

# KAARUNCH TIMES

Issue 1

January 2010

## ALBANY BLOOD BOWL LEAGUE

### SEASON 3 MID SEASON EDITION

Welcome to the inaugural Kaarunch Times, the newsletter for the Albany Blood Bowl League.

This will be produced 3 times a season with more done if time permits.

What will be in this expertly produced, propaganda machine that we will all love and live with?

At this point we will be having a write up from our loved Vampire Jim Johnson and Ogre Bob Bifford on the current situation of the league.

Somewhere in the bounty of pages you should also find notes from the commissioner about things that are changing or some notes regarding organizing games etc.

There will be some player/coach interviews from time to time. This issue we interview the Slann Blitzzer [Zuul the Gatekeeper](#).

There will also be littered throughout little snippets of information from around the Blood Bowl universe including information from other Leagues and Tournaments around Australia.

Hopefully some tactical reports and information to help people fine tune their skills.

There will also be totally fictitious information bout in the form of rumors and information because after all why let the truth get in the way of a good story?



In short this article should just be a fun read with some information scattered throughout.

Enjoy and keep on killing on the field.

- Damien

### Submit your stories

Kaarunch Times are looking for article submissions. So what does that mean?

Well if you have ANYTHING you want to submit be it a funny saying,, something I might have missed or even an interview

about something in particular (not player/coach interviews they will be done as a highlighted articles.)

If you want to start a rumor, go for it. Want to draft an article that represents some trash talk-

ing? Than submit it. This magazine will be for the readers and by the readers.

To submit simply email the article to [dwatson@westnet.com.au](mailto:dwatson@westnet.com.au) with a small description. Be creative.

### Inside this issue:

Chalkboard Cheese	2	Notes from the Commish	6
MEDIC!!!!	2	OPEN Rundown	6
Player Highlight	3		
Bob Bifford Column	4		
Accusations of Drug Use	4		
Which Were are you?	5		
Jim Johnsons Playoff Picture	5		

## Chalkboard Cheese



Coach Dokta will give his expert opinion each issue.

So you think you can Coach?

**YOU ARE NOTHING MORE THAN A PUTRID SPOT ON THE ASS OF A FETID ORC!.**

But here, in these tombs of knowledge, you may improve to a slightly less odorous puss ridden scab on the [Bifkin](#) of an over amorous Troll.

So what will the first tomb of knowledge detail. Hell where should I start, teaching your team how to walk would be a

good start but hey, lets look at one skill that is underutilized.

For all of you pathetic pansies that play this great game, that's right you Wood Elves, Skink and ladies out there I am looking at you and your tendencies to run and hide instead of taking it LIKE A MAN!!!!..where was I.

Ah yes, self preservation is made entirely easier with the Skill Fend.

Fend is easily obtained

as 90% of players have access out of the bag, but why is this so good for the weak among us?

It stops your opponent following up which can mean the difference between staying alive and staying dead. Not many skills override but it is also handy in stopping a Frenzied monster coming at you like a Spider Monkey.

**LISTEN TO THE COACH AND JUST DO IT!**

## MEDIC!!!!

Blood Bowl is a violent game, no one argues this point, but Season 3 of the ABBL League is proving to be a touch more violent than most.

With 4 Divisions in the League this season of course more Casualties where to be expected with just shy of double the teams taking part. However it is the averages that make this season special.

Last season the ABBL League averaged 3 TD per game with 4.2 Casualties. This season the league is averaging 3.2 TD per game and a staggering 4.4 Casualties per game. Dodge Division lead this category with a WHOPPING 5.3 Casualties per game. Stay away from teams in that division.

The truly disturbing statistic is the Kills. Over the whole season in season 2 30 kills took place. This season we have already had 22 and we haven't

quite got to half way.

22 Kills works out to a little under 1 Kill PER GAME!

Apart from the obvious effect on team morale and new, untrained psychos taking the pitch each week is unexpected effect on the Medical industry.

Most would hazard a guess that this would lead to an improvement in the proficiency of Apothecaries and other medical industries. However this has not the case.

With more and more players ranging from stars to dribbling Snotlings needing that extra attention post game, and with most coaches not willing to pay for it, there has been a dramatic increase in "slap and patch" shops opening up in alley ways, back of inns, abandoned buildings and even Jail Houses.

This than leads to less than fit players taking the field each week as coaches struggle to field a full team.

So this season is easily exceeding expectations of death and destruction which has been assisted by new medical techniques still being fine tuned.

But will it be known as the season of the Rookie or the season of the Undertaker?

Time will tell but this reporter is happy to be on the sideline and not under it.

- Malta Kronkyte



**".... increase in "slap and patch" shops opening up in alley ways, back of inns, abandoned buildings and even Jail Houses."**

## Player Highlight—ZUUL THE GATEKEEPER

For those unaware this is the first season that the race of Slann has been allowed into the ABBL. Enter [The Frogs of War](#).

Few would argue that the true star of this team that has suffered 14 Casualties against in 4 games has been [Zuul the Gatekeeper](#).

Zuul has survived this onslaught and done 4 Casualties in the process. A truly epic effort.

Kaarunch caught up with Zuul for this revealing interview.

KT: Welcome Zuul to the Kaarunch offices.

Zuul:.....

KT: Umm, it is truly an honour to meet with you.

Zuul: The Honour is all yours I assure you.

KT: Right. Anyway Zuul where do you hail from?

Zuul: Zuul doesn't expect you to understand that Zuul's spirit hails from before Sigmar and is an eternal servant of Gozar the Destructor. Zuul expects you to understand his physical presence comes from Lustria.

KT: Uhuh, ok than. So Zuul have you always played for [The Frogs of War](#) ?

Zuul: Zuul has always been a Frog of War even if Zuul's physical presence may have changed over time.

KT: Jeeaazus Zuul why the Third Person?

Zuul:.....

KT: (shakes head) fine, so Zuul the life of a Blood Bowl star is an eventful one, what do

you do to wind down after a big game?

Zuul: Zuul prefers to drink the blood of Virgins. Zuul eats insects as well but Virignal Blood is far more satisfying. Zuul doesn't like Blood from the Vixens, they are anything but Virgins. Zuul knows this for certain.

KT: (looks at security guards in the corner) Ok lets get moving here Zuul, have you been scared at all this season?

Zuul: Zuul does not know what Fear is, Zuul could not spell Fear, Zuul doesn't acknowledge that fear exists but Zuul was impressed with the trouncing applied to the [The Frogs of War](#) by the [Cold Snap](#). They injured Zuul's teammates badly that day. Zuul hopes they meat again in the playoffs to exact vengeance.

KT: Now we are talking, revenge, rivalry and blood lust. Speaking of which what do you attribute to your 4 Casualties from 4 games this season ?

Zuul: (looking around for confirmation) Zuul has more than 4 Casualties this season but only 4 on the pitch. Zuul must have been merciful as that number seems low.

KT: Fair enough. So Zuul how do you feel about your Coach?

Zuul: Zuul coach is not a Frog or a God. Zuul thinks he thinks he is a god, but Zuul knows better. Zuul tolerates coach until Zuul tires of coach and replaces him.

KT: With such an interesting start to your Carear Zuul have you had any sponsors approach you to follow you through into other leagues should the need arise?

Zuul: Zuul does not recall a sponsor bowing down to me. Zuul is now angry at interviewer for bringing this up. Zuul would like sponsors to meet with Zuul, possibly in a dark place to talk why Zuul has not been offered sponsorship before now.

KT: Ok champ, steady on. So before I end up on the bottom of a tadpole pool, what is your prediction for the rest of the season?

Zuul: Zuul will continue to dominate the game. Zuul expects his teammates to start helping Zuul. [Gozer](#) and [Vinz Clortho](#) the reborn shall help Zuul and the trinity of BloodBowl dominion has returned and the field shall tremble beneath their tiny little springy legs. 4 casualties in 4 games, then it is time for Zuul to step up, this may be the bloodiest season yet but soon the other teams will understand true bloodshed. All hail Zuul, all hail the [The Frogs of War](#), can you stop the frogs? That depends...are you a god?

KT: Umm, thank you Zuul for your, ahem insight. It has been a pleasure.

Zuul: Zuul knows this.



**“Zuul coach is not a Frog or a God. Zuul thinks he thinks he is a god, but Zuul knows better.”**

## Bob Bifford Mid Season Review

What a season so far. Lots of Bash, just the way I like it.

For an Ogre like myself nothing is more exciting than watching two teams rip each others arms off and beat the other teams to death with them.

The teams to watch this year for that kind of action would have to [Cold Blooded](#), [Cold Snap](#) and [Vertically Challenged](#). Cold Blooded lead it out with 14 Casualties so far while the other two have settled for 13 each. These teams have averaged above 3 Casualties per game with [The Manglers](#) sitting on 10 but one game back they too are a team to watch.

Considering last seasons record was only 21 it looks like there are a possible 4 teams itching to set a 24-25 Casualty season and smash all records, as well as legs, arms and necks.

So lets have a look at these killers of the pitch that have helped these teams get there. After all, these are the players I drool over and watch

with most anticipation.

[Olav Dovic](#) leads the league with 5 so far and could have been more if not for the fact he was removed from the pitch in his last game. There is potential for this player to average a casualty per game with remaining opponents which could set the record books on fire. He is well on his way to a double figure season eclipsing the current record of 8.

Others with a red hot chance of being there or there abouts for that record consist of [NoWayHeCouldHave](#), [Zuul the Gatekeeper](#) and [Simon Fritter](#) all sitting at 4 with Simon having a game in hand.

One of my long lost relation [Busta Bonz](#) is hanging in there with 3 Casualties but has a game in hand. Bustas remaining games consist of 3 games where AV7 is the norm but his final two are against Dwarves. Will be a tough challenge if achieved.

On the other side of the Ball, the boring side of

the ball if you ask me, there is going to be some awe-inspiring records set.

The team TD record is just a measly 19 and with [Cold Blooded](#) sitting at 11 already it looks like they could do an unlikely double this season. Not bad for last seasons Deathroller Trophy Winners.

Individual records have no chance of standing this season and I expect all of them to tumble.

Completions Record stands at 14. [Mister Hands](#) already has 8 with 5 games to play.

TD record stands at 8 but with 3 players averaging nearly 2 per game that will not last as [Dufnial Foecrusher](#) leads all comers on 6 already.

Dufnial team mate [Njal Magnus](#) is set to shatter the SPP mark of 32 sitting at 24 already this season.

So it looks like players are playing and coaches are coaching. Lets hope that changes soon.



Bob Bifford, star player and commentator has this column edited and translated by many individuals.

**“Individual records have no chance of standing this season and I expect all of them to tumble.”**

## Accusations of drug use denied

This reporter has discovered that the Norse Team [Cold Snap](#) has been not so subtly accused of cheating with some kind of performance enhancing drug.

This rumour has been wholeheartedly denied however evidence of once famous “Magic Sponge” has reportedly been found in dugouts

used by the Cold Snap.

In other rumours officials are looking into suspect training methods being used by several of the teams.

Over the past few weeks it appears several players have made huge gains in their physical and skill levels. Some pundits are claiming demonic possession mixed

with cultist rituals.

Could this unusual advancement be attributed to the introduction of the [Chosen of Khorne](#) this season and a report of a “leaked warpstone”?

Possible, after all, in this reporters opinion it has nothing to do with the quality of the coaches.



Since this report Narge Hegis has not been seen or heard from.

## Which Were are you?

Which kind of Weres make the best Blood Bowl players? This argument has been raging for quite a while, and we're not about to disagree with anyone who holds a strong opinion about it once a month...

Strangely, given they are by far the most numerous type, if you were to say Werewolves you might be barking up the wrong tree. Though good all-rounders, they can't beat Werocats for speed or Wrebears for strength. Very few Weres make good Throwers, since they invariably chase after the ball and bring it back once its thrown; similarly, there have been few good catchers, except those who have had their teeth removed.

## Jim Johnsons Playoff Picture

This season has had everything. Purists, like myself, have enjoyed the close battles, expert play and amazing strategies while those who enjoy slugfests, like my partner in crime Bob Bifford, have had more than enough to get excited about.

And then we start looking at Divisional Standing and the Playoff pictures and I can tell you if my Blood wasn't so cold it would definitely warm up.

It appears with the team distributions this year there is only two divisions that should be in the overall final but WOW it is going to be a fight for all 4 Qualifying spots.

Division Block has the most unbalanced spread of new and existing teams with last years finalist The Manglers staying put an existing Open Team the Oaken Embracers joining the free. Surprise packet is new comers the Gilded Hardhats. This new team has started off strong and at the resolution of Round 4 will be leading the division and than the tough games start. The Ringer team Galadrieth Girly Guys has struggled

with multiple Coaching styles. The Manglers have a strong roster and is my tip to just take the division depending on their first two Divisional Games.

Division Tackle is tight. With all new teams for this division the Frogs of War have broken away with a 2 point lead but with only 1 Win between 1st and 3rd this is anyone's division. The Orcs are struggling but this division will be a tough break and go down to the final round. Too scared to tip this one but The Knights look solid and could come through in the end.

The Spike Conference is a little more one sided. Dodge division which has the strongest teams within the league is going to be tough. The Vixens have the slight upper hand at the moment with the Tie Breaker over the Cold Snap. Cold Blooded and the Grifters are in with a good chance as well as there is only 4 points between 1st and last. This whole division will be decided by ongoing injuries in the coming rounds.

The final division of Leap looks to be the most one sided. The Avelorn Uni-

corns came across from the Open with only one game under their belt but have extended out a 2 win lead on the rest of the division. The remaining teams are all new teams but sit around the same value as the leading Unicorns. 2 Wins with 4 games left will be a monumental effort but stranger things have happened to Elf teams on the Blood Bowl pitch.

So this Vampire is tipping the following for the qualifiers.

The Bloodweiser Conference is tough but this Vampire is going to tip a 3 way battle in Block with Vertically Challenged outlasting the opposition and facing the Brimstone Knights who also outlast the Frogs.

The Spike is a little easier to predict and this pale face will pick The Vixens to go up against the Unicorns.

Who will play in the final. That is tough. If my predictions are correct I see Vertically Challenged coming through to lose against a Unicorns team that causes trouble for a battered Vixens.

But this is Bloodbowl where anything can happen, and usually does.



Jim Johnson, Vampire commentator .

**“But this is Bloodbowl where anything can happen, and usually does.”**

## Notes from the Commish

Season 3 for the Albany Blood Bowl League is going along nicely with 15 coaches for the structured season.

This number is really surprising and I am learning things about running a larger competition and managing a larger group of people.

Still of concern is the failure to organize games on time. I have no problems with delayed games but we all need to know what is happening so I hope people remember that for the rest of the season.

The rules knowledge is raising along quite nicely as players start getting used to "announcing

their actions".

A few Incorrect Procedures have been called and that is absolutely fine. People should start getting used to this as it is a MAJOR way in stopping the confusion as to what turn people are on.

It has been great to see new players doing well and new teams progressing nicely.

This season is a little unbalanced but next season should be REALLY interesting with the leaving rules really kicking in.

As a surprise next season will see +1 added to ANY ROLL made on either the Leaving or Retirement tables for the teams that make the

Grand Final.

Before I hear any, well that is unfair, let it be known that if you have a player with 76+ SPP they still have a CHANCE to stay even with that +1 to all rolls. However if they have a niggling or other injury, Bon Voyage :).

So next season will be very close and it looks like we may even have 2 -3 MORE players which would be AWESOME.

Next season teams will need to be at least undercoated and one colour AND fully numbered but more details soon.

Good luck to all for the remainder of the season.

- Damien

**"Still of concern is the failure to organize games on time. "**

## OPEN Rundown

This Open season has been rather quite.

Some players are asking why do we have the Open season.

Two Reasons.

The first is simple. If you want to run another team with no retirement rules this is the place.

It allows for organizing games against people you may not play through the structured season.

It is also just somewhere to have some fun. Don't be afraid to run that Halfling/Ogre/Snotling team and just go out for a laugh.

The second reason is a bit more competitive.

At the start of each Structured season there is a "maximum team value" announced.

This value is the maximum team value that an Open team can come across into the Structured.

This value is the normal Team Value + Any players MNG + Cash in the Treasury.

The value is determined by the same value from last seasons lowest team. As a guide last season was 1450000.

So you can use the Open League to Train up your potential Structured Season team for next Season.

This helps you come in

slightly competitive and not get too demolished too easy.

This season the Oaken Embracers and the Avelorn Unicorns are the two teams that did this and both are travelling well.

The Open division has been quite this season but remember that you do not NEED to play any games to take part in the playoffs, its that relaxed.

The more games you play the easier the play-off schedule will be though :)

So get into, have some fun, and play some games against others you havnt played yet.

**"It allows for organizing games against people you may not play through the structured season."**