

ABBL Season Eight

Post-Season Review

Grundar Grundarsson

Ex-Professional player
from the Worlds Edge
Warriors



**Al 'Half-Hands'
McGee**

Entrepreneurial
Goblin pundit

Grundar: "Welcome ABBL fans to this bumper edition of the Season 8 Post-season review!"

Al: "Orlrite yooz lot! We az got orl ov der matches from der Play-Offs and der Cup Final in dis wun!"

Grundar: "That's right Al, 8 matches for the eighth Season and we've got some great games to report on. But first, a little review of the regular season."

Al: "Yer, an' weez gotta menshun orl dem deffs! We 'ad .ow many Grundar?"

Grundar: "A record-breaking 55! This may not have been a season as large as Season 7 but it certainly has been the most violent. With an average of almost 5 casualties per game and more Fatalities than ever, this is what it should be like! Even the Cup had more casualties than last Season with 81 over 15 games - 6 games less and 7 more than Season 7! What a time to be a pundit."

Al: "Dat it iz, dat it iz. Itz orlso grate cos we 'av seen der Touchdurn record broken and by lotz as well as der 'ighest season player ratin' bofe set by Slym Pikkins of der Subcity Skavengers. Dey 'ave shorely got to be proper contenders for der title 'aven't dey?"

Grundar: "They actually have a chance at getting the double as do the Fire Valley Fateweavers. Both teams are in our first match report covering the Cup Final. It's a close call as to which one will come out in top."

Al: "I reckon dem Skavengers 'ave got it sorted. Dat rat is proper on it and I

carnt see 'ow der Fateweavers can stop 'im."

Grundar: "Well, 3 Big Guys might have something to say about that one Al! We're running out of time, what about the Play-Offs?"

Al: "Well, itz obvious innit? Der Daylight Gobbery 'ave finally got to der Play-Offs an' I carnt see anywun beetin' dem."

Grundar: "And there it is..."

Al: "wot?"

Grundar: "You know what Al? For once, just this once, we were getting along and doing proper commentary and then you pull out some ridiculousness such as this. Why do I bother?"

Al: "Wot yooz on abowt? Dey is gonna win! Dey 'ave finally overcome der obvious bias agenst Gobbo's in der ABBL and are gonna show 'ow mitey we iz! Make Gobbo's grate again!"

Grundar: "I hate you..."

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Arlanath Firesk Memorial

Cup Final

[Fire Valley Fateweavers](#) vs [Subcity Skavengers](#)

The Chaotic Season 8 Arlanath Firesk Memorial Cup drew to a close with a match between the Fire Valley Fateweavers (Tzeentch) and the Subcity Skavengers (Nurgle). The Fateweavers had played just 2 games to get to the Final, a conceded game in the Quarter-Final giving them a free pass while the Skavengers had to battle through all 3 rounds. Both teams were looking strong however and their previous 2 League meetings had ended in draws so many people were banking on Extra Time at least...



The Skavengers hired the might of Morg 'N' Thorg, the lithe speed of Skitter Stab-Stab and the masochistic tendencies of The Gimp for the game ahead while the Fateweavers enticed Akhorne with a bumper chest full of nuts! Unfortunately, the vicious squirrel was knocked out early in the game in a flurry of violence from the Renegades that also saw a Snotling Badly Hurt and Dri Krust, a Skaven Lineman injured. But they grimly held on with Morg finally playing a part by knocking out Bloodhoof the Minotaur. It took until late in the half for the Fateweavers to finally cross the line, with Aurortzaya Brownclaw the Skaven dodging past Morg and a Clanrat multiple times and running as fast as his skittery little claws could manage to score!

With little time left on the clock, Skitter recovered the ball and handed off

to Slym Pikkins, the Season 8 GIT who then promptly failed to dodge his marker and the half ended... Not all was lost however as, just before the whistle, Rusti Nail, winner of Most Casualties Season 8 managed to Seriously Injure the Lineman, Mylyatam Warpfinger.



The second half saw Bloodhoof attempt to re-pay Morg but all he managed was to knock him down while Slym picked up the ball in the backfield and ran in the right direction, screened by some team-mates. Rusti struck again during this passage of play, this time ending Zaha'akad Dreamstave's career permanently and racking up his tally of Fatalities. If only he had caused more of

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them during seasonal games he would have been in with a shout for the Most Fatalities title as well as the Most Casualties! Slym scored halfway through the 2nd half and the game was tied at 1-1.



With 4 players in the casualty box, the Fateweavers were getting beaten off the pitch and the numbers were starting to tell against them. So, perfect timing for Morg to take out their Ogre too! Rusti then proved he's not only a killing machine but a shrewd tactical player by taking down the Fateweavers' Goblin ball-carrier, but in a cruel twist by Nuffle it bounced straight in to the hands of Bloodhoof who seemed to suddenly become blessed by Tzeentch! Morg tried twice to take him down but failed on both occasions and the bovine muscle-mound kept hold of the ball, blitzing Morg back and breaking away. He started to power his way to the Endzone and only Skitter Stab-Stab was able to block his path, dispatching Akhorne on the way to stand in front of the Minotaur with The Gimp providing a back up just behind him.

Now, it's fair to say Skaven are hardly known for their courageous demeanors but what followed was highly suspect! Despite having a tail well-known for tripping up opponents, it was nowhere to be seen as Bloodhoof somehow managed to break away from Skitter (despite the rat apparently doggedly shadowing his every step), blitz The Gimp (who quite gladly took the hit – clearly a Slaanesh follower!) and make a run for the Endzone, evading Skitter's lacklustre attempts to bring him down twice more before stretching his legs and making it to the Endzone as the final whistle blew! The Fateweavers are the new Arlanath Firesk Memorial Trophy holders with a final 2-1 score-line.



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The Skavengers Coach was very unhappy and expressed his displeasure in a strongly-worded letter of complaint to the Commissioner's Office. We're not able to print the entirety of the contents (this is a family publication!) but here's the letter:

As you are the [REDACTED] league commissioner, I felt I should direct a [REDACTED] formal complaint your way about that [REDACTED] Skitter blatantly throwing the [REDACTED] Cup Final after having been hired to help out the Skavengers!

He just [REDACTED] to 'forget' that he had a [REDACTED] Prehensile Tail and allowed a [REDACTED] Minotaur with a gammy leg to dodge away from him 3 [REDACTED] times before not even bothering to [REDACTED] shadow him, allowing him to score the winning [REDACTED] Touchdown.

Had he have done his [REDACTED] job as intended, the [REDACTED] Minotaur would have crashed to the ground immediately. This would have forced the game to Extra Time, allowing the Skavengers (who would have outnumbered the Fateweavers 11-9, even if their knocked-out players had returned) to likely clinch the victory. The [REDACTED] Fateweavers being down four of their most important [REDACTED] players, and [REDACTED] s, would have stood little chance of stopping the inevitable Touchdown from Slym Pickens in the ensuing extra half.

I expect you to rectify this glaring mistake by calling the head coach of the Skavengers a 'complete and utter [REDACTED]' and telling him to go and cry about it. :o|

That final sentence has cast some doubt on the validity of the letter however and the Commissioner, when shown this, simply shrugged his shoulders and retired to his office muttering mysteriously something about "Why did I bother with random stuff if no-one even uses it?". What this cryptic comment means, we have no idea but the Fateweavers go in to the Play-Offs as Cup Holders, congratulations to them!

Fateweavers 2 – 1 Skavengers



It just tastes bitter.



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Quarter-Final one

[Fire Valley Fateweavers](#) vs
[Wolfenburg Bulls](#)

The first Quarter-Final of Season 8 saw a temporary failure on the magical enchantments keeping the cold winter weather at bay and so it began on a frozen pitch, both teams not relishing the prospect! To guard themselves against the chill the Bulls invested in a couple of kegs of Bloodweiser and also won the toss, deciding to receive the ball.

As the game started, a dreadful stench started spreading across the pitch as a local sewer overflowed (Somewhere, there was a Weather Mage fearing for his job...) but this didn't stop the Bulls from collecting the ball in the backfield and the Lineman Turk getting the game going with a KO! But this was tame

compared with Vulpril the Ogre who showed him how you really get violent in Blood Bowl, killing the Blitzter Steve Rodgers with one swipe of his meaty paw! Incensed by this casual dismissal of his teammate, Rob DJ squared up to the hulking presence of Vulpril and hit him so hard he thought he had taken revenge! But the Fateweaver's Apothecary brought him back from the brink of death and got the Ogre back into the game.



The game was turning into a slug-fest and the frozen pitch was helping to break armour on both sides. The Fateweaver's Dark Elf Tsukai'n knocked out Gary, the Bull's Bombardier, removing that particular threat while Doctor Cox returned fire with another KO on Auromoch Spellskin, before Brock fluffed up a block and was KO'd for his troubles.

With 4 players missing off the pitch in comparison to the Fateweaver's 2, it was simply a matter of time before they were able to get a block on the ball carrier with the Skaven, Aurortzaya Brownclaw knocking it loose. He picked it up and made a break for the End Zone but was unable to get far as James 'Blockhead' Jones blitzed him down, knocking the ball loose and knocking Aurortzaya out! Rubin the strong picked up the loose ball and made his own break for the End

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Zone. The Fateweavers were unable to catch him and he ran in, putting the Bulls 1-0 up.

The Fateweavers were smarting after the score and came out fists flying! The Bulls put up a brave defence but the power on the frontline of the Chaotic team proved too much. Another two Ko's, Torgul Changegut the Troll badly hurting Will 'Willy' Willington and the Minotaur, Bloodhoof removing Turk from this and any potential next game made hard work for the Bulls but, despite all this they still managed to knock the ball loose but were unable to retrieve it. Tsukai'n the Dark Elf punished their inability to capitalise, collecting the ball and running it in for the equaliser at Halftime, 1-1

The Second Half started with another pitch removal, this time Bloodhoof

knocked out Uhtred the Blitzler. The Fateweaver's were slow to get going with the ball however as they seemed unable to collect it in the backfield, Aurortzaya the key point of failure. Sensing that this could be the Bull's final chance to come out of this game with a win., they started to put pressure on the ball, ready to try and snatch it but their chance never came. Aurortzaya pulled himself together, dodged away from his marker, collected the ball and ran off in the direction of the End Zone.

Vulpril helped thin the numbers by knocking out Rob DJ while Pablo of The Bulls made a valiant effort to bring balance back to the pitch, badly hurting Zagastad the orc. But, steadily, the Fateweaver numbers started to show and Bulls players started dropping like flies. JD the halfling, James 'Blockhead' Jones, Pablo and Doctor Cox were all

knocked out and finally, Cthastora Daemonflame injured Rubin 'The Strong' leaving one lone player surrounded and unable to get to the ball.

Aurortzaya casually sauntered in to the End Zone to seal the deal for the fateweavers, 2-1. Despite a little time left on the clock, the Bulls had nothing with which to force the draw and the Fateweavers go to the Semi-Finals while the Bulls return to Wolfenburg to lick their wounds and dream of Season 9.

Fateweavers 2 – 1 Bulls



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Quarter-Final Two

Subcity Skavengers vs Kirchenstein Templars

The second Quarter Final saw the defeated Cup Finalists, the Subcity Skavengers taking on the 2nd place Easterners, the Kirchenstein Templars. The Skavengers elected to receive and Slym did what he's done all season, scoring within minutes of the opening whistle.



For some reason, both sets of fans took offence at this quick score and promptly invaded the pitch! By the time they had vented their anger, 3 players from each team were groaning in pain on the floor and the half started without them.

Unfortunately for the Templars, all of their 3 players were on the front line and a bewildered lone Goblin of the Skavengers stared towards the opposition Endzone...



Despite the pitch invasion, Samson the Goliath remained focussed, taking Bagy Kanz out for the rest of the match. It wasn't enough to prevent the Skavengers

from taking advantage of the massive gap in the Line of Scrimmage however and they got a blitz on the ball carrier, knocking the ball loose. The ball bounced in to the hands of the one Human player close enough who managed to catch it despite being overwhelmed by Skavengers! He promptly dodged away and handed the ball off to the Blitzzer, Raphael Grimm who then got it to an open Catcher who ran towards the Endzone. Fortunately for the Skavengers, Paipa bag, a rookie Goblin, decided to make a name for himself and blitzed the Catcher down with the ball landing in the hands of Brokun Toasta. Unfortunately for the Skavengers, Lazarus Kane, the Human Thrower was close enough to repay the favour, smacking Brokun to the floor, snatching the ball up from the ground and running in for the equaliser.

All the effort to equalise before the end of the half felt like a complete waste of

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time though as Slym scored a lightning quick Touchdown just as the half ended, 2-1 to the Skavengers.

No pitch invasion this time but the Skavengers still managed to break through and take down the ball carrier, Rusti Nail doing the deed on this occasion. Once again however, a Templars' player was in the right place at the right time and caught the ball despite being surrounded by Skavengers!



Goblin Lineman, Holey Shoo was taken out by Leonardo Von Blitzmark as the Templars tried to take advantage of their good fortune but this time, Dri Krust managed to dodge past 4 players to

wrestle the ball carrier to the ground and the ball bounced loose once more. But, guess what? A Templars Lineman was in the right place yet again and caught the ball surrounded by Skavengers!! The swearing from the Skavengers' Dug-out could be heard beyond the stadium...

The Lineman, spotting an open Catcher, dodged away from his markers and tried to hand the ball off to his teammate but the Catcher, seemingly confused, handed it right back! The Lineman, very confused, gave it to the Catcher again and this time the penny dropped. He took the ball, dodged away and rushed to equalise, 2-2!

With not long left on the clock, the Skavengers stacked up on one side of the pitch but the Templars quickly realised their game and re-set their defence to match. Slym managed to get round the morass of players with the ball and stalled for as long as he could while the rest of his team sacrificed themselves

holding up Templars. Brokun Toasta was seriously injured by Lazarus Kane as a result but nothing more and Slym ran it in for his 3rd of the game.

The Skavengers set up deep to ensure a thrown team-mate didn't ruin their day but they needn't have worried as Thou-Shalt-Not-Commit-Fouls-on-the-Sabbath Buttercrumpet (The one Halfling on the Templars' roster) failed to catch the Hand-off. The whistle blew and the Underworld Denizens were through to the Semi-Finals!

Skavengers 3 – 2 Templars



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Quarter-Final Three

Mileham Villans vs Ratmaninovs

A packed stadium came out to see this 'clash of styles' encounter on a perfect day for Blood Bowl. The Villans, in an effort to prevent the Ratmaninovs from doing the very thing they planned on doing themselves, hired Jorm the Ogre to officiate the game as well as hiring a troupe of Waaagh! Drummers to inspire the players. The Ratmaninovs went for their tried and tested Horticulturalist of Nurgle as well as a couple of kegs of restorative Skaven brew.

The Villans won the toss and chose to receive the ball. As expected the Rats stood off from the bludgeoning might of the Villans with hit and run strikes - the Rat Ogre Brutus their main form of attack. Behind the chaos this was bringing, the Villans collected the ball and began to move up the field with great care, very aware of the

Horticulturalist amongst the Skaven staff.



As the Villans pushed forward Spleensplitter badly hurt Stalin V, the Rat's newest Blitzzer and Razor seriously injured the Lineman, Molotovski whose passing ability won't ever be the same with that broken shoulder – not that he was ever planning on stepping up! As the Villans pressed on the Horticulturalist stepped forward from the crowd and began to wave his hands about... the fans held their collective breaths as spectacular-looking spell effects manifested on the pitch with impressive whizzes and bangs but, once the theatrics had cleared, nothing had happened! The Villans were completely unaffected and the rather sheepish looking Wizard slinked off back from whence he came...



In what some would call a perfectly legitimate ground blitz, RIP van Bett got his marching orders. Fans of the Villans later wrote a letter of complaint, highlighting what an outrageous decision it was from the referee as it was clear that he was just checking the downed Skaven player's health which was misinterpreted as trying to kick him to death. The letter was given all the attention it deserved and passed directly on to Jorm the referee. Who's an Ogre. They don't read.

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The Ratmaninovs' numbers were depleted as several players were knocked out leaving No 9 of the Villans, Eric The Redder to score just before half time.



The Skaven were unable to do a quick score at the end of the half thanks to the efforts of the Waaargh! Drummers (Waaargh! 17, looking resplendent in

their fluffy white squig-lined coats and coming to stadium near you!) who pushed several Skaven back from the scrimmage line with their thumping beats. 1-0 to the Villans at half time.

The start of the second half saw the rats pour forward with the ball and for some reason begin to stall next to the Villans End Zone. Spleensplitter badly hurt another Skaven Lineman as Jackovski II went off to the casualty bin but in return had his casualty-causing spree brought to an end as he was injured himself by Brutus who made sure Spleen would also miss the next game. The Villans boxed the rats in, taking advantage of their stalling to try and remove some more from the pitch. Goblins were thrown at the ball carrier and one even splatted Brutus! More success followed as the ball was even knocked off the pitch but the crowd threw it back in straight in front of the Gutter Runner, Gobovski IV. The imminent danger of several players

being mullered by onrushing Black Orcs forced the Ratmaninovs to stop stalling and run the ball in. 1-1 halfway through the second half.



With the pressure on, the Villans upped the intensity. MIA badly hurt Bigit Spike II and Drip Drop the Thrower, ending their games and any kind of throwing threat the Skaven would be able to muster. Brutus got knocked out, but in an effort to keep him in the game the Skaven coach pushed his apothecary onto the pitch to patch him up leaving him merely stunned. Unfortunately for Brutus, this was Uncle Litl'Un's cue to plough into him with what was later

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described as ‘a beautiful ground blitz’. Regardless of the final result of this game, the rat ogre would miss his next game, that's for sure!

With time running out the last few Skaven players desperately attempted to stop the Villans scoring, leaving the Villans with just one remaining option. The Villans’ Troll, Crackscratcher (who had had very little input in this game so far) picked up Eric the Redder and threw him beautifully down the pitch. His landing was spot on, almost graceful and he carried the ball into the End Zone for his second score of the game. The whistle blew and the Eastern Division Winners were out, done in by the Qualifiers. 2-1 to the Villan's to the surprise and delight of the Villan's faithful. What a game!!!

Quarter-Final Four

Daylight Gobbery vs Green Glade Packers

At their 4th attempt, the Gobbery had finally made it to the Play-Offs and their reward? A game against the only undefeated team in the League! To aid them in keeping this stat, the Elves employed (with great distaste it must be said) the services of Josef Bugman in an effort to broaden their horizons and drink something other than wine while waiting in the dug-out. Josef brought along his assistant and a bored Wood Elf Enchantress decided to throw her lot in with the Packers as she didn't have much else to do! The Gobbery bought a keg from Bugman and got their bribe bag ready seeing as they were under scrutiny from the referee. It ain't cheap running a Goblin team!

The Gobbery won the toss and, despite an initial attempt from George to eat Doom Diver Glenn, the little guy was kept safe from the Wood Elves in a cage of team-mates. As the Packers set to work dismantling the cage, Wardancer Basil Bramble drew first blood, taking John Harmes out of the match.

This blip for the Goblins was quickly recovered from however as a superb throw from George put Glenn Waddle easily onto the path to the first Touchdown of the game and the Gobbery went ahead, 1-0!



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Obviously this didn't sit well with the Elven crowd who, in a very uncharacteristic display of outrage (Bugman had been distributing free samplers of his XXXXXX brew amongst the Elven fans, clearly their delicate Elven metabolism had some adjusting to do...) invaded the pitch and left Lineman Phil Krumpson stunned on the ground! Taking advantage of the confusion, the Elves made short work of a pass from Holly Ferngrove to Forest Fairburn but Basil managed to knock himself out after a blitz went wrong (we suspect the Wardancer got a taste for ale and 'accidentally' fluffed the block!).



Trying to capitalise and intercept the ball carrier, George performed another superb throw, this time team captain Chances Lee soared through the air but his subsequent blitz on the ball carrier only achieved a push, and Ron Pow-ers began a small period of being really stupid!



Responding to the aerial threat the Green Glade Packers switched up play by handing the ball back to Holly for another pass, this time to Glenn Grover who moved into a solid position but not solid enough to prevent a blitz from Brian Greenhop! Unfortunately, the Gobbers were not able to capitalise on the loose ball, or the following failed pass, and Holly, venting his fury on the nearest moving thing, caused a casualty on Brian Greenhop (apothecary had him covered, but in what?! Eww!). The Packers cleared a path for Glenn Grover to score the equalising Touchdown, 1-1.

The following Kick Off saw a gust of wind throwing the ball out of play for a touchback and the Goblins caged up, keeping the Elves at bay for a while until the bold leap of Basil Bramble saw him stamp on Glenn's foot! The ball popped out of his hands and into the middle of a multitude of players that cleared out of the way so that Glenn Grover could pick

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it up and the Elves gained possession!

The Troll, Ron, casually thumped Glenn Grover down and out for the match, the ball coming loose once again but neither team was able to capitalise before the half time whistle blew.

The second half Kick-Off saw another gust of wind dropping the Gobbery kick deep into the left wing but the Packers began this half with a terrible block from the Very Faraway Tree who knocked himself down despite out-strengthening his opponent 3-1.

Fortunately for the Elves, George was not paying attention, denying Gobbery a vital thrown team-mate attempt, and an Elf cage formed up on the far right after a successful pass from Holly to Wardancer Oakley Acorn Jr.

Another vital pair of Goblin plays went begging as the Packers advanced across

to the left, and Basil secured another casualty, this time on star Linegoblin Paul Madley. In response, Gobbery had a burst of intermittent competence, with George throwing another teammate to threaten in the backfield while Ron put down thrower Holly, ending his involvement in the game and drastically reducing the passing threat of the Elves.



The carnage continued as Basil dropped yet another Lineman, a rookie named Mark Fright, with the Packers' fourth casualty and Basil's 3rd of the game. The Goblins mobbed Oakley but he slipped out from their grasp as Wardancers are wont to do. Sensing that they were running out of time, George tossed the 'Ooligan into the fray and Pogoer Brian tried a desperate blitz against Basil but the wily Wardancer skipped over the line for a Touchdown, 2-1 to the Elves!

The Elves held the line as the ball landed squarely in the hands of Merry Butcher, who handed off to Glenn as the team moved in to position. Looney Haz tried his hardest to chop down the tree but not this time! Those nimble Packers dived in and started to pick apart the loose Goblin formation as the final whistle approached. George brushed aside Basil, taking him out for what was left of the game and Bomby Charlton

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killed line-elf Magnolia with his last grenade! Mike Bloxbury made a desperate last dash, picking the ball out from under the nose of an Elf, dodging and rushing as hard as he could to make one last, hopeful pass to Brian in the End Zone, but the accuracy was just off and the ball landed just out of reach as the whistle blew, leaving no time to pick it up for the equaliser.

A tight-fought victory for the Packers tonight, and a great finale for Daylight Gobbery's Season Eight who bow out with heads held high and feat aimed low! The Packers move on to the Semi-Finals, still undefeated (except for that Cup loss against Gnomes but we won't mention that. Oops).

Packers 2 - 1 Gobbery

The Nesquig logo is displayed in its characteristic blue, bubbly font with a white outline, set against a solid yellow rectangular background.

Semi-Final One

Fire Valley Fateweavers vs Mileham Villans

After their thorough beating up of the Bulls in the Quarter-Final, the Fateweavers were firm favourites to win this one but the stadium owners thought otherwise and gave them plenty of cash to 'even the odds'. They took advantage by employing the steely glare of Jorm the Ogre to keep the Villans honest, a Sports Wizard and a keg to perk the team up a little. The Villans injected a little of their own cash to encourage their resident Waaagh! Drummers to turn up and, amidst the thunderous drumming and cheers of the crowd, the first Semi-Final of Season 8 began!

The initial coin toss favoured the Fateweavers and they elected to receive. A high kick gave the Skaven, Aurortzaya Brownclaw the opportunity to get

underneath the ball and he caught it before the relentless sound of the Waaagh! Drummers pushed him right back in to his own End Zone! Despite this, he was able to push through the soundwave and ran up the pitch, screened by his team. Torgul Changegut, the Fateweaver's Troll, started a match-long feud with Crackscratcher, the Villans Troll, knocking him down in the first block of the game while his teammates knocked down as many of the Orcs as they could. But they all stood back up, ready to go another round.



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Many blocks were thrown and players jostled for position on both sides before Big Arfur blitzed a path through to Aurortzaya while Mia took down the Minotaur, Bloodhoof. The Fateweaver's Thrower, Tsliekantine Windspinner quickly responded to Mia's presence and knocked him out, freeing up the Skaven who ran behind him for protection! Torgul decided now would be a good time to pick his nose and Bloodhoof got quite angry at the grass for daring to cushion his fall and remained on the floor pummeling the pitch to no avail. Completing a hat-trick of failure for the Fateweaver's Big Guys, Vulpril managed to knock himself down trying to take out Kneebiter and suddenly, things weren't looking too good for the Renegades...

Snailzy the Goblin managed to sneak up behind Aurortzaya as the sprinklers decided to malfunction! Bloodhoof got a sprinkler spraying right up his nose, leaving him incapacitated on the ground

once more (expect that one to be in the bloopers reel!) but Torgul woke up and knocked down Crackscratcher again while Aurortzaya did the same to Snailzy. Cthastora Daemonflame took down Big Arfur and the Renegades started to pull themselves back together.



Unfortunately for them, Uncle Litl'Un chose this moment to make the play of the game. Dodging past 4 players he managed to land a cracking blow on the Skaven that would have been enough to take him out of the game if the Renegades Apothecary hadn't have stepped in, picked up the ball right next to another Fateweaver's player (despite

the wetness from the sprinklers), dodged away and rushed to put some distance between himself and any opponent.

Briefly stunned by this turn of events, the Renegades shook themselves awake and took steps to stop the impudent little Goblin! Cthastora blitzed in to him, stripping him of the ball and the game was back on! Until Torgul decided to fall down trying to hit Kneebiter...



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The Villans desperately tried to regain possession of the ball with it juggling in and out of various players' hands before it ended up in the somewhat confused arms of Zagastad, the Renegade Orc. Unsure what to do in this situation, he carried on trying to hit people! Most of his team followed suit although Bloodhoof the Minotaur was still having trouble with the basics managing to knock himself down trying to block Kneebiter.



Zagastad's approach seemed to be working as Grizz managed to take himself out trying to bring the Orc down

but he finally realised he shouldn't be the one holding the ball and handed it off to Tsukai'n Fatespinner the Dark Elf who dodged past a marker and rushed towards the End Zone. The tide was turning back in the Renegade's favour as Tslikeantine Windspinner caused a casualty to Snailzy (permanent damage to his legs being the prize for not having to play the rest of the game) although Bloodhoof was still having issues with the grass. Vulpril finally did something useful and sent Crackscratcher to the infirmary but the Villan's coach, rather than rely on the troll's temperamental regeneration, sent the team Apothecary over to patch him up and he was back on the subs bench in no time at all.

The Orcs tried to catch Tsukai'n but all they managed was Eric the Redder being tackled down and missing the rest of the game as a result. Tsukai'n then blitzed past RIP Van Betts to score, 1-0 to the Fateweavers.

The Villans had a small window of potential to score courtesy of Crackscratcher lumping a Goblin through the air but, despite the Waaagh! Drummers opening up a channel to make it a possibility, poor old Ratz McTiddles couldn't catch the hand off and the half ended.



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The Second half began with the gloves firmly on for the Black Orcs as they knocked down several Fateweaver's on the Line of Scrimmage. Ratz picked up the ball and stayed behind his bigger teammates as the Renegades started hitting back. Torgul resumed his rivalry against Crackscratcher, knocking him down once again while Bloodhoof actually achieved something, knocking down Razor. The ironic cheers from the crowd were deafening...



Crackscratcher had managed to find the piece of grass that Bloodhoof had had

such an issue with and attempted to engage it in conversation so wasn't much use to the Villans for a bit! This inactivity led to a ridiculously heroic (or incredibly stupid) play from RIP Van Betts who decided to take on Bloodhoof all by himself! Puffing up his diminutive little frame he chest-bumped Bloodhoof's leg who, very confused (he wasn't having the best game of his career it's fair to be said) simply stepped backwards, mumbled an apology and stood there, absolutely befuddled as to what he should do next...

Thankfully for the Fateweavers, Cthastora still had his wits about him and blitzed Ratz, despite his bodyguards and stripped the ball free. Mia blitzed him back in return, stunning the Dark Elf while Big Arfur knocked down the Ogre and Kneebyter knocked out the Troll, pretty much cancelling any advantage the Dark Elf had gained. Ratz couldn't pick the ball up however and the Fateweavers

wizard finally decided to show his hand. A massive fireball landed amidst the Villans, knocking down 3 of them and taking Ratz out of this game and the next one too!



Even with this, the Renegades still couldn't capitalise and Wannabom picked the ball up from the burnt circle

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of ground. There followed an impressively poor display from both Vulpril and Bloodhoof. Firstly, Bloodhoof re-engaged with his violent side, spotting the cheeky RIP Van Bett and decided to exact his revenge for his humiliation earlier. Despite the massive advantage in pure muscle mass he had against RIP however, the wily little Goblin managed to tussle the Minotaur to the floor, stunning the bovine terror while he casually dusted himself off and stood up, looking rather pleased with himself, it must be said! Vulpril, after a brief spell of confusion decided to take on RIP also. A bad idea as the Teflon-coated Goblin was clearly favoured by Nuffle today of all days and the Ogre stunned himself in the process.



Elsewhere on the pitch the Villans were knocking down Fateweavers with

ease, Kneebiter knocking out Slithor'likam Shadowstave and Razor doing the same to the Dark Elf as Wannabom edged in to the renegade's half of the pitch. Bloodhoof's misery continued as he fell over trying to blitz Razor and Vulpril got knocked down by Crackscratcher who had finally stood up after his intense conversation with the grass. Despite all this, progress towards the End Zone was slow and the clock was gradually ticking down. With seconds left on the timer, Bloodhoof managed to achieve something useful again, getting in Wannabom's face but Mia blitzed him away and Wannabom rushed in to score with very little time left.

The Fateweavers lined up for an attempt to throw their Goblin but the Waaagh! Drummers did their job once more and pushed the Goblin too far away for his little legs to get there as the

whistle blew for full time. The score 1-1, the game went in to Extra Time!



EXTRA TIME

The Fateweaver's won the toss once again and elected to receive. All their knocked out players recovered in time giving them a full field while the Villans were down to 10. The ball bounced straight in to Tenebrazran Mireweaver's hands and Torgul renewed his on-going battle against Crackscratcher but achieved nothing against his fellow Troll

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as Crackscratcher stood firm. Bloodhoof once again proved his ineptitude as he refused to blitz Razor and the Black Orc took advantage of this, knocking him down. This opened up a path to the ball carrier and Razor loomed menacingly over him unaware of Bloodhoof (also menacingly!) getting to his feet behind him and knocking him down in revenge! Vulpril had mixed fortunes with firstly Kneebiter falling over in front of him and then knocking both himself and Mia down the next time he tried to block. Big Arfur then pushed Bloodhoof out of the way allowing Mia to blitz Tenebrazran but he only managed to push him back. Crackscratcher had a pop at Bloodhoof too, pushing the Minotaur back and planting himself in front of Tenebrazran while Unbonnie kept the flag flying for Goblins by blocking the Renegade Thrower and knocking him out! Uncle Litl'Un, not to be left out of the fun, dodged twice and headed towards the End Zone in anticipation of a loose ball.

The Big Guys kept up their disappointing showing with Vulpril refusing to get up and Torgul fluffing his block against Big Arfur, knocking himself down. The subsequent lack of coverage gave Mia all the space he needed to knock out the ball carrier and the ball was loose. Bloodhoof was kept out of the action by Razor and Unbonnie dived in to scoop up the ball, covered by Wannabom. The Black Orcs blocked their way in to forming a cage and the Villans started to trundle up the pitch.



The Fateweaver's weren't giving up however! The Skaven managed to blitz down Uncle Litl'Un, reducing the Villan's options and Torgul managed to get next to Unbonnie, threatening the Goblin. Vulpril tried to keep Big Arfur out of the action but he only managed to give him the opportunity to knock Torgul down, which he duly did and the cage moved closer to the End Zone.

Things were getting desperate for the Fateweavers now. Bloodhoof once again failed to stand up (he REALLY has issues with that grass!) and Vulpril again stood there doing nothing. The Skaven attempted to get to Unbonnie but there were just too many players surrounding the ball carrier and he stunned himself diving in to the cage. With this last gasp effort the fight was gone from the Fateweavers and the Villans fended off the remaining desultory attempts, leaving it as long as possible before Unbonnie crossed the line to go 2-1 up. There was

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a slight delay to the restart as it took 10 minutes to ungouge Bloodhoof from the pitch...

With very little time left, the Renegades tried to get a quick score with Vulpril throwing the Goblin but, summing up the whole game for the Fateweavers, he ploughed him in to the ground instead! Final score 2-1 to the Villans and the lowest ranked Wild Card team makes it in to the Season 8 Final!



After the game, the Villans ended their contract with Steelhelm's and started a new one with Farblast & Son's, Wannabom finally getting his much coveted boom balls for the Final!

Villans 2 - 1 Fateweavers



Semi-Final Two

[Green Glade Packers](#) vs [Subcity Skavengers](#)

The second Semi-Final saw the other Wild Card team taking on the team of the record-breaking Slym Pikkins, the Subcity Skavengers. The Packers had done away with the Daylight Gobbery in their Quarter-Final in a hard-fought match while the Skavengers had seen off the fanatical Templars in their game and

both teams came in with high hopes. So high in fact that neither team even bothered with any kind of inducements! Confidence was running high indeed...

For the second time in the Play-Offs this season, the weather mages got it wrong again (Well, we say wrong... The ABBL Commissioner's Office are to launch an investigation in to the conduct of the ABBL Weather Mages after several suspiciously large bets were placed on exactly this kind of thing happening! Once is an accident, twice is a habit...). This time, instead of a perfectly normal climate, they decided to have a decidedly spring-like weather system over the pitch. This led to High Winds dominating the game, making communication difficult and the Head Coaches struggled to make themselves heard from the Dug Out for the duration of the match.

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The Skavengers received the first kick off and, despite the winds, decided to go for a throwing play. Unfortunately, the usually reliable Fingalus Gluv was defeated by the winds and his throw ended up missing Slym Pikkins and the ball was in the open. Oakley Acorn jr

saw his opportunity to run in and steal the ball and it looked like an early lead for the Wood Elves was on the cards but he was caught and knocked out and remained so for the rest of the game!

Despite saving the score, The Skavengers started to struggle and, perhaps letting frustrations with his teammates get the better of him, Manakyn Zed the Rat Ogre killed his friend and former teammate Sumfin O'rutha, despite the attempt from the Apothecary to save him. The Packers, now on the front foot, had their other Wardancer, Basil Bramble to thank for releasing the ball from the Skavengers hands and allowing his teammates to recover.



Then came the big moment of the game. The Skavengers' Apothecary, far too busy cleaning up what was left of Sumfin O'Rutha, was not on hand to administer some much needed care to Slym Pikkins and he was out for the rest of the match! The removal, caused by the peerless Basil Bramble changed the game. Who scored the first TD was missed but the Packers went in 1-0 at the break. If Slym had been available, the Skavengers may have had a chance to get a quick return much like they had against the Templars in their Quarter Final but without their main scoring threat, they simply had no way to equalise before the second half got underway.

The 2nd half saw the Packers receive and push for a quick score. They had potentially pushed perhaps a little too much for the 2nd Touchdown that would have put them out of sight but they were

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a little lucky to get away with their play down the nearside of the field, courtesy of a fluffed blitz from the Skavengers to score for a 2nd time. Unfortunately, we don't know who scored this one either! Perhaps our reporter had hay fever and couldn't see who it was...



The Underworld team bucked their ideas up and managed to respond in kind with a TD of their own (again, no idea who!) but not before The Very Far Away

Tree had administered some end of career care to Halfa Biscuit. 2 -1.

Misery was heaped upon misery for the Skavengers as Halfa Biscuit was not the final dead player of the game. The Skavenger's star Thrower Fingalus Gluv managed to dodge himself into an early grave during an attempt to put pressure on the Wood Elves. With the Underworld numbers thin to the point of transparency, the Wood Elves went on to score a 3rd (no, we don't know who got it...) and book a place in the ABBL Season 8 Grand Final.



Man of the match had to be Basil Bramble who, after Oakley Acorn Jr

seemed not to fancy this game, put the team on his back and carried them to an impressive win.

Green Glade Packers 3 – 1 Subcity Skavengers



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Final

Mileham Villans vs Green Glade Packers

The day dawned bright for the Season 8 Final in what would be a first for the ABBL. Both Finalists were the Wild cards, qualifying as highest losers during the season and scraping through to the Play-Offs. The Villans had seen off the Cup winners, the Fire Valley Fateweavers in their Semi-final while the Packers had beaten the much-favoured Subcity Skavengers to make it here and both teams were fired up for the exciting culmination of Season 8! The Packers had trained hard on their tactics prior to the match, fine-tuning their special plays and also allowed themselves to indulge in some restorative beverages, seeing as it was the Final afterall. The Villans hired their faithful Waaagh! Drummer troupe once again and both teams readied themselves for the game to come.

The Black Orcs won the coin toss and elected to receive in the first half. The Villans' fans got so excited at this early slice of luck, they started rioting before the game even got underway and invaded the pitch! After the dust had cleared and the crowd had settled back in, 2 Elves were left stunned on the ground and the mighty Very Far Away Tree was acting like he had been cut down in the middle of a glade... Despite the Elves' protestations, the game swiftly got underway with no time for them to recover.



Wary of the Villans' violent reputation, the Wood Elves adopted an incredibly defensive stance (somewhat unsurprisingly!) and started playing the damage limitation game but despite this, the Villans got an early casualty with Catcher Glenn Grover carted off the pitch with a serious concussion. With few active players, the Elves put in to play their newly developed tactic – 'splitting the arrow'. Leading the bloodthirsty Orcs on, they split them in to two groups in an effort to allow the Wardancers a chance to blitz the cage and get the ball. One problem they had to overcome however was Wannabom (who finally had got exactly what he wanted after the Semi-Final game – boom balls!) and one of the Wardancers did exactly that, taking him out of the game before he could do any permanent damage. Wannaboms dreams of wreaking havoc in the ABBL final were cut short...

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Meanwhile, the Orc cage slowly ground up the Villan's right flank, knocking out an Elf as they went but the Elves were making short work of the other group of Orcs with one lone Black Orc ganged up on and seriously injured, the Villan's Apothecary got him fighting fit for the next drive in no time however. With a renewed sense of purpose, the Elves even took on the might of Crackscratcher, the Villans' Troll, knocking him down and Oakley Acorn Jr knocked out a Goblin leaving a miniscule opening for Basil Bramble to leap in to the cage in an effort to bring down the ball carrier. He only managed to push him around however, the wiry Goblin's hands clutching the ball tightly to his chest as the Wardancer attempted to strip it away. Basil was knocked down for his troubles with boots flying in to try and finish him off but the tough Wardancer weathered the booted storm and remained on the pitch.



Confidence was riding high for the Villans after the failed sack attempt and with the half coming to a close, they made their dash for the Endzone. But, disaster struck when the ball carrier stretched just a little too far and tripped over his own feet, the ball was loose! Never ones to miss an opportunity, the Wood Elves dove in to the scrum, using all their training and agility to snatch the ball right from under the noses of the Black Orcs. New signing Bramble Beech, in his debut game for the Packers, was in the right place at the right time and a hand-off saw him make a run for the Endzone and score just as the half-time whistle blew! 1-0 to the Packers and

they were due to receive in the second half. Unfortunately for the gambling kind of fan, bookies universally have a clause referring to 'Elfy BS' and this was exactly one of those times the clause was invoked...



The second half again saw a promising start for the Villans with their Waaagh! Drummers pushing The Very Far Away Tree backwards and, somewhat alarmed

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at what he thought were gale force winds battering the pitch, he took root, refusing to budge for the remainder of the Drive! Despite this, the Elves swarmed forward on both flanks, eagerly looking to score early and give the Villans a real mountain to climb. Seeing the danger early, the Villans launched a Goblin in the Elven backfield who then made an audacious blitz on Holly Ferngrove, the Thrower but only managed to push him back. Holly dodged away with contemptuous ease however and made a Short Pass to Oakley Acorn Jr who selflessly handed the ball to the relatively inexperienced Catcher, Abraham Grimm (also of the Jr variety) who then ran it in to put the Elves 2-0 up.



The Villans weren't quite ready to give up just yet however and a stray High Kick from the Elves allowed a Goblin to catch the kick-off. One of the Wardancers got knocked out early and a little ray of hope entered the hearts of all the Villans fans as their team formed a cage in the centre of the field.



Despite Crackscratcher having a drooly moment, another Elf was knocked out and the cage started trundling up the

favoured right flank once again. The Elves on the pitch did their best to slow the advance down and for a moment it looked like they would succeed, especially as the Very Far Away Tree was successfully holding his ground against determined attempts to knock him over! A Goblin broke loose and made a run for it but was brought swiftly down although it wasn't going all the Elves' way as their Catchers were being systematically stunned as the Black Orcs made their way methodically up the pitch, tossing an Elf in to the crowd as they did so with the crowd gladly beating him to within an inch of his life!



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The Treeman was finally brought down and, in a rare moment of decidedly-not-dancing, the remaining Wardancer fell over his own feet attempting to dodge away and retreat. In fact, the Elves, looking at the clock, realised that even if the Black Orcs did manage to score, there was no hope of them getting another and the game was pretty much in the bag. So, they did a very un-Elfy thing and magnanimously opened the way for the Villans to score. Of course, being Black Orcs, they told the Elves exactly where they could shove their Touchdown and carried on trying to hurt as many of the pointy-eared gits as they could! Goblins swarmed the downed Wardancer in an effort to put the boot in but, even on the ground he was able to interpretively dance his way clear of their feet. When he did finally get up and away he tried to hide behind his teammates but Crackscratcher was having none of it and, grabbing a downed Gobbo, launched him in the direction of

the annoying Elf. Unfortunately, the Troll's aim was (somewhat predictably) off and the Goblin ploughed in to the ground.



With the whistle about to blow and with another pitch removal, the Black Orcs grudgingly scored as the whistle did blow. Because they wanted to and could you understand? Not because they were allowed to. We were told to make that

very clear when the whole Mileham Villans team came to visit us in our hospitality suite...

The Packers emerge as the victors for ABBL Season 8, the second time a Wood Elf team has achieved this feat. Abraham Grimm Jr received the MVP for the Wood Elves courtesy of his match-winning TD while Kneebiter received the Villans' MVP for, well, biting some knees we guess!

Green Glade Packers 2 – 1 Mileham Villans



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AI 'Half Hands' McGee



Grundar Grundarsson

Al: "Orlrite Grundar, no need to rub it in you measly old geezer but dey 'ad a bluddy good go at it and dey did lose to der evenchewal winners. Maybe next season dey will get furver..."

Grundar: "Not by Grungni's smelly warts they won't! Rumours are that there will be new regulations next season, requiring all teams to change their line-ups. The Gobbery, or any other team for that matter, may well be back but they could be very different from what they were this season, mark my words!"

Al: "Wot?! Dey are changin' stuff orl over again? Yooz 'member wen dey did dis arfway fru Season 4 and we 'ad to start orl over agenn?"

Grundar: "When Nurgle's Rot plagued the land? How could I forget?"

Al: "We saw loadz of teams disappear den, itz gonna 'appen agenn. Oh for Gork or Mork's sake, is nuffink sacred no more?!"

Grundar: "It would seem not Al. But, we weathered it then, we'll weather it

again and who knows? Perhaps it will bring some good to the game? There are parts of the rules that cause even the most experienced referee to question their own rulings."

Al: "But dat is arf da fun! If der refs get it rite orl der time, why bovver playin'?! Wot 'appens to orl dose tried and tested tactics? Effrywun will 'ave to learn it orl over agenn!"

Grundar: "Well, one silver lining is that the tidy up of the rules has meant those Bretonnians may be returning to the game, it's been a while since we've seen them on the pitch, perhaps next season will be the best yet!"

Al: "Ang on. Ain't it yooz wot is yooshyewlee orl moanin' abowt change and me wot is orl eksited abowt it?"

Grundar: "By Grungni's beard follicles Al, you may actually be on to something here! It's not only the rules that are changing..."

Al: "I'm not sure I like dis Grundar..."

Grundar: "See you all in Season 9! I hope..."

Grundar: "And that's it for Season 8 folks! Those pesky Elves managed to get through the whole season undefeated (well, except for that loss in the preliminary round of the Cup to the Gnomes of Dances With Gnomes from the Conference but I won't mention that...) and the Green Glade Packers are the new ABBL Champions! The only thing that makes this palatable of course is the fact that they defeated those Black Orcs to do it and not a Goblin team in sight, eh Al?"