

BLOOD BOWL

★XXXVII – 2497★

JIM: This is it, sports fans; the 2497 Blood Bowl final! I'm Jim Johnson and I'm joined as always by my illustrious co-commentator – Bob 'the Biff' Bifford!

BOB: Thanks, Jim. I cannot wait for this game; it's been a fantastic tournament so far with plenty of upset results, daring plays and, importantly, lots of broken bones!

JIM: Today's final sees the Naggaroth Nightmares take on the Wolfenburg Crypt-stealers. Neither team has ever made the final before, and for one team everlasting glory awaits!

BOB: It's certainly been entertaining, Jim. I don't think anyone predicted that either of these teams would get very far this year, let alone make the final!

JIM: You're right there, Bob. I hear a number of 'expert' pundits got sacked following their abysmal predictions during this year's competition.

BOB: I'm not surprised there, Jim. In hindsight, predicting the Warhammerers to win the whole event a week after the catastrophic explosion of their new experimental Farblast and Sons weaponry, which left all the starting squad on the sidelines, was a bold prediction to say the least!

JIM: Very true, Bob! It's not long until kick-off, so let's quickly recap how the teams made it this far.

BOB: They were some cracking games, eh Jim?

JIM: Absolutely! The Naggaroth Nightmares have been particularly impressive this year; though their competition got off to a slow start with an incredibly dull 0-0 draw with the Norgit Nosepickers.

BOB: Yeah that game was dead boring, Jim. Neither team was beating each other into the dirt or bashing each other's teeth in – typical Elves! It's just not sporting!



JIM: Rumour had it that the head coaches had been paid off to ensure a draw, and so had to employ extreme tactics to make it happen. Though nothing was proven, the fact that the Nightmares' fan club angrily sacrificed their head coach on an altar to Khaine is all the proof we need – and their results have vastly improved since!

BOB: Yeah they've been great to watch, Jim. I usually can't stand watching Elf teams, but the Nightmares have been exceptionally violent! That game against the Sotek Vipers in the quarter-finals was bone-crunchingly brutal!

JIM: It really was, Bob. And who can forget the epic semi-final showdown against the Chaos All-Stars? Coming from two touchdowns down to win in the dying-seconds was remarkable, and showcased the Nightmares' never-give-up attitude.

BOB: That's enough about Elves, Jim. I want to talk about the rise of the Wolfenburg Crypt-stealers.

JIM: I can't blame you, Bob. This Necromantic Horror team has taken the tournament by storm; no one had them tipped to properly compete this year. However, their opening game against the Helmgart Steelers made us all take note; those poor Humans never stood a chance – they were ripped limb from limb!

BOB: I hear a couple of them are actually playing in the final, Jim. Though it's mainly as body parts for the Crypt-stealers' Flesh Golems if I'm not mistaken! Just goes to show that even defeat isn't enough to stop some players reaching the finals!

JIM: Then there were the knockout games, Bob. The Crypt-stealers took out a who's who of Blood Bowl teams en route to the final, including the Athelorn Avengers, the Grudge-Bearers and the bookies' favourites, the Reikland Reavers!

BOB: That was a huge upset. Especially for Griff Oberwald, who I'm sure I saw crying into his Lightningade after the match – the big baby!

JIM: It certainly made the Blood Bowl world take notice, Bob, that's for sure! Anyway, the teams are starting to make their way onto the pitch. Who's your gold on this year, Bob?

BOB: It's gotta be the Wolfenburg Crypt-stealers for me, Jim. I'm not backing no stinking Elves!

JIM: Understandable, Bob. My head says the Nightmares, though my unbeating heart is telling me to go with the Crypt-stealers. But we shall find out very soon as it's time for the kick-off and the beginning of the 37th Blood Bowl final!

The 2497 Blood Bowl final saw the Naggaroth Nightmares take on the Wolfenburg Crypt-stealers in what would go down as a classic match-up! To commemorate this momentous occasion, we present you with the teams that played in that legendary game, as well as a selection of special rules so that you can recreate this piece of Blood Bowl history at home.



NAGGAROTH NIGHTMARES

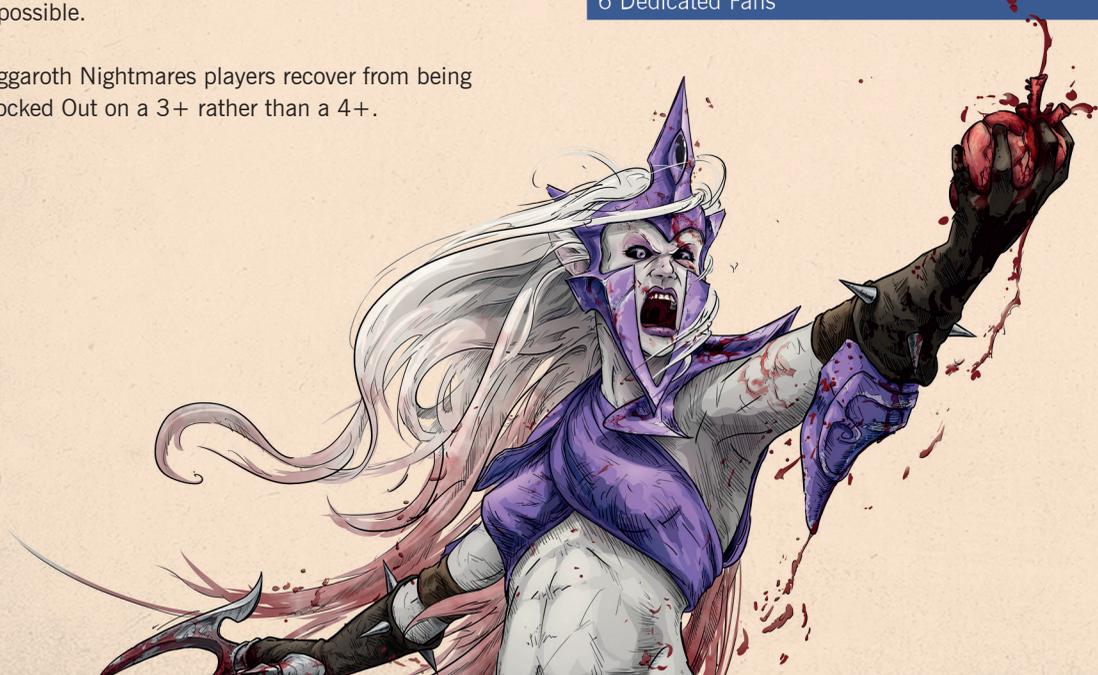
DARK ELVES

NAME	POSITION	MA	ST	AG	PA	AV	SKILLS & TRAITS
Ruvín Duskstalker	Runner	7	3	2+	3+	8+	Dodge, Dump-off, Pass
Lokin Fellrider	Runner	7	3	2+	2+	8+	Dump-off, Leader
Dagulkath Voideye	Blitzer	7	3	2+	4+	9+	Block, Pro, Strip Ball, Tackle
Mirvos Bloodmaul	Blitzer	7	3	2+	4+	9+	Block, Dauntless, Sidestep
Rorcauc Bleakscar	Blitzer	7	3	2+	4+	9+	Block, Fend, Jump Up
Harla Shadebane	Witch Elf	7	3	2+	5+	8+	Dodge, Frenzy, Jump Up, Leap, Sidestep
Farreth Hellreaper	Witch Elf	7	3	2+	5+	8+	Block, Dodge, Frenzy, Jump Up, Sprint
Tivrus Headhunter	Dark Elf Lineman	6	3	2+	4+	9+	Wrestle
Dennek Embersteel	Dark Elf Lineman	6	3	2+	4+	9+	Dirty Player (+1)
Saton Ashdagger	Dark Elf Lineman	6	3	2+	4+	9+	None
Qivolec Doomsurge	Dark Elf Lineman	6	4	2+	4+	9+	None
Vighe Shadowstep	Dark Elf Lineman	6	3	2+	4+	9+	Sure Hands
Tilek Gloomshard	Dark Elf Lineman	6	3	2+	4+	9+	None
Vakus Acidblade	Assassin	7	3	2+	5+	8+	Dodge, Multiple Block, Shadowing, Stab

FROM THE SHADOWS: The Naggaroth Nightmares' dugout is shrouded in shadows, concealing their apothecary's use of prohibited potions and illicit elixirs that get their players back on the pitch as quickly as possible.

Naggaroth Nightmares players recover from being Knocked Out on a 3+ rather than a 4+.

- 3 Re-rolls
- 2 Cheerleaders
- 3 Assistant Coaches
- 6 Dedicated Fans



THE WOLFENBURG CRYPT-STEALERS

NECROMANTIC HORROR

NAME	POSITION	MA	ST	AG	PA	AV	SKILLS & TRAITS
Luca Greyfang	Werewolf	9	3	3+	4+	9+	Claws, Frenzy, Jump Up, Regeneration, Sprint
Grawl 'Wolfie' Kessler	Werewolf	8	3	2+	4+	9+	Block, Claws, Frenzy, Leap, Regeneration
Vilga Fleshchewer	Ghoul Runner	7	3	3+	4+	8+	Catch, Dodge, Sidestep
Grash Spleengouger	Ghoul Runner	8	3	3+	4+	8+	Dodge, Pass
Boo-stone the Spook	Wraith	6	3	3+	-	9+	Block, Foul Appearance, Guard, No Hands, Regeneration, Sidestep
Kasper the Unfriendly	Wraith	6	3	3+	-	9+	Block, Foul Appearance, Frenzy, No Hands, Pile Driver, Regeneration, Sidestep
Doran von Raukov	Zombie Lineman	4	3	4+	-	9+	Block, Pro, Regeneration
Gnaw-vile Rogers	Zombie Lineman	4	3	4+	-	9+	Kick, Regeneration
'Thrilling' Jack	Zombie Lineman	4	3	3+	-	9+	Regeneration
Gregor von Romargo	Zombie Lineman	4	3	4+	-	9+	Frenzy, Regeneration
Brains Strawman	Zombie Lineman	4	4	4+	-	9+	Regeneration, Wrestle
Johan 'Scare' Crone	Zombie Lineman	4	3	4+	-	9+	Block, Regeneration
Bob 'the Brain' Grimman	Flesh Golem	5	4	4+	-	10+	Guard, Mighty Blow (+1), Regeneration, Stand Firm, Thick Skull
Karl Borisov	Flesh Golem	4	5	4+	-	10+	Break Tackle, Mighty Blow (+1), Regeneration, Stand Firm, Thick Skull

- 4 Re-rolls
- 2 Cheerleaders
- 3 Assistant Coaches
- 7 Dedicated Fans

THEY'RE GONNA GET YA!: The Wolfenburg Crypt-stealers have gathered themselves a reputation as a scary team for anyone to face; something Crypt-stealers' fans love to remind their opponents. Chants of "They're gonna get ya!" ring out, causing much distress for the opposition!

During the Naggaroth Nightmares' first turn of any drive, any Standing player from the Wolfenburg Crypt-stealers is counted as having the Disturbing Presence skill.

AND THEY'RE OFF – For this game, do not roll to determine which player kicks and which receives. Instead, the Wolfenburg Crypt-stealers are automatically the kicking team in the first half. Additionally, do not roll on the Weather table at the start of the game; the weather is automatically 'Perfect Conditions' at the start of the game.



ACHIEVEMENTS

To make your game even more exciting, and even more of a challenge, why not try to complete these achievements as you play? There are three achievements per game that you can try to accomplish; can you get all three and still lead your team into the annals of Blood Bowl history?

Additionally, these achievements make for a great tiebreaker. If the game ends in a draw, then the team that has completed the most achievements is the winner.

NAGGAROTH NIGHTMARES

FOR THE GLORY OF KHAINE – Cause a Casualty with either Witch Elf.

SLICE AND DICE – Have Vakus Acidblade make two Stab Special Actions in the same team turn and break the opposition's armour both times.

HE COULD GO ALL THE WAY! – Score a Touchdown with Ruvyn Duskstalker after having him collect the ball in his own half, and not have him lose possession of the ball in any way before he scores.

WOLFENBURG CRYPT-STEALERS

MORE PIECES FOR THE WORKSHOP – Cause an opposition player to suffer a Dead result on the Casualty table through any means.

AWWOOO! – Have the Werewolves score a Touchdown and cause a Casualty between them.

DROGGED DOWN BY THE HORDE – Cause an opposition player to be Knocked Down as the result of them failing to Dodge or Leap away from a Zombie Lineman.

