

# Gridiron Gazette : Chaos Chosen

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Issue #30

Join us for one last time as we entreat the gods do not bestow upon us any of their somewhat suspect favours. It's about to get all beastly . . .

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## Ever changing

*Many players and teams don't start off their careers under the Chaos banner, but they get tempted down a dark path.*

*Blitz Krieger, famed captain of the Rampagers, was one such. The whispers of the dark gods offering all manner of gifts was too hard to resist. He sold not just his own soul, but that of his team as well, turning Blitz into Cursed Krieger and the Rampagers into the Bloody Ravagers.*

*We don't know much about Slarkhaar Von Argnor's past before he became a Chaos Warrior. However, that change alone was not the end of his journey. He played the game for 10 years, acquiring quite the reputation. His deeds captured the eye of the Chaos gods as he was then elevated to the ranks of the Daemon Princes. Slarkhaar cast off his mortal name and assumed the mantel of Slugglutton Deathspike. However, rather than stay forever in the realm of Chaos, the lure of Blood Bowl was too great for the newly crowned prince. Simply put, he just couldn't stay away! Slugglutton is the only fully fledged Daemon Prince on the freebooter market and he's played for every Chosen team on the circuit at least once.*

*You can't relax with a Chosen team; nothing stays the same for long!*

# Doom Lords – back with a bang!

- By Dolf Ungerhaagen

**The Doom Lords have enjoyed two leases of life. The original version of the team played in the 2460s-2470s before vanishing completely from the sporting scene. Then in 2486, they arose once more from the ashes.**

## A chaotic beginning

*2461 - The Doom Lords play in a match against the Bluebay Crammers and changed the name of Lefty Boggit forever. The team's minotaur, Rut Slamdunk, had cornered poor Lefty, clutching the ball, in his own endzone. Rut hit the unfortunate halfling so hard he flew through the air and rocketed the length of the pitch to score. However, his hairy little feet were left behind in his own endzone and from that moment on Lefty became Stumpy Boggit.*

*Later in the decade the Lords play a close match against the Averland Knights with Bob Bifford hired in for the game. Slamdunk was having a blistering game, killing catcher Friedrich Featherfingers and tormenting the rest of the team. Then some unknown person (whispers indicate it may have been Bob's future commentating partner) pumped blood out of the pitch sprinklers. This sent the minotaur into a feeding frenzy, killing and eating half of his own team and allowing the Knights to use the Chaos to win the game.*

*2472 - The infamous Chaos Khazi incident takes place in a game against the Lowdown Rats. Spontaneously the stadium toilet mutated into a fell beast with a mass of teeth, tentacles and claws. Bursting onto the pitch it played most of the match for a somewhat surprised Lords teams before the referees gathered in sufficient numbers to eject it from the ground!*

*Then some point after this the Doom Lords simply vanished, nobody knows where they went or what happened to them until 10 years or so later . . .*

## The Lords arise!

*2486 - A space opens up in the NAF's AFC North division. Normally the NAF try and replace teams like for like but somehow the Overfiend of the Lead Citadel gets the NAF's agreement to accept the Doom Lords if they are reformed. Nikk Three-Horn had been known to be swayed by threats and bribery in the past, perhaps something similar happened here. The Overfiend also somehow lured Harry the Idolater away from the Naggaroth outfit Khaine's Killers. The Doom Lords make an immediate impact by winning the division but are soon knocked out of the play-offs.*

*2487 - The Lords take home their first piece of silverware by winning a keenly contested Orcidas Cup.*

*2489 - After the collapse of the NAF the Doom Lords take to the road and play numerous small, local tournaments and leagues, leaving a trail of bodies and ruined stadium as they go*

*2491 - The Chaos Cup moves from location to location each year and so it becomes something of a lottery as to whether or not a team can reach it in time. The Lords missed it in 2491 and were rather miffed. Instead, they went to the Moot and joined the Thimble Cup, slaughtering their way to victory, taking out their frustrations on the Halflings.*

*2493 - Not to be caught out this time, Harry the Idolater using means unknown discovers the location of the Chaos Cup and the team arrive early in 2492. They then play a long series of games, winning 22 out of 25 matches, making them champions.*

## Lord Borak the Despoiler

- By Gerhardt Schtumpf

**If ever there was a player who crossed boundaries and broke down prejudices it was Lord Borak, a perennial puncher who seems to be as old as the game itself.**

2409 - The NAF publish their first set of codified laws of the game. It smacks of order and organization, an affront to the Chaos gods whose very nature is the exact opposite. They dispatch Lord Borak and the Swords of Chaos, the first formally recognised Chosen team, to let the world know of their displeasure.

2420 - Given the special interest that all of the Chaos gods have in the Swords, there is such a thing as too much attention. Tzeentch is chiefly blamed for the team all degenerating into mindless Chaos spawn, leaving only Lord Borak to play on as a freebooter.

2431 - A year of firsts, Borak's breakout autobiography is put on sale and is an instant hit. This public appeal leads him on to accepting the first player sponsorship deal, first celebrity appearance (to open a delicatessen) and first after dinner speech (for the Young Mushroom Farmers).

2465 - His one-man assault on the business world continues as Borak is almost unrecognisable on the pitch, under a mountain of sponsorship logos, slogans and other corporate images. This forces the NAF to change the rules to one sponsor per player / team and insist on standardized uniforms being worn to make it clear who played for which team. Outraged at this intrusion, Borak publishes the 4th version of his autobiography. Borak is clear however, he is doing all of this not for his own glory, but to bring people into a deep and personal relationship with the Lords of Chaos, an evangelist for the modern world.

2471 - Borak becomes the corporate face of Orcidas, coinciding with their becoming the main sponsors of the Chaos Cup. A player chosen by the Chaos gods themselves seems like the obvious fit. He uses the platform to announce version number 6 of his autobiography is complete.

2476 - A coup for Spike! Magazine as they sign Lord Borak to write a regular sports column. However, during a press junket he appears alongside Spike! Agony Aunt Clarice Wranier and gives more informed and heartfelt answers than she is able. In no time, Borak replaces Wranier as the empathetic Agony Uncle of Blood Bowl and he continues to give sage advice (intermixed with demon possessed rages) to the masses to the present day.

2477 - Clearly feeling empowered by his success as an Agony Uncle, Borak produces his first in a series of self-help books 'Lose weight or die trying'. This is accompanied by autobiography number 8.

2489 - Borak celebrates as the NAF collapses. No more tight and unnecessary strictures on his actions! He instantly signs 13 new corporate sponsorship deals, announces progress on volume 11 of his autobiography and his 21<sup>st</sup> self-help book.

2495 - Not one to avoid mischief, Borak convinces Guffle Pusmaw he can do better on the freebooting circuit than under contract with Nurgle's Rotters, persuading the Bloater to make his own way in the sporting world. Unlike his books, this advice he gave out for free!

## Love & Hate

If there is one thing you can say about Lord Borak is that he is not prejudiced even in the slightest. He makes no secret of the fact that he hates everybody! Despite universally despising all of those around him, there are two figures for whom he holds a special place in his dark heart of utter contempt.

The first, perhaps predictably, is his literary rival Griff Oberwald. Referencing a helmet Griff favoured in the early 2490's, he calls Griff a 'pigeon-headed fool'. There is more than a little tension between them on the pitch, in literary circles and in the corporate sponsorship boardrooms. Borak wears one of Griff's teeth on a necklace to bring him good luck and to goad his rival.

The second is the fop and dandy Count Luthor von Drakenborg. The vampire once invited fellow aristocrat Lord Borak to a private function, thinking a Chaos Warrior would enjoy all of the bloodletting and drinking. Borak found the whole affair a little kinky for his taste and so took it upon himself to strangle and stake all of the other guests. Count Luthor was the only one to survive. What a party pooper!

Despite his claims for hating one and all, we know Borak is actually a big softie. He runs a foundation to help give street urchins a better life and freely lets them choose which of the four Chaos gods to sell their souls too.

He has something of an eye for the ladies as well. He announced a number of years ago he had given up dating daemonettes as they were actually quite boring and given to brooding too much. He has developed a firm friendship with Galandril Silverwater who was quite forthright in denouncing his bullying ways. Borak has always had strong women in his life, with a mother like Lady Borak the Butcher of Erengard (who is still pillaging with the best of them today), it's no wonder Galandril was able to put him in his place! The real story though is his love affair with Zara the Slayer, the two have been secretly dating for a little while. Despite Zara being a fraction of her age, she apparently has no issues with Borak being old enough to be her grandfather. The Gazette can report that there may be potential wedding bells!

## Show me the money!

*There is nothing that Lord Borak won't put his face on if it means getting a lucrative deal to increase his own coffers and spread the gospel of Chaos. It's well documented his favorite fizzy drink is Orca-Cola and yet he was more than happy to front the Popsi brand.*

*Following his recent advertising campaign for Cheaties, the breakfast cereal, the board said, "We are delighted to have Mr Despoiler endorse Cheaties, his performance on the field and his ability to get away with untold numbers of fouls is to be commended".*

*Since the collapse of the NAF, the board for the 'Regulation of Blood Bowl Endorsements', a new independent body, now control corporate deals. Of course, Lord Borak being a member of the new board doesn't influence their actions even in the slightest!*

## How demanding!

*Lord Borak has grown to have particular tastes and so any team wishing to hire him needs to accommodate these or face rejection. Typically he requires a private dressing room (red in colour), lit with burning flesh candles and enhanced with skulls. Ideally some alone time with the referee and 6 boxes of that most chaotic of foods - twinkies. If the opposition are High Elfs however, he may just play for free!*

# The pen is mightier than the hoard

- By Bella Bauer

**"It's five gold pieces if you want me to sign your copy of the book and an extra ten if you want it signed in your own blood!" Lord Borak to a fan at a book signing event.**

*Blood Bowl has long had links with the literary world. In the 2430s, the biggest selling book was by journalist Royston Vermouth entitled 'Nine years knee-deep in Chaos' about the time he and the Chaos All-Stars were trapped in another plane of existence for almost a decade.*

*None have done more for the literary world than Lord Borak however. He is best known for the 11 or more volumes of his autobiography. Griff Oberwald may be on the 23<sup>rd</sup> version of his own, but there are whispers of Griff using ghost writers rather than penning them himself. Borak's arguably have more merit because of his great longevity and so each volume covers 5-10 years of his career. Griff on the other hand rehashes the exact same stuff, time after time, in his comparatively briefer career. It was probably her friendship with Lord Borak that inspired Galandril Silverwater to write her own kiss-and-not-tell book 'My Great Life', another best seller.*

*What has surprised many, is the meteoric success of Borak's self-help books, inspired by his Agony Uncle column. None could deny the heart-felt angst of his familial exploration in 'Four Brothers without a Father', a powerful view of how the gods of Chaos' conflict could help in modern day domestic challenges. Or the seminal work 'Even Bloodthirsters need love' where Borak challenged readers to empathise with the life of emotional torment a blood crazed greater daemon of Chaos faces. Tears roll down my cheeks just thinking about it, powerful stuff.*

*This success inspired others in the Blood Bowl world. The enigmatic Ripper Bolgrot wrote 'How to escape a caustic relationship' although many feel it lacked the genuine depth of a Borak book and was more a not-so-subtle attack on his former team, the Deaths Heads.*

*Another Borak book to make it big is the health and fitness book 'Lose weight or die'. Not one to pull punches, Borak glared the growing obesity trend (yes, I'm looking at you Ogres and Halflings) clearly in the eye and stared it down. This was most likely as a reaction to the many food books which cross over into the Blood Bowl world. '99 Fabulous Fungus Superfoods' has been big in the goblin world for some time and recipes from this book are thanks in no small part to the emergence of Fungus the Loon. Heftonne Bluetootul, butcher on the Gnoblar Goblars team, was to write two foodie books with mixed success. 'To Feed a Kingdom: The Ogre's Approach to Cooking' was a massive hit, but the recipes killed almost any non-Ogre who tried them so his follow up volume 'In Search of Food Worthy of the Maw' had no audience left to buy it, consequently sales bombed.*

*Arguably related to Borak's book of dieting is 'Da Encyclordpedia of da Modern Bodybuildin'' written by a Black Orc no less - Gurgnie Schwarzenorc. The Encyclordpedia covers more on the training regime he goes through to stay big and strong . . . so anyone with goblins to punch or squigs to flee from could mirror his techniques.*

*Blood Bowl has also been known to cross over with travel writing as well. When you think about it, travel is one of the more obvious areas. Since the dawn of the open era most teams spend most of the season on the road, travelling from one tournament to the next. It's no real surprise then when travel writers tag along and document not only the games but also their experiences in weird and wonderful countries. If you want to read about the exotic perhaps look up Vilhelm Buytrelle's 'Notes From a Tall Country' all about his experiences in Ulthuan or similarly Kislev Prince Ruff the Unwise and his tour of the desert lands in 'Ruff Guide to the Khemri'.*

*Never assume Blood Bowl is a sport for the illiterate or ignorant. You're reading this aren't you?*

## Favoured by . . . .

- By Lastiges Weisschen

**It would be easy to think Chosen Blood Bowl is all about Lord Borak and the Doom Lords . . . . most of it is . . . but there are other teams.**

**Khorne** - A great many Chosen teams are dedicated to Khorne, the god of blood and skulls, it's kind of the obvious fit with Blood Bowl. The aptly named Khorne's Killers coached by Pike PcCarthy exemplify this to the extreme. Under the brutal captaincy of Baron von Blitzkrieg, the Killers rarely bother with the ball. The game is just an excuse for bloodshed, the sporting side of the game is almost

forgotten. Don't ever bet on them to draw a game . . . they either win by lots of lose by lots!



The Flesh Hounds have also sold their souls to Khorne. In their early days they took part in the Reikland Invitational - a competition for more amateur outfits. In their opening match they totally wiped out the Merrywald Chums, a halfling team, in 2 short, brutal, downs. The bloodletting however sent the team into a frenzy and so they ploughed into the fans and carried on killing their way out of the stadium. After a number of seasons, the Hounds started to temper their rage, making them a more effective violent sport team. This culminated in them

winning the Chaos Cup in 2499.

**Nurgle** - Typically, teams with the favour of Nurgle tend to be Rotter outfits rather than Chosen, but not all of them. The Crimson Spikes however definitely have Nurgle leanings as their signing of the putrid daemon toad Gobblar Grimlich shows.

**Tzeentch** - The Everchosen owe their success not to the tactics of the fierce wasteland warlord who leads them (a bitter rival with Lord Borak) but due to the rare magical item the team possess, the Eye of Shearer. This allows them to see future events in the present and then change the future . . . a gift from the Raven King if ever there was one

The Sorcerer Katam lead what we believe to be a Tzeentch inspired team. However, he was slain in an uprising during a terrible tour of the Troll Country. The players changed the teams name to Katam's Conquerors.

**Chaos Undivided** - A number of Chosen teams, such as Burn Lea or the Dark God Grovelers, choose not to seek the patronage of one Chaos god above another. A good example are the Chaos Thugs who, in worshipping no one god in particular, didn't find favour with any of them. The Thugs were terrible and a stain on the nature of other Chosen teams. So much so that in one particularly dire performance, the fans invaded the pitch and killed their own team. Pulling on bloodied and torn uniforms, the fans then finished the game as the Thugs and didn't do half bad. They are still playing but are more like a Renegades team now.

**Slaanesh** - The Sibilant Serpents are dedicated to the lord of pleasure. They were one of the first Chaos teams to try and recruit Bilerot Vomitflesh before his final dedication to Nurgle. It was fairly obvious early on that the large, aromatic Bloater in waiting didn't look good in the tight leather and vibrant colours of the serpent kit!

Another Slaanesh dedicated team are the purple clad Princedom of Pain, led by the virtually unkillable Prince Amaranth the Inviolate. They are frequent finalists in the Eight Point Star tournament, which allows just the eight most evil teams playing, where they have a fierce rivalry with the Skavenblight Scramblers.



The Slaaneshi Sidewinders arguably are no longer one team, but two. During a match against the ill-fated Stirland Hotspurs, the Sidewinders were staring defeat in the face and so turned to their patron for assistance. Their cries were answered as the entire Chaos scrimmage line morphed into one huge spawn. This creature then burst into the opposition half and one by one absorbed the entire Hotspurs starting team. Even today it may still be possible to spot the familiar features appear oh so briefly in the shifting flesh of the Sidewinders Spawn. Few teams have suffered such a fell fate.

## What a load of bull . . . !!

- By Pierce d'Organ

**It takes a brave player to have a beef with the biggest bovine bruisers on a Chosen team - the fearsome minotaur. We've already looked at the antics of Rut Slamdunk, join the Gazette as we round up the rest of the herd.**

*It's been a long time since we've seen Bellow Thunderslam take to the pitch. One of the great rivals to the Black Bull himself, Bellow was one of the great killers of the 2480's and early 2490s, with an awe inspiring 432 player deaths to his name (and more than double that in fan fatalities - 964!). Perhaps he'll return, perhaps he is working stud on Big Bertha's minotaur farm.*



*Madbull Chainspleen was one of the greats in the earliest days of the sport. The stories of him are legion, from devouring any opponent he knocked to the floor to setting the NAF record (still*

*standing) for the most devastating block ever. For the latter he took on the Phoenix Snotling team all by himself and managed to kill the entire team in one mighty swipe of his arm. His greatest contribution to the game though came in the scandal of 2419. Word leaked out of Madbull selling the bones the bones of dead player he had consumed (once he had 'passed' them) to any interested Necromancer. The universal disgust at this perpetuated a rarely seen before team spirit. Players started to protect each other in order to keep all of them out Madbull's gullet and ultimately the un-life.*

*Hef Horngar was the Dark Gods' Grovellers Minotaur until an unfortunate incident against the Bluebay Crammers. He was rendered unconscious after a particularly vicious blow from the Crammers' Treeman. He only woke up in time to find he was on the trestle table as the main course of the Halflings' post-match feast.*

*The appropriately named Udder Destruction is one of the few female Minotaurs to play the game. She is most famed for the death of Dark Elf assassin Hellion Groin-Ripper. Hellion delighted in stabbing players and then dancing around them, gloating as they bled out. However, when he tried doing that on the tough hide of Udder, the blow was far from fatal. The same can't be said for the headbutt that Hellion was to receive in return!*

## Scyla Anfingrimm

*As we've seen in issue #7 of the Gazette, Blood Bowl has a history of creatures from another dimension. Scyla it is believed is one such - although some Norscan tribes claim he is nothing more than a mutated chieftain.*

*Scyla made quite the splash in the game in the 2470s and was certainly still playing in the early 2490s. A wrecking ball of a player, he has won the Most Blood Spilled and Most Brutal Outburst combined more than any other player. This caught the attention of a number of corporations, earning him sponsorship deals with the likes of Collars by Khorne and energy drink Slaughterade.*

*Little has been seen of Scyla since the incident in a Chaos Cup game in 2492. His wife stomped onto the pitch and made a sheepish Scyla go to the dugout. The fact a Chaos Spawn can sustain a marriage is astonishing! It just goes to show, with a Chaos team, expect the unexpected.*

## The Goreblade brothers

*Many casual followers of the game will be completely unaware that the freebooting Chaos Warrior Galmen Goreblade is one of identical triplets. Galmen, Gorlem and Gormen all look alike and confusingly, sound alike. Well, we say sound, the Goreblade brothers don't make any noise whatsoever. The three of them have completely blank, featureless heads . . . no eyes, ears, hair . . . you get the idea. With virtually nothing to distinguish them, it's a wonder coaches actually know which one they are hiring . . . maybe they don't. Statisticians only have data next to Galmen's name . . . but was that really always him or was it one of his brothers filling in? Who knows?*

## The most beastly

*When considering who is the premier Beastman player, there are really only two candidates.*

*Slarga Fourstrike unusually didn't play for a Chosen team, he was signed by the Bluchen Berserkers who were more excited about the potential bloodshed he would inflict as opposed to what he actually was - a very enlightened attitude if you ask us. As his game developed, it turned out he wasn't much of a killer at all, but his extra arms mutation and keen Blood Bowling senses meant he was an absolute master at making interceptions. He instinctively knew how to be in the right place at the right time, snagging 56 opposition passes from the air.*



*Withergrasp an Ungor Turnskin, was born a mutant to human parents. This claim to humanity may be why the Middenheim Marauders felt they could sign Withergrasp. Playing in a similar midfield safety role, Withergrasp's stats just don't compare the Slarga who beats him in virtually every category except one - deaths. On a Chosen team this is all that matters, it's his 62 kills over Slarga's 11, meaning Withergrasp is top dog..*

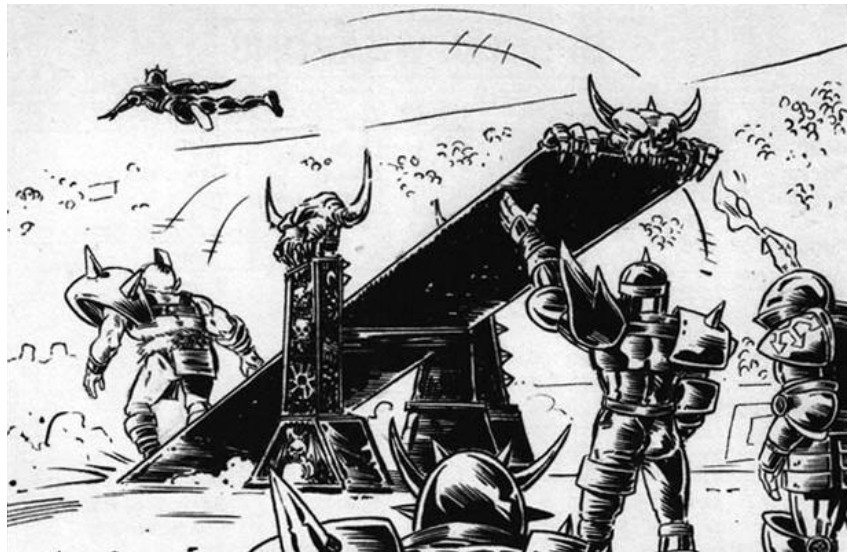
## The Chaos See-Saw . . . just why?

- By Joc Strappe

**The Blood Bowl pitch has seen a great many inventions over the decades, mostly all of them with the intent of inflicting over whelming levels of violence and bloodshed; you've got to give the fans what they want after all. When a Chaos Chosen team announced back in the late 2480s that they had come up with something special, nobody quite expected this . . .**

*What's most peculiar about the Chaos See-Saw is that it just feels so out of character for a Chosen team. They mostly give no indication of caring about the ball whatsoever, for them the game is almost exclusively about the violence and nothing else. Imagine everyone's surprise then, when during one match they lugged this huge contraption onto the pitch.*

*Stepping back and looking at the situation, the dispassionate observer can understand the problem it was trying to fix. Chosen teams had no way of lobbing players (and the ball) up the pitch quickly to try and steal a score in a late down near the end of a half. The See-Saw potentially gave them just this ability . . . on one occasion at least.*



*Clearly whoever came up with this concept had been hitting the fungus brew hard on a night out with a bunch of goblins, as it very much has their kind of feel to it. The See-Saw in its brief life (you never see them anymore sadly) was anything but reliable. Requiring a bouncer and a jumper, the bouncer would jump onto one end and launch the jumper through the air. It was an instrument requiring precision however, something Chosen players in the middle of a blood frenzy are not famed for. If the bouncer stamps too hard they could snap the See-Saw. If the Jumper was stood too near the end they could fly backwards or straight up in the air . . . it took some skill (or in most cases luck) to align the bouncer and jumper and send a player hurtling towards the oppositions endzone. There's no doubt it proved to be a hit with the crowd - after all, it frequently delivered unsuspecting players into the stands for them to gleefully stamp on.*

## Papa Skullbones – it's all about showmanship

*Papa is very much in the same vein as the Chaos See-Saw. His over-the-top costume, amazingly theatrical pre-kick off ceremonies and deep, resonating voice as he bellows out 'By the power of the gods!' whip the crowd up into a frenzy. However, how useful the mutations he is only able to channel on occasion are or not can be debated. It's not always about effectiveness though, sometimes people just like to be entertained.*

### Who's Who . . . . Chaos Chosen

*These are all players who have been especially selected, or Chosen if you will, to wear the mantle of Chaos.*

#### Chaos Warrior

Name	Team	Status
Baron von Blitzkrieg	Khorne's Killers	Alive
Cursed Krieger	Bloody Ravagers	Alive
Dave the Merciless	Doom Lords	Alive
Dieter Frunch	Doom Lords	Alive
Eyegor Gorelust	Doom Lords	Alive
Frank Brutal	Doom Lords	Retired
Galmen Goreblade	** Freebooter **	Alive
Gorlem Goreblade	** Freebooter **	Alive
Gorlmen Goreblade	** Freebooter **	Alive
Kurt Leitzig	Claws of Chaos	Alive
Lord Borak the Despoiler	** Freebooter **	Alive
Lord Kaon	Doom Lords	Retired
Max "Hacker" Spleenripper	** Freebooter **	Alive - plays as a Looney
Prince Amaranth the Inviolat	Princedom of Pain	Alive
Rot T. Weiler	Doom Lords	Retired
"Shady" Da'ark Helm	Doom Lords	Alive
Sharkey	Doom Lords	Alive



#### Beastman

Name	Team	Status
Blackleg Marrowsucker	Doom Lords	Alive
Darkhide Doubledown	Doom Lords	Alive
Dumbgluck	Doom Lords	Alive
Low-Block Tanglehorn	Doom Lords	Alive
Masher Thickskull	Doom Lords	Alive
Packmaster Puk	Doom Lords	Alive
Ramstein Hardhoof	Doom Lords	Alive
Razorhorn	Doom Lords	Alive
Skrunk	Doom Lords	Alive
Skullface	Doom Lords	Alive
Slarga Foulstrike	** Freebooter **	Alive
Stronghoof Spittledrool	Doom Lords	Alive
Whacker Whiteface	Doom Lords	Alive
Withergrasp Doubledrool	** Freebooter **	Alive





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### Minotaur

Name	Team	Status
Bellow Thunderslam	** Freebooter **	Alive
Grashnak "The Black Bull" Blackhoof	** Freebooter **	Alive
Hef Horngar	Dark Gods' Grovellers	<b>Dead</b> - Eaten by Halflings as a post match feast
Mad Bull Chainspleen	** Freebooter **	Retired
Nilla Likker	Khorne's Killers	Alive
Rut Slam dunk, Jr	Doom Lords	Alive
Udder Destruction	Worlds-End Warriors	Alive



### Other Races

The below are players from other races who through some strange twist of fate, ended up playing for a Chaos Chosen team.

Name	Position	Team	Status
Chaos Khazi	Mutated Toilet	Doom Lords	Retired
Gobbler Grimlich	Mutant Toad	** Freebooter **	Alive
Quake "The Plumber"	Snakeman	Khorne's Killers	Alive
Scyla Anfingrimm	Chaos Spawn	** Freebooter **	Alive
Slugglutton Deathspike	Daemon Prince	** Freebooter **	Alive



### Staff

The below are Chaos Chosen who have worked on any team.

Name	Position	Team	Status
Ghol Three-Eyes	Head Coach	Crimson Spikes	Alive
Johan the Mad	Head Coach	Nordland Raiders	Alive
Katam	Team Owner	Katam's Conquerors	<b>Dead</b> - killed by his own players
Overfiend of the Lead Citadel	Team Owner	Doom Lords	Alive
Papa Skullbones	Shaman	** Freebooter **	Alive
Vorg Darkheart	Head Coach	Skulls of Katam	Alive



### Officials

Name	Position	Status
Grandshank Masherhoof	Minotaur Referee	Alive
Rhet Bool	Minotaur Referee	Alive

### Other 'famous' Chaos Chosen

Name	Position	Status
<i>Lady Borak the Butcher of Erengard</i>	<i>Mother of Lord Borak</i>	<i>Alive</i>



### Chaos Chosen teams

*Bloody Ravagers*  
*Burn Lea*  
*Chaos Thugs*  
*Claws of Chaos*  
*Crimson Spikes*  
*Dark God Grovellers*

*Doom Lords*  
*Drakwald Beasts*  
*Everchosen*  
*Nordland Raiders*

*Princedom of Pain*  
*Sibilant Serpents*  
*Skulls of Katam*  
*Slaaneshi Sidewinders*  
*Swords of Chaos*  
*Worlds-End Warriors*

*Editor's note - the Skulls of Katam were once called Katam's Conquerors*



## Looking back . . . .

*That, dear reader, is that. Over the past few years it has been a privilege to put out 30 issues of the Gridiron Gazette for your delight and delectation. It is with a heavy heart the Gridiron Gazette writers put down their quills and cast about them to look for alternative methods of gainful employment.*

*Keeping watching the beautiful game and keep enjoying the true soap opera it has always been.*

*Nuffle bless you all.*

### Final Fact!

*Experimental teams have been abandoned for all kinds of reasons . . . getting a uniform that fits is rarely one of them. Blood Bowl rules states that officials can't intervene when acts of god take place. Originally this may perhaps have referred to Nuffle, but is now given a broader interpretation. When a player is transformed into a Chaos Spawn or a Rot Spawn, they are deemed acts of god and cannot be sent off the pitch. This led to trying all-spawn teams in 2426 but head coaches eventually gave up on the idea. Can you imagine trying to fit a uniform on a beast whose number of heads and limbs are ever changing and moving about?*