortal blow to their incredible pursuit of the unbeaten Reikland Reavers. The Marauders must win to increase their own hopes of taking the AFC Northern Division.

### **Dwarf Giants (8-3-1) vs Worlds Edge Wanderers (7-5)**

The Giants will be praying for a miracle to keep their title dreams alive. They must win this all Dwarf encounter and hope against hope something extraordinary happens when the Vynheim Valkyries face the Stunted Stoutfellows... Nobody is holding their breath!

### **Elfheim Eagles (8-4) vs Khain's Killers (10-2)**

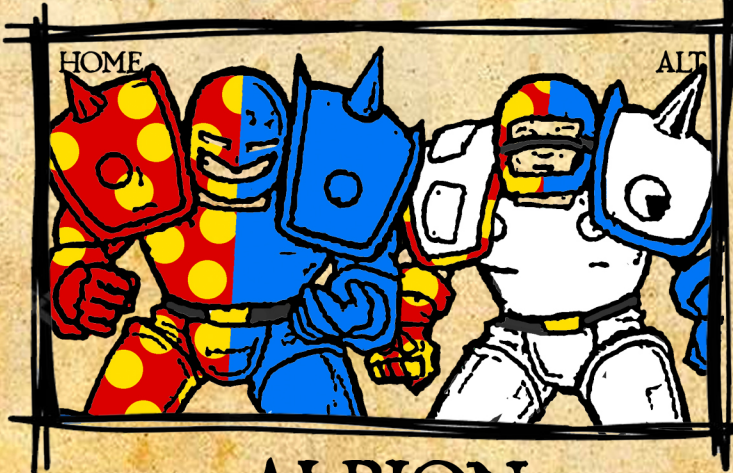
A win for the Killers will keep the AFC East title race alive for another week. The Eagles, however, must win to retain control of the AFC Western. With the Westside Werewolves pushing them hard, and a difficult run in to the end of the season, the Eagles cannot afford to lose any advantage.



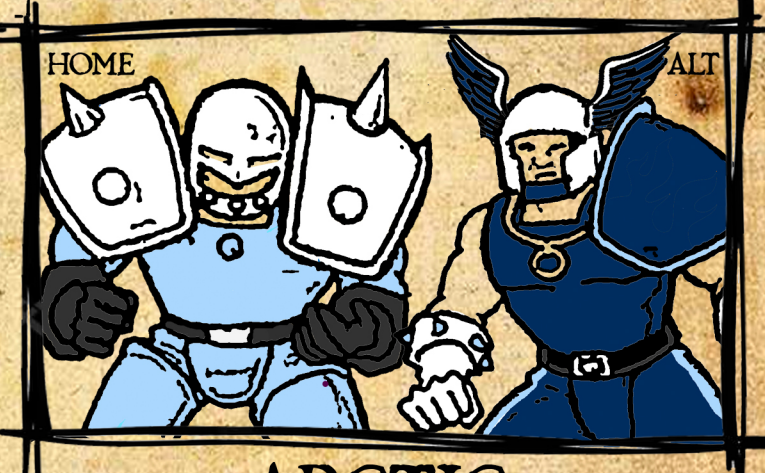
# YOUR CHANCE TO DRESS LIKE YOUR HEROES FROM THE AFC NORTHERN DIVISION

## GASH-STOREE

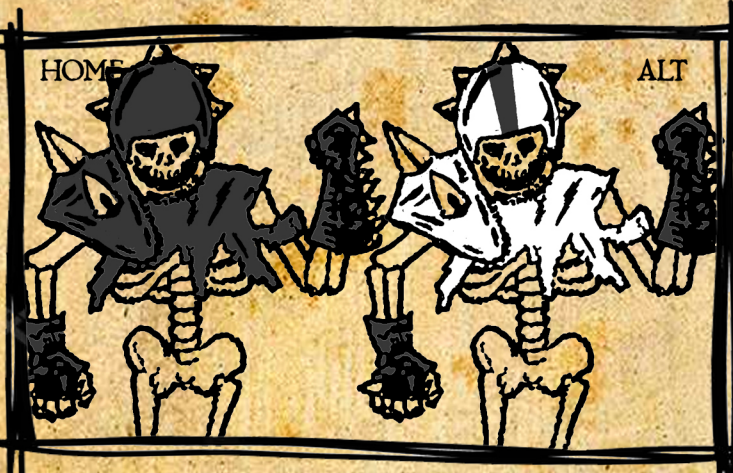
THESE TEAMS COME FROM THE FROZEN NORTH - SO DON'T BE ASKING FOR LONG SLEEVED OPTIONS!!!



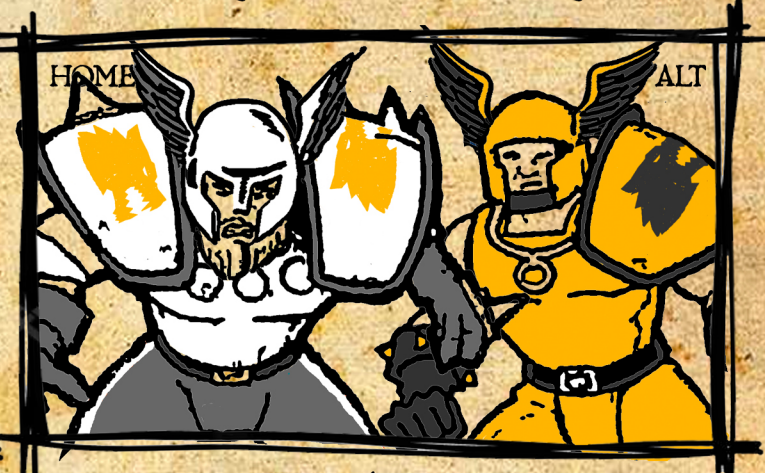
### ALBION WANDERERS



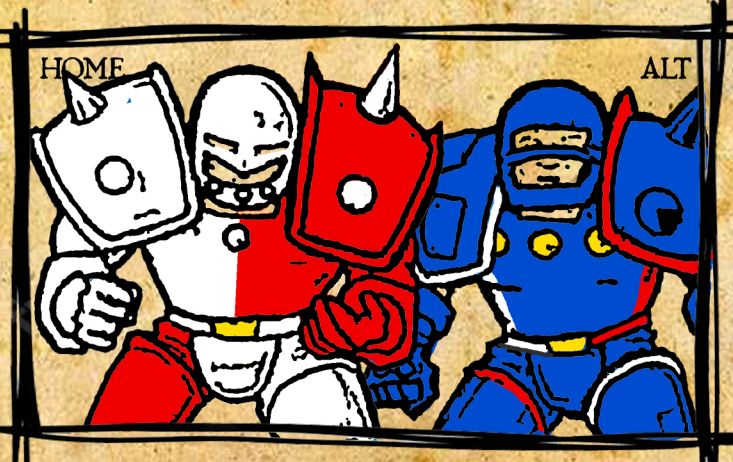
### ARCTIC CRAGSPIDERS



### CHAMPIONS OF DEATH



### ICECASTLE WOLVES



### MIDDENHEIM MARAUDERS

## WHAT'S YOUR FIT

**GASH-STOREE** GO OUT OF OUR WAY TO FIT EVERY TYPE OF BODY SHAPE OUT THERE - EVEN FICTIONAL ONES!

- MILLIPEDE ARMS
- MICRO LEGS
- MERMAID TAIL
- GIANT [REDACTED]S
- FINS
- NO HEAD
- HEAVY MIST
- V SHAPE
- NO SKIN
- M SHAPE
- LEG FOR AN ARM
- 6 TOES
- ARM FOR A LEG
- GREAT BIG BUSHY BEARD
- FLAT BUTT SYNDROME