



**ADELAIDE'S
BLOOD BOWL
MAGAZINE**

The Strike is
back!

Adeleague
Season 4

Two years of
BB2016

Necromantic
Nightmare

SOUTHERN STRIKE

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SEPTEMBER 2018

WELCOME BACK!

Hi sports fans, it's been a while!

This is the first issue of the third volume of *Southern Strike* magazine. That, however, does very little to actually describe what it is you are holding in your hands (or reading from your screen) at the moment. So let me explain.

First, *Southern Strike* is dedicated to the table-top game *Blood Bowl*, created and developed by Games Workshop and a devoted community of fans (including the BB Rules Committee and the NAF) between 1986 and now. Chances are you know what this is, or you are unlikely to have started reading in the first place, so I'll skip the detailed explanation here, but if you need it I suggest you visit www.thenaf.net to find out more.

More specifically, it is devoted to one corner of the Blood Bowl world - Adelaide, South Australia - and the coaches who make this little dot on the map their home. Ever since groups of youths huddled in the semi-darkness of a shop called *Tactics* (long since demolished), Blood Bowl has had a following here, and a revival in 2008 brought the regular community in contact with a national and global following. Now, two regular tournaments and a couple of leagues keep locals connected to Nuffle's great and sacred sport.

'But wait,' I hear you say, 'third volume?' Well, yes. *Southern Strike* was the name of a magazine that I developed shortly following the aforementioned revival, in 2010, to bring the community together and record the ups and downs of three historical leagues. This represents volume one of the magazine, and ran for five issues, from September of 2010 to May 2011.

By this point we, by which I mean South Australian Blood Bowl coaches, had become thoroughly integrated into a national community, with the first AusBowl State Championships run-

ning during that year (won by the ACT if you're interested, with SA's *Steelballs* coming a cool third). With interest running high, and a readership for "the Strike" that crossed borders, I was approached by Carnivean, a coach from NSW, about expanding into a national format.

BL!TZ magazine was born. A behemoth, it frequently ran to 100 or more pages, and included news and articles from across Australia. Within its voluminous folds were regular sub-magazines representing each of Australia's Blood Bowling states and territories, and *Southern Strike* continued in this format until 2013, when *BL!TZ* simply became too much of a burden (I had recently changed career and could not devote enough time to it). This stint as a sub-magazine of the mighty *BL!TZ* represents volume two.

Which brings us to today. Almost six years since the last issue of the Strike, and over eight since the first issue, it returns. The intention behind this is not to return to the dizzying heights of *BL!TZ* fame, but to create a much more modest record of the local scene in Adelaide, in particular the Adeleague (our current local league), and the Southern Shrike Bowl and 24 Hour Ironman Challenge (our two regular tournaments).

I hope you enjoy the renewed magazine and encourage you to send any news, events, feedback or articles to southernstrikeeditor@gmail.com for inclusion in later issues. Until I hear from you, blodge like a champ!

SINISTERDEXTER

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NEWS & EVENTS

AUSTRALIAN MAJOR CHANGED

The NAF Committee decided on 11 August to transfer the title of 'Australian Major Tournament' from CanCon to Eucalyptus Bowl as of 2019.

The Southern Wastes Scrimmage, as the Australian major is technically called, has traditionally been held as a part of the CanCon tournament, held in Canberra over the Australia Day weekend. However, 'EucBowl' has attracted larger participation for several years and is, by some margin, the largest tournament in the southern hemisphere.

The move was made with the agreement of both tournament organisers and all members of the NAF Committee.

VALE DRAKEULAR

It is with sadness that we mark the passing of Gavan Pearce, know by the handle 'Drakeular' in the Australian community.

Gav was the tournament organiser of CanCon for a number of years and was an integral part of the ACT Blood Bowl scene, as well as being well known by interstate coaches.

Some discussion is occurring aimed at potentially naming a tournament prize in his honour.

Gavan died on 6 August of natural causes and is remembered fondly by many. His funeral was held on 20 August 2018 in Canberra.

THE ROT HITS ADELAIDE

Games Workshop's support for the game continues this month with the Nurgle team receiving some love on the new release front. *Spike! #3* features the Nurgle team, and the following new releases are available:

Nurgle's Rotters Blood Bowl Team (AUD\$55 + postage): includes four bloaters, two pestigor and six rotters, as well as two turn markers, two coins, four balls and transfers.

Blood Bowl Nurgle Pitch (AUD\$66 + postage): a double-sided pitch with dugouts.

Blood Bowl Team Card Pack (AUD\$40 + postage): containing 43 reference cards for Nurgle players, stars, dirty tricks, and random events, as well as blanks and reference cards.

Blood Bowl Nurgle Team Dice Set (AUD\$20 + postage): three block dice, two six-sided dice, one eight-sided die and one 16-sided die in a pustulent green with orange trim.

See www.games-workshop.com for more details.

SOUTHERN SHRIKE BOWL

Southern Shrike Bowl, South Australia's longest running tournament, will once again be held at Beefacres Community Hall (Pittwater Drive, Windsor Gardens) on 20 and 21 October 2018.

Shrike Bowl hits an incredible milestone this year, matching Nuffle's sacred number of eleven years running since the first way back in 2008. During that time it has been the key touchstone for coaches in this state and beyond, regularly drawing close to 40 participants, many of whom travel from Sydney, Melbourne or Perth (or beyond) to revel in the friendly atmosphere. In fact, it is this atmosphere that is often cited as the main draw-card of Shrike Bowl.

For starters, it is always a well catered event (even when the exceptional talents of Lauretta Whittaker aren't on show), and also often offers a top notch selection of amber and fizzy beverages (if you're lucky, a home brewed masterpiece from Alex Coombe - anc001).

But food is only the tip of the iceberg! The tournament is replete with mini-games. Each round features a series of challenges for you to accomplish (or, perhaps, demonstrate through lack of accomplishment) such as rolling the first "double skull reroll double skull". Then, between rounds, you can be involved in games of 'Top and Tails' (Blood Bowl themed of course), the Paper Aeroplane Competition, or the infamous

'Hunt for the Piece of the Star', where components of an SSB MVP are hidden around the hall for you to find. In all cases, small prizes are awarded.

Did someone say prizes!?!

Shrike Bowl also suffers under an abundance of largesse from sponsors, who seem to shower it in goodies and shinies every year. The prize table is usually overflowing, and every single participant walks away with a selection from it

at the end (that's in addition to the mini-game prizes). There's always tough competition for certain high-value items (copies of large boxed games, complete teams, painting sets and modelling materials are common), but even the player in last gets a prize well worth their very reasonable entry fee. Just to cap this incredible pool, a series of booby prizes are awarded for those who 'achieve' them (the Leaky Seive, for example, awarded to the team that gave up the most touchdowns).

And not just prizes, the registration pack for the tournament already includes a range of goodies, chief of which is the previous year's MVP miniature. This year, every player will receive a rat ogre model sculpted by Pedro Ramos. This represents *Meathead*, the player voted as MVP in 2017. Dice, templates and cards are also often given.



ELEVEN YEARS YOUNG

Of course, there's also Blood Bowl! Six matches of the highest quality fantasy football this side of Broken Hill, played in good natured camaraderie with people who (with the exception of one particular dice-throwing maniac) are some of the best gaming people in the tabletop world. This is no idle boast. The Adelaide Blood Bowl community is one of the most welcoming, even considering the welcoming nature of the general Blood Bowl community (I think it has something to do with knowing just how cruel Nuffle can be). Whether you want to go hard for the big prize, or prefer to play casually, the environment tends to cater to both.

Finally, if you just can't get enough gaming, the Saturday evening at Beefacres, after the Blood Bowl has finished, is a chance to kick back with a few bevies and play a range of other games. From the unpredictability of Fluxx, to the bluff and counter bluff of Coup, to the "why can't I work out which bloody way to send my robot" of RoboRally, it's a great (non-compulsory) way to end the day.

If that lot hasn't convinced you, I don't know what will. Get along to Southern Shrike Bowl.

SSB was originally run by Speiroz, but has been captained since 2009 by Olaf the Stout (Adam Marafioti) and ably 2IC'ed by Vain (Casper Fertier). Both of these incredible gents, along with notable helpers each year, work like proverbial Trojans to organise an event that is loved by people across Australia, and has built a name in this country as one of the strongest and best tournaments, perhaps only behind Eucalyptus Bowl (and maybe CanCon). *Southern Strike* would like to acknowledge their amazing efforts and say a big "thanks" from the community at large.

Details for this year's event are to the right.



One of the 2018 player gifts, and the 2017 MVP, *Meathead* will be your's free as part of registration for Southern Shrike Bowl 2018.

Southern Shrike Bowl 2018

20-21 October

Beefacres Community Hall

(Pittwater Dr, Windsor Gdns)

\$45 before 20 Sep (\$50 after)

\$25 for under 18's

[WEBSITE LINK](#)

Adeleague

The Adeleague is an SA-based Blood Bowl league organisation that houses the Adelaide Open and, hopefully at some point, the Black Flag. Begun in 2017, it is currently in its fourth season, which is due to finish in October.

The Adelaide Open, Adeleague's main competition, is an open-format, progression-style league based on a blended ruleset of Blood Bowl 2016 (BB16) and the Competition Rules Pack (CRP) and administered through the NAF's [OLBBM](#). Coaches can play any opponent they like at any time during the play-offs (though not twice in a row), accumulating three points for a win and one for a tie. Depending on the number of participating teams, either four or eight progress to the finals. In April of each year the competition is devoted to Nuffle, the champion winning the Tricolour Pennant, and in October to the 'Red Coach' (a shadowy figure of myth), the champion winning the Red Banner. The competition is open to any coach in South Australia and you can find more details at the [Adeleague website](#). The league Facebook page can be found through a search.

SEASON 4

The current season play-offs finish at the end of September. It has been a slow season, with many coaches afflicted by that terrible disease, worse even than Nurgle's Rot, called by its scientific name *realyf!* Symptoms include obsessive completion of mundane tasks such as work, a compulsive need to be in the vicinity of family members, and a tyrannical overbearance of social obligation (in all seriousness we understand that real life comes first).

But Blood Bowl has happened, and there is time yet for a hero to shine. The Renaissance Rejects, coached by Olaf the Stout (Adam Marafioti) have stamped themselves on the season early,

defeating defending Red Banner holders Starwood Hunt and the Well-Oiled Beef Hooks. More recently, however, the Highest of the High have joined the competition and defeated... well... exactly the same opponents, to provide a challenger to the necromantic threat. The Beef Hooks and Lilly Lickers are in with a chance, picking up wins against the Poisoned Blades and Evil Eye respectively. Starwood Hunt have, perhaps, been the biggest surprise this season, having dived into dire straits after two devastatingly destructive matches. See the match report in this edition for more details about their stunning loss to the Highest of the High.

Unless there is an influx of teams in the next month, the finals will comprise the top four, and will run during October. Good luck to all competitors.

SEASON 5

The third battle for the Tricolour Pennant will begin in December. At present there are few intended changes in terms of rules, although this depends in part on what the NAF and Games Workshop are planning between now and then. In general, the Adelaide Open uses the CRP rules with access to BB16 and SSB star players, and stadium and sponsor rules from BB16.

Of this mix, the Major Sponsor rules continue to generate some controversy and the new rules around allowing coaches one team only in the competition, and one match against an opponent in a row, have also raised eyebrows. These will be the key issues of conversation coming in to season 5, so join the Facebook page to be involved in that fracas.

If you have any queries or comments about the league, contact Brett (SinDex) at southernstrikeeditor@gmail.com

ADELAIDE OPEN MATCH REPORT: HIGHS ON THE HUNT

The Starwood Hunt, current Red Banner holder, was dealt a lesson in the finer art of elfball today when they took the field against newcomers the Highest of the High.

The high elven scions began the game with fire in the fists and quicksilver in their veins. Seconds into the game they had sent three Hunt players to the dugout, one injured, and one (an unfortunate journeyman by the name of Yurex Pendable) killed. Prince Dewdrop, who finished the game with two touchdowns, landed the killer blow. While the Hunt ran in the score easily, attrition was to set the scene for the remainder of the game.

The Highs quickly equalised through Dewdrop and an impressive pass from Prince Stardust, before a riot wasted minutes in the already tight match.

Once the pitch had been cleared and play started again, the wood elves rushed their non-preferred side in a standard attacking play. The Highs made good an encircling maneuver, using their manpower to block them in, but their own secret weapon went awry and Ravynn Greenwind was catapulted closer to the end zone and out of the congestion by a trampoline trap cunningly disguised as a patch of artificial turf. He pirouetted gracefully in a parabolic arc and landed with a flourish for the judges, before

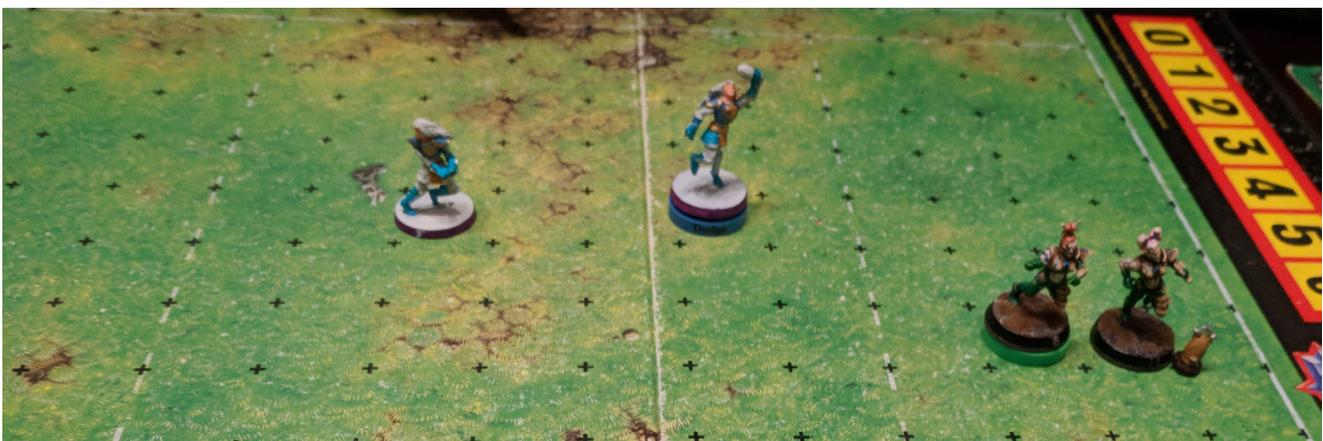
stepping nonchalantly around one player in his path and strolling in the second Hunt touchdown. In the ensuing tumult Lord Seafoam was killed by a rock.

Unfortunately, with six players now inhabiting the dugout in various stages of disrepair, the wood elves were in for a tough second half. A touchback started the half, followed up by a serious injury to Salvation Jayne caused by Lady Wildflower, and then Orion Elksteed badly hurt himself attempting a blitz on the ball carrier.

Prince Dewdrop was to score again and Prince Zephyr a further twice after several uncharacteristic and costly mistakes by Hunt players. As the final minutes arrived the wood elves could barely muster five players on the pitch, sometimes four, and struggled to function. Salhion Birchenseed was a notable exception, making a valiant (though unsuccessful) rush for the line that was stopped short by star player Eldril Sidewinder late in the second half.

In the end the Highest of the High ran out victors 4-2 against the beleaguered Starwood Hunt.

This leaves the Hunt well out of it, with zero points to their name from two games, while the Highs rocket into equal first place, below the Renaissance Rejects only on number of casualties scored.



CONSTELLATION

Meathead

A staple of the SSB schtick is the annual choosing of the MVP. During the tournament coaches are asked to vote for an opposing player that has done their best to make their life a misery during the game. At the end of proceedings these votes are tallied and a winner announced. The past has seen such stars as 'Da Fetcha' (orc thrower), 'Cirwin' (wardancer) and 'Ntuwadumela' (amazon blitzer) honoured, but in 2017 the top billing went to a rat ogre named *Meathead*.

The Gutterballs' big guy was one of five players to receive the maximum allowed number of votes during SSB 2017, along with Mighty McMuffin (pro elf blitzer), Dice Roller (pro elf catcher), The Dentist (dwarf deathroller) and Quattro (chaos dwarf bull centaur). As is SSB policy, ties are decided by a popular vote of all tournament attendees, which Meathead won clearly.

MEATHEAD

MA7 ST5 AG2 AV8

Loner, Frenzy, Mighty Blow, Prehensile Tail, Wild Animal, Claw, Break Tackle, Sure Feet
Cost: 270,000gp

While the Gutterballs had a mixed run in SSB 2017, Meathead stood out as their overachieving champ. Faster than most rat ogres, and blessed with a low centre of gravity to avoid tripping over those awkward clawed feet, he is skilled at getting to where he needs to be when the coach needs him there. The giant, three-pronged, warpstone claw he has been fitted with also helps with thinning the opposing herd.

For those attending SSB, the Meathead card and miniature are free gifts as part of your registration, and teams can hire him on their team during this year's tournament. Teams with inducement money to spend in the Adeleague can also hire Meathead to help in any non-finals match.

WHAT IS CONSTELLATION?

Constellation will be a regular feature of the new Strike, focusing on star players old, new and alternate.

In this issue we look at Meathead, one of the eleven current SSB MVPs, and Wilhelm Chaney, werewolf star extraordinaire from the CRP.



Concept art for *Meathead* by Pedro Ramos. The design was contributed to by Adam Marafioti and Laurana Schofield-Black.

CONSTELLATION

Willhelm Chaney

WILLHELM CHANEY

MA8 ST4 AG3 AV8

Loner, Catch, Claws, Frenzy, Regeneration, Wrestle

Cost: 240,000gp

What can be said about Willhelm Chaney? Well, very little actually, the star having nothing in the way of background information in any of the documents available to Strike scribes.



Willhelm Chaney himself!
Image from the Blood Bowl 2 computer game.

But that won't stop us from unashamedly making shit up, like that he stole the idea of shaving his palms for better ball control from 'Rover' McKarloff, a pioneering werewolf player of yesteryear; or that he once (and only once) urinated on Deeproot Strongbranch during a match.

Chaney can play for necromantic, Norse and vampire teams, offering his services at 240,000gp (according to clarkin at FUMBBL, 14% higher than the development cost of a necromantic werewolf to the same skill set¹).

He can be a useful little bugger, however, with the versatility to be either a competent catcher or a solid blitzer, and decent survivability considering his Strength, Armour and Regeneration.

The combination of MV8 and Catch, coupled with a high Strength, provides an attractive model for running the ball in the opposing half of the field (and for creating a hole to run through in the first place), although the lack of Block or Dodge means that a strong opponent, or just a couple of assists, can land him on his arse.

He also, however, brings the same Strength and Claws to bear, along with Frenzy and Wrestle, to make a good quarterback hunter, with a great chance at knocking the ball free.

In a necromantic team, his role as catcher offers some promise, although standard werewolves can accomplish similar results. He plays much the same role in a Norse team although, apart from the Catch skill and a slight movement benefit, he brings little new to the table. In a vampire team, however, he can add much needed movement, tactical flexibility, and maybe even reliability to the strategies employed.

¹ [The Grotty Little Newspaper: issue 13, 28 August 2011](#)

SPOTLIGHT:

BB16: TWO YEARS ON

Almost two years ago I wrote [this blog post](#) about the launch of the new version of our favourite game. At the time I was pleasantly surprised at the minimal approach taken by Games Workshop, and, while I made comment on a range of negatives, I also saw some great positives, and offered some suggestions (which, no doubt, never made it anywhere close to being heard). So, 23 or so months on, it is time to revisit the hype and evaluate how things have unfolded.

DEVELOPMENTS

In the time between now and then we have seen the main game re-released (what is generally now referred to as “BB16”) along with two *Death Zone* supplements (Seasons 1 and 2), a compiled *Almanac* (largely rules from DZ) and, to date, two *Spike! Magazine Journals* based on the Chaos (#1) and Dark Elf (#2) teams. A third, based on the Nurgle team, is due for release soon. Along with this have been various miniatures, dice, pitches and cards to supplement releases, re-releases of old edition teams, and a new variant of the game - Blitz Bowl - which seems aimed at new players, but may provide an interesting short-version of the game.

The intention going forward seems to be a new *Spike!* every quarter (or so), featuring a team and adding a range of optional rules, including star players, along with their associated paraphernalia.

Importantly, the NAF has tried to remain involved in the process and keep lines of communication open without burning any bridges with the mother company. The official position of the NAF is that they will review their ‘official’ rules once per year to allow some stability in the tournament scene while also providing room to incorporate appropriate rules changes. This seems to be a balanced and sensible approach.

THE NEGATIVES

My key gripes in 2016 were arbitrary rules changes, erratas, incremental releases, positional miniatures and aesthetics.

I am happy to note that Weeping Blades appears to have been an isolated incident. Some small changes have been made to certain team rosters, but they are considered and have added, rather than detracted, from the game. Perhaps more than any other concern, this was what I was most worried about, that ill-considered or sweeping rules changes would be made. It is a source of relief that this is not the case. There are some concerns around certain rules: the Major Sponsors are seen as broken by some leagues and the profusion of optional rules are hit and miss in their impact on the game. But the limited nature of major rules releases (as opposed to small-scale rules targeted at a certain race, or that can be summed up within broad, already existing headings like ‘alternate pitch rules’) has made it relatively easy to pick and choose.

Some small issues from erratas still exist, especially in terms of the lingering effects of the change-but-not-a-change to Piling On. But, as with the previous issue, this is a minor annoyance.

The release schedule is unsurprising and has continued in a manner that is faster than I would have expected. To someone who is happy to source teams beyond GW (and I’m not a fan of the new block dice) it is of little consequence, and third-party developers continue to make fantastic teams. My biggest concern, however, still sits under this heading as, with each new *Spike!*, certain teams enjoy greater access to star players than others.

Sadly, issues around the number of positions represented in team boxes have not changed.

Finally, I was concerned that the renewal of GW interest might distil the Blood Bowl 'look' into a homogenous brand. This has happened to some extent, although not as much as I had feared (although this may, to some extent, be due to Adelaide's distance from the conformity of Lenton).

THE POSITIVES

In 2016 I was pretty happy with the minimal rule changes, the potential to bring in new players, and the new league rules.

As noted above, the first of these have remained largely unchanged. Rules added have either been packaged into neat headings that allow a league commissioner to easily state 'in' or 'out', or have been small enough that they can be accommodated easily. I hope that this remains the same going forward, and nothing so far suggests otherwise.

Likewise, BB16 has brought in new players. We are far enough down the track that the effects of this can be better gauged, and the influx of new players seems to have grown the community as a whole. In Adelaide, we had a well attended SSB in 2017, with a smattering of new coaches and some returning from a long hiatus. The Adeleague also benefits from a knot of new coaches, some of whom have taken to the game incredibly well. On the whole, therefore, I have to (happily) accede that this has, indeed, been a good thing for the game.

Finally, while they have certainly caused some consternation, I maintain that the new league rules are positive. Being forced to renew a team at the end of a season is, in my estimation, a positive thing that forces coaches to think beyond just monster-building, and extends the risk-management element of the game past each individual match. It also limits the bloat of super teams and makes the competition somewhat more friendly to new coaches.

In the Adeleague we needed to tweak the timing of the re-buy process (due to the infrequency of games it was necessary to consider a prolonged period before it was applicable), but the actual process itself is a necessary one for the long-term development of a league.

THE SUGGESTIONS

My suggestions in 2016 were to continue consulting the community, create a set of guidelines, and to institute transparency.

I am not conceited enough to think these should have been communicated to GW, but I still think they would be useful, and perhaps even obvious, to the powers-that-be. I know there was some consultation before the new rules were released, but it isn't clear whether this has continued, nor is it obvious whether a set of guidelines have been developed. This, therefore, speaks to the transparency of the process, although it could simply be that I am not as well connected as I need to be to understand this.

On the whole I would have to say that BB16 has been, on balance, a success. New miniatures and interest from the parent company has ignited a larger player base and kept them interested, while a reticence to mess with the fundamentals of the CRP has kept most of us crusty ol' timers relatively happy. I think most people would agree that a little bit more thought put into appropriate team builds in miniature sets would be welcome, but the standard of miniatures is great and it has not deterred third party suppliers from also creating fantastic offerings. My chief concern to date has been around the number and availability of inducements, especially stars, but if this is the extent of it, then I am forced to admit that I am a pretty happy little Vege-smite!

Brett Whittaker (sinisterdexter)
League Commissioner: Adeleague

NIGHTMARE MATERIAL

Ah, the necromantic team, the most putrescent mixture of smells and sounds ever assembled. From 'wet dog' and howling, to 'churned grave mud' and knocking bones, you're bound to require some form of ear and nose protection if you want to coach this team. But if that doesn't put you off, this issue's featured coach, Adam Marafioti (Olaf the Stout) has a few key tips for your odiferous journey.

"The biggest pro of the Necromantic team is definitely the werewolf. What's not to love about a ST3 MV8 player that starts with Claw, Frenzy and Regeneration? (there are only four positionals in Blood Bowl that start with both ST3 and MV8). Claw means that even the AV9 teams will fear them, Frenzy forces your opponent to stay away from the sidelines, MV8 means that you can cover almost all the field between the two werewolves, and Regeneration helps them shrug off hits that would end other players' careers. If you can roll a double for a skill up to get them Mighty Blow, they become a truly scary hitter.

"Other pros are the Flesh Golems (ST4 AV9 and Stand Firm makes for a really effective road-block), cheap zombie linemen and Regeneration on every player except the ghouls.

"In terms of cons, the team has no Passing access and lacks a proper ball carrier. The ghouls generally end up filling this role, but their fragility means they aren't an ideal fit and force the Necromantic team to rely on a running game on offence. No Regeneration or apothecary means you will likely need to replace your ghouls semi-regularly due to injury or death.

"Another problem is the two-gears of the team. Werewolves and ghouls are on the speedy side, wights are no slouches at MV6, but the flesh golems and zombies, with MV4 and AG2, can get left behind as you push down the field.

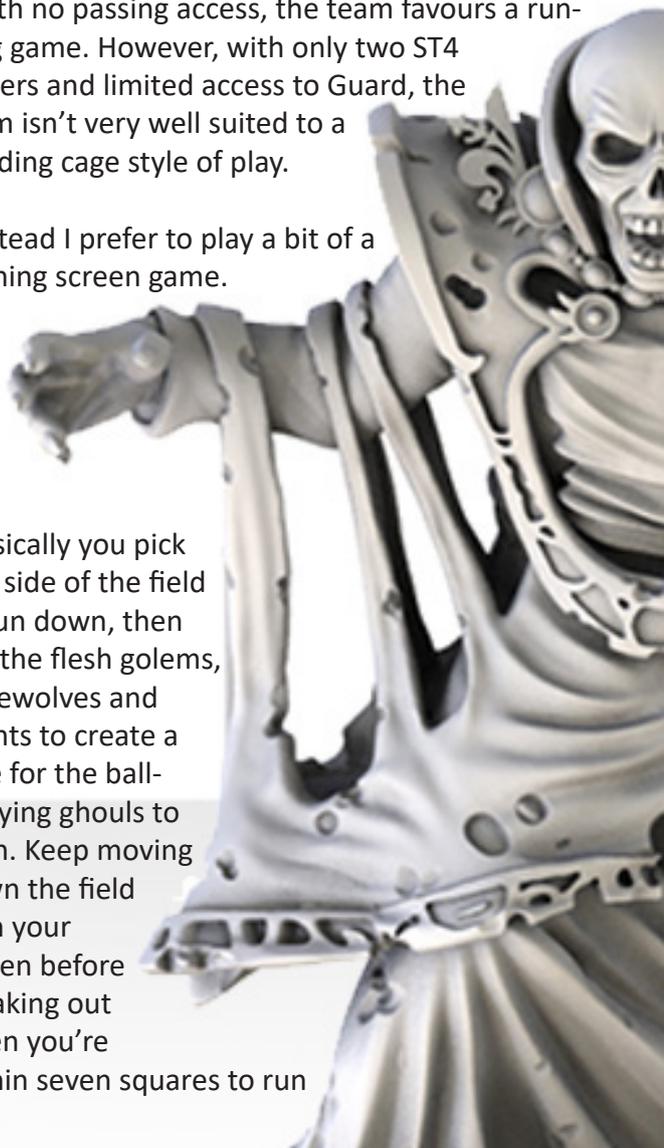
"The team is also an expensive one, with six positions costing 90k or more on top of 70k re-rolls. This means it will take several matches before you can field a team with all of your positionals.

"In general your team is split into two groups. The faster, agile werewolves, ghouls and wights and the shambling road blocks that are the flesh golems and zombies. The werewolves and wights serve as the heavy hitters and the ghouls the primary ball carriers, with the werewolves and wights capable of taking up that role if required. The others are the unsung players selflessly getting in the way of the opposition.

"With no passing access, the team favours a running game. However, with only two ST4 players and limited access to Guard, the team isn't very well suited to a grinding cage style of play.

"Instead I prefer to play a bit of a running screen game.

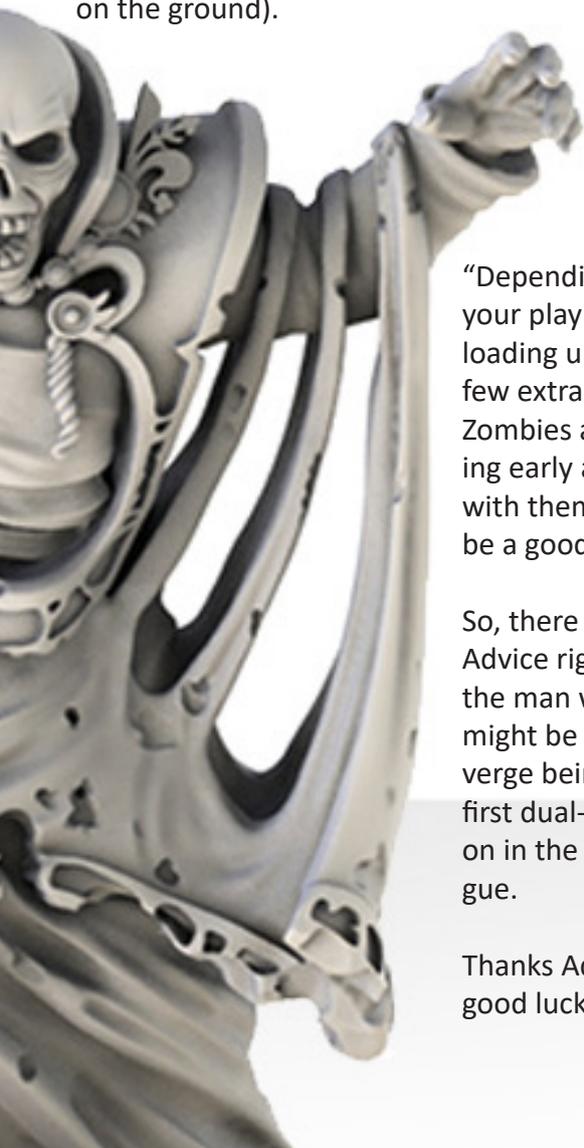
"Basically you pick one side of the field to run down, then use the flesh golems, werewolves and wights to create a lane for the ball-carrying ghouls to sit in. Keep moving down the field with your screen before breaking out when you're within seven squares to run



ALMOST ENLIGHTENED

in a touchdown. Just try not to get tied up in a scrum with bashier teams as you'll generally lose that battle.

"On defence I use the golems and zombies to block up the middle of the field and aggressively attack from the wide zones with the werewolves, wights and ghouls to try and turn the ball over. I generally use the werewolves to go after the high AV targets and I give my wights Tackle then get them to go after Blodgers. You can potentially also turn a ghoul into a bit of a backfield safety if you give him Wrestle instead of Block (I don't like giving Wrestle to my werewolves as they are foul magnets when they're on the ground).



"Depending on your play style, loading up on a few extra 40k Zombies and fouling early and often with them can also be a good tactic."

So, there you go. Advice right from the man who might be on the verge being the first dual-champion in the Adeleague.

Thanks Adam, and good luck!

THE RENAISSANCE REJECTS

By Adam Marafioti

The Renaissance Rejects are my necromantic team in the Adeleague. Their record is reasonable with an overall team record of around ten wins, one tie and four losses. They also managed to fluke the inaugural Adeleague premiership through a fortunate series of events.

The team plays a bit differently to your usual necromantic team due to me being fortunate enough to develop not one, but two AG4 Block werewolves, one of which, 'Creation of Bob', also has Mighty Blow and Dodge. His partner in crime is 'Second Birthday of Venus'. This has led to me having difficulty figuring out whether it is best to keep using the ghouls as my ball carriers or instead use the werewolves, despite them also being the best hitters in the team.

Not that I'm complaining. It's a very nice problem to have!

In terms of memorable games, the couple of games that stand out are the two games I played with the team during the 24 Hour Ironman Challenge in 2017 (as it suggests, a tournament held across an unbroken 24 hour period). Not content with staying awake through the night and playing nine games of Blood Bowl, I decided to up the difficulty level and also play an Adeleague game at the same time for two of the rounds! It was definitely a challenge, trying to concentrate on so many things at once, but also a lot of fun. I even managed to win one of the two Adeleague games.

COACH HIGHLIGHT:

STOUT OF HEART

If you have been around the traps in this state for any length of time you will have come across Adam Marafioti (Olaf the Stout). We caught him for a comment on his coaching career thus far:

“I’ve been playing for about 14 years, since I discovered it in Game Quest back around 1994. Being in my early teens and a big fan of fantasy, football and board games made Blood Bowl the perfect combination of interests for me. Unfortunately my friends weren’t as keen and, after a couple of years, including a short-lived Game Quest league, I moved onto other games.

“In 2007 I discovered FUMBBL. I was hooked all over again. That led to me discover the AusBowl website and the Australian community that had sprung up. I attended the first Southern Shrike Bowl (SSB) tournament in 2008 and I’ve been running and playing in tabletop and online tournaments and leagues ever since.

“The first league team I ever had was a dark elf team, so I’ve always had a soft spot for the bashiest of the elven teams. Vampires make for an absolutely hilarious experience, no matter if you’re playing with them or against them, with both teams racing to see who can take down the thralls first! I’ve found a bit of success playing Norse in tournaments and leagues, so they would round out my top three favourite races.

“In terms of favourite teams, my Norse team, Ice Ice Baby, has served me admirably over the years, going undefeated in 12 games at SSB (winning the tournament in 2012), first and second place at the first two Ironmans, third and sixth individually at the AusBowl State Championships, plus fourth place at EucBowl.

“I’ve managed a number of “achievements” on the field over the years, but my most cherished Blood Bowl achievement overall would be organising and running SSB. I didn’t create the

tournament (credit goes to Michael “Spieroz” Spierings for that), but I did take the baton and run with it after it almost didn’t continue beyond the inaugural tournament. I’m very proud that, with the help of my offside Casper and many others, we’ve been able to turn it into a well-regarded Australian tournament that is now in its 11th year (Nuffle’s sacred number!).

“In terms of what I’ve achieved on-field, being fortunate enough to win the inaugural SSB, Adelaide Dungeon Bowl Cup and 24 Hour Ironman tournaments are all right up there. I’m particularly proud of my overall record at the Ironman, managing three championships, two second places and a third in the six times it has run.

“However, my most cherished achievement on the field is leading the SA Steelballs at the AusBowl State Championships III. Our team missed out on the final by a solitary point (finishing third overall), I played as good a day of Blood Bowl as I can remember against very good opposition and everyone on the team played really well.

“Blood Bowl is a game about risk minimisation. Always plan your moves expecting your dice rolls to fail. This means doing things like moving a player next to the ball in your backfield as protection, and trying to roll as few dice as possible.

“Understand the importance of re-rolls. I’ve seen many a new coach burn re-rolls when they got a push result on an unimportant block.

“If you want to learn from the best, I have two recommendations. Go onto FUMBBL and watch some replays of games played by top ranked players. Second, have a look at some of the Blood Bowl games that The Sage streams on Twitch and YouTube. He’s a very skilled player.

“Finally, remember the laws of probability do not apply when making that second GFI to score!”

CLASSIFIEDS

STILL SEEKING SAME

Hermaphroditic mutant of the Northern Wastes seeking attractive, many-tentacled hermaphroditic mutant for romantic sojourns through Kislev and Norsca. Must enjoy raping, pillaging and flower arranging. Followers of Nurgle need not apply. Enquiries to the sign of the Pink Member.

MISSING

One used mojo. Previously in the possession of the Starwood Hunt but lost somewhere between seasons two and three of the Adeleague. Reward offered as long as Treasury funds are not needed to replace dead players. Send any info to the sign of the Broken Spear.

BOUNTY OFFERED

For the death of Kill Genia, goblin playing for Simork's Smokers. 260,000gp to be paid on confirmation of the death of said 'orrible little git. Bounty placed by The_Abominable_Snowman and will be paid out by the Adeleague Commission to the successful coach.

LOST

One herd of hapless coaches once affiliated with the Adeleague; might answer to the names Kane, Jayson, Pete and Brett. May have become confused over... well... anything really. Treat with caution as they are, after all, Blood Bowl coaches with half a brain between them and large clubs for coaxing players to do stuff. If seen, please place a handful of dice in their palms and point them towards a Blood Bowl pitch, before alerting the Adeleague Commission.

Classifieds brought to you by:



HORRORSCOPES

FAERIES

A bird in the hand is worth two in the bush, but an open Pow is worth more than a Push.

GREAT TAURUS

They say Halloween is just superstition, but tell that to the new starter zombie in your mate's Undead team who looks a lot like your late star.

TWIN-TAILED COMET

When saying your prayers to the gods be careful. Slaanesh might sound like Sigmar in some languages, but the results are never pretty.

CHAOS STAR

Look. Other people are just better than you. Not my fault, I don't make the stars I just read 'em.

LEONCOUR

If a short, fat stranger challenges you to a drinking contest, turn him upside down and steal his wallet. Serves him right for being a dwarf.

BARAK VARR GO

Roses are red, violets are blue, bubos are purple, and they're all over you.

GNOBLAR

The stars say to wait. No, I don't know what for, I'm an astrologer not a psychic.

GORKIO

Don't panic. Unless, of course, you had a terrible, literacy-deprived childhood, in which case bugger off.

SLAANGITARIUS

When you realise that the cheerleader you slept with last night has an extra 'tentacle', keep calm and go with it. She could do wonderful things with it, right?

UNICORN

If you're easily distracted, don't worry... oh, shiny!

ORCQUARIUS

Nope. Sorry. Why would an orc carry water. Your sign is silly and I'm not going to dignify it with an entry.

PIECES

Give a man a fish and he eats for a day. Choke him with a fish and he'll never steal your lunch again.



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September 2018