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GIO DI SILLA ZINE THE FANTASY FOOTBALL ZINE



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WELCOME TO SPORK!

ISSUE 07

GREETINGS. SPORTS FANS!

WELCOME TO ISSUE NUMBER SEVEN OF SPORK!, THE ONLY ZINE DEDICATED TO THE WORLD'S GREATEST SPORT: BLOOD BOWL.

So, we reach the end of the season; that time of the year where coaches and players alike hang up their spikes (albeit temporarily) and either congratulate themselves on their hard-fought success or start regrouping to achieve better next season.

After a thrilling play-off final, the mighty Bashful-Binfires took home the Golden Spork to become champions of the first season of the SHAT League; a position they staked claim to early on and never looked like giving up. The Terrible Lizards put up a valiant fight, but had to settle for a noble second place.

This final issue wraps up all of the loose ends hanging from the thread of Season One, with a blow-by-blow account of the final match as well as a special edition of *Bruise of the World*; jam-packed with season statistics and exclusive pictographs from the sidelines.

We anticipate that the SHAT League Commissioner will shortly announce dates for season two of action, so keep your eyes peeled for the next issue of SPORK! very soon. Until next time; merry blitzing!

- Viola Scuttlebutt (Editor)





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SPORK! IS BROUGHT TO YOU BY:

South Hampshire Association of Fantasy Football Teams (SHAFFT)

Artwork nicked from Faouzi Hamida, Games Workshop Ltd., and Google Images

The GALLERY

TEAM BADGE REVIEW

Nuln City Ironclads - Goes down the traditional sporting badge look, which is something of a rarity on the Blood Bowl field. However, the drab colours and archaic symbology do it no favours, and it fails to stick in the memory with any vigour. Could do better. 3/10





IRONCLADS



Pride of Southampton - A civic classic, given a Skaven spin. The flaming Bargate feels much the stereotype of the P.O.S. team themselves, whilst the bold colouring has much to be admired. Expect to see this one stick in the public consciousness for many years to come as it ages like a corked vintage in the finest Bretonnian wine cellar. Splendid. 9/10

Synth Valley Renegades - Impact, it's all about impact. This is a badge which showcases the greatest attributes οf the Renegades themselves; their ability to make impact with the opponents' faces. Once again, bold stylings are used to great effect in hammering home the essence of this Greenskin team, and this icon will adorn the fans' gleaming banners for many a season. 8/10



THE GALLERY - SPECIAL



BRAIN BOWL

PUT THOSE (REMAINING) BRAIN CELLS TO THE TEST



BLOCK
BLITZER
TODGE
FUMBLE
JOURNEYMAN
NUFFLE
OGRE

REFEREE REROLL SCRIMMAGE SKAYEN SNOTLING STUNTY TOUCHDOWN TURNOVER

WOOD ELF WORDSEARCH

AJOURNEYMANGAZS IZDEGAMMI SADOMPFMWGKZL LODDGN SWDGYDJ L CAMUWK UNMZEC UWCOFX EREVONR RUS RF DΖ E LOUDAVMOE IUNGBDROS DGEOLFMEU Y S A O ZL B NOGRE Т ZEREKH ZLQOQSFGRPQZ YBDNWODHCUOTUAL

TOUCHNOWN TRIVIA

- 1. Which Star Player is known as "The Ballista"?
- 2. The Crud Creek Nosepickers are a team of which race of creatures?
- 3. Prince Dorian the Lost is the owner of which Chaos team? Chaos All-Stars
- 4. Which team have won the Chaos Cup the most times?
- 5. Which Sacred Commissioner invented the game of Blood Bowl as we know it?
- 6. Which athletic apparel company sponsor the Team of the Year award?
- 7. What is the full name of the NAF organisation?
- 8. The Galadrieth Gladiators are a team of legend of players of what race?
- 9. Helmut Wulf is known for wielding which piece of equipment on the pitch?
- 10. In which city is the Emperor Luitpold I Memorial Stadium, home of the Blood Bowl?



ANSWERS ON PAGE 14

BRUISE THE WORLD



from the makers of SPUKK!

SEASON REVIEW

With the season wrapped up, Bruise of the World is here again to bring you exclusive panchromatic snapshots from the touchlines, as well as all the key facts and figures from Season One of the South Hampshire Association Tournament league.

Sit back and relax with this bonus special colour supplement, which aims to keep you busy until the next season commences...











(clockwise from top-left) Pride of Southampton vs. Thorsá Blood Eagles (19 May 2024); Nuln City Ironclads vs. Bashful Binfires (07 Apr 2024); the SHAT Arena (21 Apr 2024).

(previous page) Cromwell Corpse Grinders vs. Synth Valley Renegades (21 Apr 2024); Nuln City Ironclads vs. Bashful Binfires (07 Apr 2024).





MOST TOUCHDOWNS

- 1 Bashful Binfires (14 Touchdowns)
- 2 Terrible Lizards (10 Touchdowns)
- 3= Synth Valley Renegades (7 Touchdowns)
- 3= Nuln City Ironclads (7 Touchdowns)

DID YOU KNOW?

Bashful Binfires are the most experienced team in the league, harbouring a total of 82 SPP across their 13-strong squad. That's over 6 SPP each!

TOP SCORER

- 1 Jean-Jacques François Jacques Jean, Cromwell Corpse Grinders (6 Touchdowns)
- 2= Baryonyx, Terrible Lizards (5 Touchdowns)
- 2= Nerlal, Bashful Binfires (5 Touchdowns)

TOP BASHER

- 1 The Doof, Synth Valley Renegades (4 Casualties)
- 2= Achillobator, Terrible Lizards (3 Casualties)
- 2= Colin, Thorsá Blood Eagles (3 Casualties)

TOP THROWER (COMPLETIONS)

- 1 Alvidru, Bashful Binfires (6 Completions)
- 2 Varmint, P.O.S. (3 Completions)
- 3= Stephilda Allansdottir and Greta Goresdottir, Thorsá Blood Eagles (2 Completions)
- 3= Zocurcaeth, Bashful Binfires (2 Completions)

MOST INJURIES

- 1 Pride of Southampton (13 Injuries)
- 2 Thorsá Blood Eagles (8 Injuries)
- 3= Bashful Binfires, Terrible Lizards and Nuln City Ironclads (6 Injuries each)

RESULTS IN FULL

09/03/2024

Pride of Southampton 1 - 2 Bashful Binfires

Thorsá Blood Eagles 0 - 3 Terrible Lizards

Nuln City Ironclads 1 - 1 Synth Valley Renegades

17/03/2024

Terrible Lizards 1 - 1 Nuln City Ironclads

Bashful Binfires 2 - 1 Thorsá Blood Eagles

Cromwell Corpse Grinders 1 - 1 Pride of Southampton

07/04/2024

Nuln City Ironclads 1 - 2 Bashful Binfires

Synth Valley Renegades 2 - 0 Terrible Lizards

11/04/2024

Thorsá Blood Eagles 0 - 2 Cromwell Corpse Grinder

21/04/2024

Pride of Southampton 1 - 2 Nuln City Ironclads

Cromwell Corpse Grinders 2 - 0 Synth Valley Renegades

Terrible Lizards 1 - 2 Bashful Binfires

12/05/2024

Synth Valley Renegades 1 - () Thorsá Blood Eagles

Terrible Lizards 2 - 1 Pride of Southampton

Bashful Binfires 1 - () Cromwell Corpse Grinders



19/05/2024

Cromwell Corpse Grinders 1 - 1 Nuln City Ironclads

Pride of Southampton 0 - 0 Thorsá Blood Eagles

23/05/2024

Bashful Binfires 2 - 1 Synth Valley Renegades

16/06/2024

Cromwell Corpse Grinders 0 - 1 Terrible Lizards

Nuln City Ironclads 1 - 1 Thorsá Blood Eagles

Pride of Southampton 1 - 2 Synth Valley Renegades

23/06/2024 - Season Final

Bashful Binfires 2 - 2 Terrible Lizards

3 - 2



Wolfgang Dunkelpopp (Nuln City Ironclads)

Daalot (Bashful Binfires)

Nibble (Pride of Southampton)

Crump Apeldoorn (Cromwell Corpse Grinders)

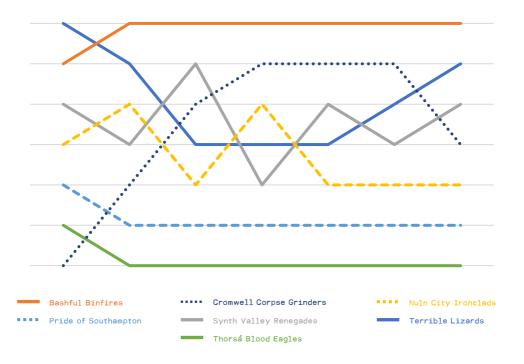
Chomp (Pride of Southampton)

Microraptor (Terrible Lizards)

+ 3 unnamed Journeymen



LEAGUE POSITION TIMELINE







(clockwise from top) Nuln City Ironclads vs. Cromwell Corpse Grinders (19 May 2024); Terrible Lizards vs. Bashful Binfires (21 Apr 2024); Bashful Binfires vs. Synth Valley Renegades (23 May 2024).

(previous page) Pride of Southampton vs. Thorsá Blood Eagles (19 May 2024). (overleaf) Terrible Lizards vs. Bashful Binfires (23 Jun 2024).



















Bachfiil Binfineg v Tempible Liza

With the league phase wrapped up, it's time for the season play-off; where the top-placed pair of teams battle it out for ultimate championship glory. The unbeaten Wood Elves of the Bashful Binfires take on the Terrible Lizards; who snuck into second place on the SHAT league table on goal difference ahead of the valiant Synth Valley Renegades. How did they get on? Find out below...

Time: 13:43, Saturday 23 June 2024

Venue: The Bookshop Alehouse, Southampton

Prize: The Golden Spork

FINAL MATCH - AS-IT-HAPPENED REPORT Reporter: Bob Rimington

TURN 1 (BB): The Binfires' Treeman takes root from an attempted block against TL's Kroxigor on the LOS. A wardancer pushes deep into the opposition half, but absent-mindedly leaves the ball behind. Oops! (TL): A mighty Saurus Blocker blitzes the BB ball carrier - a strong punch is delivered through the opposing coach's banter and the ball remains scattered on the field.

TURN 2 (BB): The ball is on the floor but surrounded by three Wood Elves. Thanks to a mighty push from the Treeman on TL's Kroxigor, the line is clear for more Wood Elves to dive into enemy territory - sans ball - but with numbers sufficient to mow down the numerous Lizards attempting to hold back the Elven tide. (TL): A Lizard line forms to Base the opponents and force the advancing Elves to dodgeroll out of claw distance.

TURN 3 (BB): Scuffling and pushing aplenty. A lucky "POW!" on a one-die block opens the columns enough for a Wardancer to attempt a tricky push up the gutter to the scoring line, but a second failed dodge results in a turnover and the bold Wardancer gets KO'd for his efforts. (TL): Lizards gleefully pummel the Wood Elf beachhead, sending another Wardancer to the injury box for care by an Apothecary. Unfortunately, the excitement is too much for the Skinks, who let the ball slip through their hands; which again falls to the floor.

Key: BB Bashful Binfires

K0 Kick-Off

LOS Line-of-Scrimmage

TL Terrible Lizards



TURN 4 (BB): Undaunted, the Wood Elves use their speed to run rings around the gathering Skinks and surround the ball, weakening the overall Lizard defence. **(TL):** The larger and heavier Sauruses amass against the Elf mob, attempting to bog down the sprightly Binfires. They are only partially successful.

TURN 5 (BB): The cunning Wood Elves scatter the ball out of the cluster and into the gutter for Wardancer Thessath to pick up and race to the endzone. Touchdown to BB! **(TL):** On the restart, Lizards receive the ball deep in the half with a Chameleon Skink's agile tongue snatching it out of the air and running it up the gutter. On the LOS, the Saurus Blockers start punching everything in sight, and a Wood Elf Lineman (already with a Niggling Injury) is KO'd. Three Lizardmen take on the BB Treeman down and encounter some resistance but, eventually, he is chopped Prone.

TURN 6 (BB): The Treeman takes root on the LOS and fails to stand up, while Elven teammates form a screen in front and flank to the side. The pressure builds until a Wardancer ploughs across the LOS with a Blitz, but fails a dodge goes crashing to the floor. **(TL):** Bolstered by a column of Sauruses, the ball-carrying Chameleon Skink pushes over the LOS and into the opposition half.

TURN 7 (BB): Despite the inert Treeman, flanking Wardancers arrive and sprint up the gutter in an attempt to disrupt the ball carrier's advance. (TL): Enraged by the Wardancer's temerity, the Lizards shove him out of the gutter and into the crowd, who display remarkable charity and don't (immediately) pummel him to death. A second block on a defending Wood Elf sends them surfing into the crowd, allowing the Chameleon Skink ball carrier to advance yet further up the pitch; within sight of the scoring line but dangerously exposed from the rear.

TURN 8 (BB): Whilst The Treeman continues to rest on the floor, Wood Elves fly down the pitch to interrupt the Skink advance but meet resistance, with a Skink sending the tackling Wood Elf into the reserves box. **(TL):** The ball is scattered but not far, so Barry the Skink ploughs up the gutter; grabbing the ball as he goes and racing it over the line to equalise before the half-time whistle blows. Touchdown to TL!





ANSWERS - TOUCHDOWN TRIVIA

TURN 9 (TL): On the kick-off of the second half, a Chameleon Skink's agile tongue grabs the ball out of the air but runs out of energy before able to bring the ball to the correct side of the pitch to form a cage. On the LOS, a massive one-die block on the Treeman (with a team re-roll) stuns the tree, sending him careering to the floor. **(BB):** On the defensive, the Wood Elves form a screen to obstruct lizard progress but pause before making any more meaningful damage.

TURN 10 (TL): Escorting the ball-carrier, TL's Kroxigor spearheads a lizard cage, stampeding up the pitch. **(BB):** The Wood Elves' canny screen tightens but a blitz and two solid blocks aren't quite enough to break the cage.

TURN 11 (TL): The Lizardmen shift their drive away from the Elf line of defence and attempt to identify another route through. **(BB):** In defence, the Wood Elf screen reforms after a slight wobble, the Treeman returns to its roots and – at last – regains its tackle zone to present a more robust barrier against the reptile advance.

TURN 12 (TL): It was a feint! A ragged Lizardmen cage pushes up the gutter and has the endzone in sight, but can't quite get there before the end of the turn. **(BB):** In response, the Wood Elf screen reforms, albeit dangerously close to the endzone. The Catcher successfully blitzes the Skink and scatters the ball loose and opens the field for a risky play from a bold Wardancer ... sadly, he loses his nerve and falls back to a screening position. Will he regret that decision?

TURN 13 (TL): Another elf is thrown into the crowd but otherwise the Lizardmen fail to make progress; perhaps following instructions to 'stall like the wind!' from the TL dugout. **(BB):** The Treeman gently pushes a Skink away, but sees the BB line of defence loosens – the opposing Skinks eye up the gap as a possible opening to the endzone.

TURN 14 (TL): The Lizardmen take their time to carefully set up the play, before unleashing the ball and sending it through the split in defence. Touchdown to TL! Is there enough time for BB to equalise before the final whistle? **(BB):** When the ball is punted back in on the restart, it lands dangerously near the LOS and TL sets up with a defensive screen deep in their own half. A Wood Elf lineman picks up the ball easily and two Wardancers clear the weak defence on the LOS with ease.

TURN 15 (TL): To protect their territory and take the fight to the enemy, the deep TL defence is forced to move forward to counter, but at the expense of a watertight formation: it's got more holes than Bretonnian cheese! (BB): On the final drive, a Wardancer is handed the ball and makes for a gaping defensive hole. He receives Nuffle's blessing and takes it over the line to equalise. Touchdown to BB!

TURN 16: (reporter's notes are blank, except for the words: "Scuffles all around.")

With the game drawn in regular time, the coaches agree to skip the formal extra time phase and opt to advance directly to the penalty shoot-out. With BB converting a touchdown and TL failure to score, **Bashful Binfires** win 3-2 and take home the Golden Spork trophy!



LEAGUE STANDINGS

SPONSORED BY: Approache

SO:BBL - CENTRAL CONFERENCE

	GLUB	PTS	P	W	D	L	TDF	TDA	cas
1	Bashful Binfires	15	6	6	0	0	11	5	4
2	Terrible Lizards	10	6	3	1	2	8	6	6
3	Synth Valley Renegades	10	6	3	1	2	7	6	13
4	CROMWELL CORPSE GRINDERS	8	6	2	2	2	6	4	9
5	NULN CITY IRONCLADS	7	6	1	4	1	7	7	5
6	PRIDE OF SOUTHAMPTON (P.O.S.)	2	6	0	2	4	5	9	7
7	Thorsa blood eagles	2	6	0	2	4	2	9	6

IT WAS A LONG. HARD-FOUGHT SEASON SO IT'S NO SURPRISE TO SEE SUCH A CLOSE SCRAP IN THE MIDFIELD, OF COURSE, THE BASHFUL BINFIRES SAT ATOP THE TABLE WITH A MONUMENTAL SIX VICTORIES, BUT THE RACE FOR SECOND PLACE WAS INCREDIBLY TIGHT, WITH FOUR TEAMS IN CONTENTION GOING INTO THE FINAL GAME. IN THE END. IT WAS TERRIBLE LIZARDS WHO WERE VICTORIOUS: GOING THROUGH ON TOUCHDOWN DIFFERENCE WITH A 1-0 VICTORY OVER THE CORPSE GRINDERS.

LEAGUE TABLE KEY:

PTS LEAGUE POINTS **MATCHES PLAYED**

WINS THAWS

LOSSES

TDF TOUCHNOWNS FOR

TDA TOUCHNOWNS AGAINST Cas CASHALTIES INFLICTED



CASUALTY CORNER

CHOMP (PRITIE OF SOUTHAMPTON)

MICRORAPTOR (TERRIBLE LIZARDS)