

SPIKE! MAGAZINE

ALL THE LATEST NEWS FROM THE BLOOD BOWL WORLD



THE BLOOD BOWL GLOSSARY

THE LINGO

Away from the highfalutin talk of officials, coaches and players, there's also a wealth of parlance in use amongst fans...

Balhog: A player reluctant to pass; or, a pig that is fattened up specially for the traditional half-time roast, beloved of Halfling teams and their fans.

Bang-bang play: The act of blocking an opponent into the path of one or more teammates for a second, even more ferocious hit.

Blowout: Originally, a heavy defeat to nil. Nowadays, more often the name for a sudden, unexpected dive taken by a speedster owing to a pulled hamstring, unfortunate stumble or carelessly aimed crossbow bolt from the stands.



GOOD AFTERNOON, SPORTS FANS! JIM JOHNSON HERE, BRINGING YOU ANOTHER GREAT ISSUE OF SPIKE! MAGAZINE. WHAT HAVE WE GOT FOR YOU THIS MONTH? WELL, LET'S SEE...

Amorica: The mystical land where Blood Bowl in its original form was once played and was probably invented, known only by its mention in the sacred book of Nuffle.

Apothecaries: A catch-all term for sideline medics, barber-surgeons and other self-proclaimed masters of anatomy who specialise in patching up players who suffer grievous injuries. Unsurprisingly, Blood Bowl keeps them busy!

Armour: As laid out in the Nuffle Book of Amorical Football, each player who sets foot upon the sacred Gridiron must be attired appropriately. Although the first teams wore modified battle plate, this made for some very slow games, and in recent years great leaps have been made in constructing lightweight (but resilient) sports armour.

Assist: The act of helping a team-mate get the boot into an opponent.

Assistant Coach: A right-hand-man (or woman, or orc...) to the head coach. Often a retired player, looking to keep one foot in the door.

Astrogranite: A hard playing surface which was briefly popular two decades ago because playing on it caused more injuries than the players could inflict on each other.

Ball: According to the guidelines laid down by Sacred Commissioner Roze-EI, a regulation Blood Bowl ball must be "one-and-a-half spans long, one span across at its mid-point, and a prolate spheroid in shape". As no one is sure what a 'prolate spheroid' is, this latter part is generally held to mean 'sort of egg-shaped, but pointier'.

Blitzer: A player who mixes speed, agility and hitting power in equal measure and consequently is always a fan favourite. Often far too charismatic off-pitch for you to hate them for being so darned talented.

Blocker: The brick wall of the team. A blocker's job is to stop the other team's players from getting where they want to, even if that means ripping their legs off in the process. Occasionally, a blocker will notice that the game features a ball.

Blocking: The act of smashing into an opponent with the maximum possible force.

Blood Bowl coin: Each game of Blood Bowl starts with a coin toss. This used to be done with any old coin, but in the early 2480s the NAF realised it had a great chance for commemorative merchandise. It wasn't long before official Blood Bowl coins were being manufactured in their masses, each featuring the logo of a different team, event or player. Ironically, lots of Referees are staunch traditionalists and have carried on using whatever is in their pocket at the time.

Bob Bifford: Retired ogre player and commentator extraordinaire. One half of the famous presenting duo 'Jim and Bob'.

Bribe: Bribes are heavily regulated by the Referees and Allied Rulekeepers Guild. A bribe consists of a single payment of 100,000 gold pieces, made at least thirty minutes before kick-off to the appointed treasurer. In exchange, the head coach may request that, at a given signal, the Referee looks away from whatever is currently happening on the pitch. Many find it a shame that such a fine tradition has had all the fun taken out of it but it is generally agreed that bribe regulation is a necessity.



IN ASSOCIATION WITH BUGMAN'S XXXXXX - A BREW AS FROTHING AS THE PLAYERS!



Catcher: A player who favours speed over armour, dodging past the opposition and heading up-field as quickly as possible in the hope of catching a pass and scoring touchdowns. Hilariously fragile, almost without exception.

Chainsaw: A brutal weapon which uses a clockwork or steam-powered motor to drive a rotating, bladed chain. It goes without saying that the use of a chainsaw is utterly, completely against the rules but Refs tend to wait until a drive ends before ejecting the offending player, for fear of losing a limb or two.

Completion: A pass which is caught by another player on the same team.

Daisy Palmer's Slow-acting Shoe Grease: This bacon-based gloop is sold through reputable houseware suppliers, and is covered in disclaimers stating that, despite the amusing name, it should not under any circumstances be used to grease the shoes of Blood Bowl players, no matter how good they are at running and how much they deserve to be taken down a peg or two. Halfling coach turned catering magnate Davvo 'Daisy' Palmer has refused to comment.

Drive: The period of time between a kick-off and the interruption of play, either by one team scoring or the clock running down.

Dugout: A trench-like enclosure on the sidelines of the pitch. Each team has one dugout, from which the coaching staff shout encouragement (and expletives), the reserves cool their heels and injured players take a well-deserved rest.

Dump-off pass: The act of throwing the ball to a teammate just before you get blocked. (See also *dump-off face*, the expression made by a player as they fling the ball over their shoulder in utter panic.)

Dungeon: The catacombs that can be found beneath most larger Blood Bowl stadiums. They are generally used for storage or for pulling injured players off the pitch by way of a handy trapdoor, but during Dungeonbowl season the tunnels are cleared out and a whole different version of the sport takes place.

End Zone: At either end of the pitch is a line, the area beyond which is known as the End Zone. If a player manages to make it into the End Zone while holding the ball, they score a point for their team! Sounds easy but the other team are generally pretty keen to stop it happening...

Exhibition Play: As well as participating in league play, teams will often play exhibition matches against old rivals as a way of drumming up support for a new season or making some more gold for the coffers.

Final: The last game of a tournament, between the two teams who have made it through the play-offs. Finals are always grand affairs, with all of the tie-in merchandise you'd expect.

Foul: A player who acts in an unfair manner, attempting to undermine the rules of the sport, will be called for a Foul by the Referee. Well, if the Ref sees it, that is.

Gridiron: The official, ritually significant name for the Blood Bowl pitch. To be classed as a Gridiron, a pitch must be built in accordance with the Nine Regulations, as laid out in the Book of Nuffle.

Hail Mary Pass: A last-ditch, down-to-the-wire attempt to get the ball up the pitch at any cost. Most players are too sensible (or, more likely, terrified of their coach) to risk losing possession in such an obvious and flamboyant way.

Half-time: A game of Blood Bowl is divided into two halves, as per Nuffle's holy decree. Half-time is a chance for players to rest and recuperate, and (in bigger stadiums) for match organisers to wow the crowd with spectacular shows.

Head coach: Whether a charismatic leader or a stone-cold tactician, a Head Coach is responsible for running a Blood Bowl team. It's not an easy job – you have to have business acumen as well as the ability to think on your feet and manage a team of frenzied nutters – but the draw of fame and fortune will always ensure there are plenty of candidates.

Inducements: Some call them lucrative sponsorship opportunities, others bribes. In truth, they're anything you can tempt a rookie team with to rope them into a game against a team that's entirely likely to kill them.

Jim Johnson: One of the greatest (un)living statisticians in the sport, and one half of the famous commentating duo 'Jim and Bob'. Oh, and he's a vampire but best not to think about that too much.

Kick-off: At the start of each drive, when the Referee blows the whistle, a member of the defence kicks the ball down the pitch to their opponents. Kick-offs are an explosion of action, usually accompanied by a roar of approval from the crowd (and the occasional thrown rock, but that's hardly worth worrying about).

Lineman: Either the hard-working, underappreciated all-rounders who form the backbone of a Blood Bowl team or the ones you feed to the other side's trolls, depending on who you ask.

Long Bomb: A pass made at to a player at least 45 paces away, generally used as a last resort. Not to be confused with 'Long Bomb' Luggins, backup reserve player for the Greenfield Grasshuggers, who got his nickname because he was also only ever used as a last resort.

Majors: A collective term for the four major open tournaments, which act as milestones in the Blood Bowl calendar: the Blood Bowl Open, the Chaos Cup, the Dungeonbowl and the Spike! Magazine Open.

NAF: Although it's simply known to its fans as 'Blood Bowl', the full name of everyone's favourite sport is Nuffle Americal Football. The NAF was also the name of the governing body that was established to regulate the sport and which published the first full set of rules in 2409. Sadly, the NAF collapsed in 2489, leading to the rise of the Open Tournaments, but its legacy is still felt to this day.

Nuffle: The lost god of the ancient Americans, and patron deity of Blood Bowl. Various sects of Nufflite priests and priestesses have worked tirelessly to uncover more information about the mysterious god, but information is so rare (and contradictory) that a true picture may never be built up. Of course, most fans are happy simply to praise Nuffle when their team is doing well, and curse him (or her?) when things go against them.

Pass: The act of throwing the ball to a team-mate.

Penalty Shoot-out: A method for resolving tied games during league play. Although its origins have been lost in time – and are arguably the result of a mistranslation somewhere along the line – it's a firm fan favourite, especially given the tradition for the victorious team to throw their crossbows to the crowd in celebration.

Play-offs: The games played at the end of a Tournament between its highest-ranking teams, to determine which two will face off for the Final.

Pogo stick: An inventive secret weapon used by the less sensible type of Goblin.

Quick Snap: At the beginning of a drive, the offence are meant to wait until the ball is in the air before they start moving. Of course, 'in the air' is fairly subjective and sometimes a team will get running as soon as the kicker's foot touches the ball. Most Refs allow it, as trying to tell a mob of charging orcs to settle down and get back in line has its risks.

Referee: Often the most unpopular person on the pitch, but still undeniably necessary, the Ref's job is to ensure that both teams play more or less fair. (Bribes subject to current guild rates, all calls are final.)

Referees and Allied Rulekeepers Guild: We have been informed by our sponsors that we have to give the official definition of the RARG, which is that they are a hard-working bunch of officials who keep the violence at the right level and stop nefarious players from attempting to ruin what is an otherwise honorable and gentlemanly sport.

Sacred Commissioner Roze-El: The first scholar to study the great book of Nuffle after its discovery, Roze-El translated the ancient text and put in place the first draft of the Blood Bowl rules.

The Blood Bowl Open: One of the four major Open Tournaments that were founded in the wake of the NAF's collapse in 2489.

The Chaos Cup: The first of the four major Open Tournaments that were founded in the wake of the NAF's collapse in 2489.

The Dungeonbowl: The most unusual of the four major Open Tournaments that were founded in the wake of the NAF's collapse in 2489, involving subterranean play, a hidden ball and magical teleportation...

The Spike! Magazine Open: One of the four major Open Tournaments that were founded in the wake of the NAF's collapse in 2489. Sponsored by Spike! Magazine, the finals also play host to the Spike! Magazine Team of the Year and Player of the Year awards.

Thrower: A player who has a good arm and loves to show off, pitching the ball down the field with stunning accuracy and making sure they look good while doing it.

Touchdown: The act of scoring a point by crossing into the opposing End Zone while carrying the ball. Always cause for celebration and only the occasional riot.

Weapons: The rules of Blood Bowl are very clear on the subject of weapons: they are outlawed, no ifs, no buts! However, 'personal protection equipment' is allowed without question and there's a bit of a grey area between the two which has led to lots of purely-defensive-honest spikes being affixed to armour plates. Some teams (particularly Goblins) are even more blatant, bringing everything from chainsaws to short-fused bombs onto the pitch, in the hope of causing some damage before they get sent off!

Wizard: Wizards are huge fans of Blood Bowl, the Colleges of Magic even sponsoring big events, in particular the Dungeonbowl. The game seems to turn these ordinarily reserved individuals into screaming maniacs, which can get dangerous for their fellow fans when the fireballs start flying!

Dugout: Formally, an off-pitch area for the teams; colloquially, the result of a forceful block into the turf.

Grease-Up: Repeated fumbling or failure to catch or pick up the ball involving multiple players, often from both teams.

Grot-lobber: A big guy with a penchant for passing (sometimes the ball).

Hall o' Famer: A living great. Less often, a player past their best.

KO: Kick-off; or, knock-out. A popular practice amongst spectators in the stands is to place small side-bets on how soon one will follow the other and which will come first.

Last bath: The big one. The final curtain. We ain't going to overtime. RIP.

Man-to-boot: A popular if partisan response to the suggestion of foul play; i.e. the prone player moved into an opponent's boot, not the other way around.

Mikki Finsson: A potion, elixir, peptic or similar of the invariably non-performance-enhancing variety, named for the rather unscrupulous owner of the famed Bavern and Hammer tavern just down the road from the Oldbowl.

Stretcher filler: A casualty; a player with a known propensity for becoming such.

Twelfth man: The collective support; also, a riot or pitch invasion. As a result, many players dislike being the often overlooked (or unfairly blamed) actual No. 12 on the roster.

Walk-on: A player of such consistently good form they are almost guaranteed to start every game; alternatively, an instance of trampling, deliberate or otherwise.

