

ISSUE 02

SPORK!

THE FANTASY FOOTBALL ZINE



AND
IT'S...

KICK OFF!

WELCOME TO SPORK!

ISSUE 02

GREETINGS, SPORTS FANS!

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

Well, the inaugural Southampton Blood Bowl League (SO:BBL) has kicked off! The opening weekend saw three titanic battles hit the gridiron, all hopeful of winning the **South Hampshire Association Tournament (SHAT)** trophy at the end of the season.

In this issue, we have thrilling match reports from clashes between the **Bashful Binfires**, **Pride of Southampton**, the **Synth Valley Renegades** and **Nula City Ironclads**.

Meanwhile, the League Commissioner has issued the first list of planned fixtures – fans can now book their seats to **SHAT** games on the following dates:

- Sunday 17 March 2024
- Sunday 07 April 2024
- Sunday 21 April 2024
- Sunday 12 May 2024
- Sunday 19 May 2024

Dates for the remaining league match, and the subsequent **SHAT** trophy final, are yet to be scheduled: we'll keep you updated as soon as we receive word on the new fixtures.

Until next time, merry blitzing!

- Viola Scuttlebutt (Editor)

2 FEATURE



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SPORK! IS BROUGHT TO YOU BY:

South Hampshire Association of Fantasy Football Teams (SHAFFT)

Artwork nicked from Faouzi Hamida, Robert "TheChirurgion" Jones, Games Workshop Ltd. and Google Images



TALKING TACTICS

WITH "BRUISER"

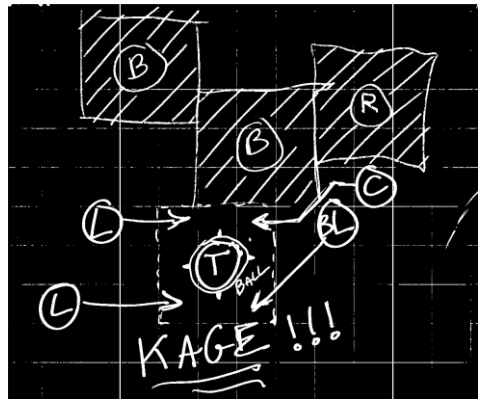
A CAGE IS A PROTECTIVE FORMATION USED BY AN OFFENSIVE TEAM TO PROTECT THEIR BALL CARRIER FROM THE OPPONENT. AS SHOWN IN THE DIAGRAM BELOW, A BASIC CAGE LOOKS VERY MUCH LIKE THE "5" ON NUFFLE'S STANDARD SIX-SIDED DIE, WITH THE BALL CARRIER CRADLED IN THE MIDDLE AND FOUR TEAMMATES POSITIONED AT EACH CORNER.

The primary reason for this formation is to give that ball-carrier the best protection: because of the arrangement of defending players and their tackle zones, there is no way for the opposing team to just run up and hit the player carrying the ball. If they can't easily hit the ball-carrier, then they can't easily get the ball off of them. Simple!

To land a hit on the ball-carrier, any blitzing opponent will have to dodge into three tackle zones, which will be a challenge. High-agility and stunty teams can sometimes find a way around this limitation: players with Leap can attempt to jump straight into the cage (rather than dodging), whilst players with Stunty can ignore the multiple tackle zones; although are typically of lower strength and hence less of a threat when blitzing. However, by and large, most teams will have to attempt a multi-dodge blitz, else otherwise try and obstruct the formation from moving forward, force the ball-carrier out of the cage during the next turn, or hope that the team loses possession during their own turn through a fumble or a trip.

The formation does require some setup considerations, however. An important factor is ensuring that no-one ends the turn in the tackle zone of an opposing player: doing so would place the cage at risk of being penetrated by a standard block and a follow-up blitz. Some coaches can also choose to adopt a looser cage, with the corner players placed one or more spaces away from the ball-carrier, but this can often require the formation to be formed of a greater number of defending players in order to create a larger field of tackle zones that an opponent must dodge through. This can add flexibility and avoid the drive being completely obstructed by a wall of opposing players but, as it requires more players to construct, it may reduce flexibility elsewhere.

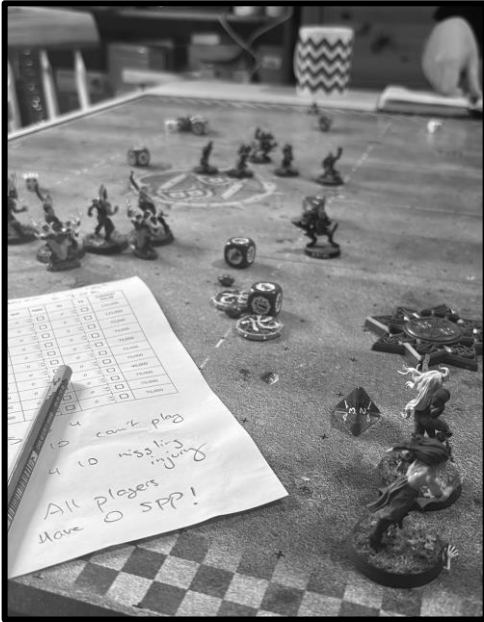
THE CAGE



MATCH REPORT

09/03/2024

Bashful Binfires 2 - 1 P.O.S



THE BASHFUL BINFIRES CELEBRATE THEIR VICTORY AMIDST THE POST-MATCH WRECKAGE

BASHFIRES COME FROM ONE DOWN TO CLAIM VICTORY AGAINST PRIDE OF SOUTHAMPTON

The match opened with Pride kicking deep into the Binfires' half. After some initial bungling, the ball was collected by a plucky Wood Elf and the Binfires pushed up the right flank to the mid field. As play advanced, Pride's Rat Ogre Big Bite made his mass advantage known; launching an unsuspecting Wardancer into the crowd on the left sideline. Such an aggressive action - away from the main field of play - somewhat set the Skaven team, who were clearly playing for the numbers advantage. Meanwhile, a poorly-defended Wood Elf Catcher was dispossessed of the ball, and the Pride saw the opportunity of an open field in front of them. When opportunity knocked, Skab answered, and ran the ball out of the gutter and into the endzone leaving the Binfires rattled; one goal down on their own drive.

When play restarted, the Binfires quickly gathered up the ball and were able to exploit the Pride's complacent defence. The atmosphere in the stands was intense as the Skaven gathered themselves to tackle the ball-carrier deep in their own half, but the rapidly back-peddling defence could not regain its shape. The Binfires broke the line with ease, dancing gracefully into the end zone to level the score. In the dying minutes of the first half, Pride showed little interest in receiving the kick, but the line of scrimmage was a warzone: several Elves found their way to the dugout while some backfield rats seemed to be playing with the ball as if on the training field.



THE BINFIRES' SORRY MEDICAL DUGOUT AT THE CONCLUSION OF A HEAVILY VIOLENT MATCH

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MATCH REPORT

By the second half, the Binfires were looking war-torn, fielding only eight players at the restart. The Pride continued the pummeling and took advantage of the Wood Elf team's now very-thin defensive numbers, but calamity struck as a near-certain scoring opportunity was squandered by Big Bite's frenzied assault on teammate. The Skaven team, shell-shocked and almost falling over themselves at this point, retreated up the field.

Things went from worse to worser as the rodent ball-carrier encountered a Line-Elf with a plan and the ball was spilled onto the sun-battered mud. Pride valiantly regained possession; but what remained of the Binfires refused to be extinguished, skipping past a tight line to thwart the Skaven thrower. The danger of playing so much of the drive in their own half was finally realised as the Elves scooped up the ball and waltzed over the line to take the lead.

With the final whistle blown on a blood-soaked match, it seemed like Pride managed to snatch to defeat from the jaws of victory. The Bashful Binfires take home the win but, with such a high casualty count, their next game will be certainly not be an easy one.

MATCH REPORTER: LAURA MOHR



THE BASHFUL BINFIRES TAKE ON P.O.S. (LOWER-LEFT) ALONGSIDE THE OTHER GREAT FIRST ROUND MATCHES

MATCH REPORT 09/03/2024

Synth Valley 1 - 1 Nuln Ironclads



BLACK ORCS TERRORISE THE CENTREFIELD NOBILITY

attempts to tackle a Goblin but slips and falls flat on his face. Meanwhile, Goblin Bruiser Fudd Dunker fouls another Ironclad into the dugout, but is spotted by the ref and sent off - as is the Coach, for unsavoury behaviour towards the officials.

The tussle is eventually broken when a Black Orc succumbs to so-called "double skulls" syndrome, and Otto Schädelbrecher - ball in hand - breaks through the centre and stampedes down the pitch, out of reach of pursuing opponents. With support from teammates, he slams a touchdown to cheers from the Ironclad crowd soon before the half-time whistle is blown.

The second half begins much like the first, with the Ironclad defence holding off the Black Orc onslaught: Wolfgang Dunkelpopp seeks to redeem his earlier errors by fighting off all comers and blocking the Renegades' progress, but is eventually beaten. With the ball cradled in a Goblin cage, Otto Schädelbrecher successfully goes for it and breaks in to rob the ball-carrier and catch the ball, but is sacked soon after. The Goblins take on a Black Orc escort and slowly march towards the opposition end: as a last-gasp effort, fan favourite Dunkelpopp attempts a blitz on the endzone line but fails to dodge a Goblin and trips up again. Munge trots the ball over the line in the final minutes of the game to secure a well-earned draw; a thrilling conclusion to this evenly-fought match.



MUNGE WALKS IN THE EQUALISER FOR THE SYNTH VALLEY RENEGADES



MATCH REPORT

MATCH REPORTER: VIOLA SCUTTLEBUTT

COOK WITH DRÜK



BRUTAL RECIPES FROM "THE ORC WITH THE FORK"

BLITZ BISCUITS

INGREDIENTS

- 2 1/4 cups all-purpose flour
- 1 teaspoon of baking soda
- 1/2 a teaspoon of salt
- 1 cup of unsalted butter, lightly softened
- 3/4 cup of granulated sugar
- 3/4 cup of dark brown sugar
- 1 teaspoon of vanilla extract
- 2 large eggs
- 1 cup of chocolate chips
- Red food colouring
- Powdered sugar (for dusting)

INSTRUCTIONS

1. Preheat your forge to 190°C. Line a baking tray with some greaseproof paper and lightly grease using butter or Rhinox fat.
2. Whisk the flour, baking soda, and salt in a medium-sized bowl and set aside.
3. In a large mixing bowl, punch the butter, granulated sugar, brown sugar and vanilla extract repeatedly until the mixture is light and fluffy.
4. Beat in the eggs, one at a time, until well combined. Gradually add in the dry ingredients from the set-aside bowl, mixing until just combined.
5. Fold in the chocolate chips until evenly distributed throughout the dough. Add a few drops of red food colouring to the dough to create a "bloody" effect. Hur hur, "blood".
6. Drop rounded tablespoons of dough onto the prepared baking sheet, spacing them about 2 inches apart. Bake in the forge for 8-10 minutes, or until the edges are lightly golden.
7. Allow the cookies to cool on the baking sheet for a few minutes before transferring them to a wire rack to cool.
8. Once cooled, dust the tops of the cookies with powdered sugar for a "Goblin's dandruff" effect. Enjoy!



LEAGUE STANDINGS

SPONSORED BY: 

SO:BBL - CENTRAL CONFERENCE

	CLUB	PTS	P	W	D	L	TDF	TDA	CAS
1	TERRIBLE LIZARDS	3	1	1	0	0	3	0	1
2	BASHFUL BINFIRES	3	1	1	0	0	2	1	1
3	SYNTH VALLEY RENEGADES	1	1	0	1	0	1	1	3
4	NULN CITY IRONCLADS	1	1	0	1	0	1	1	1
5	PRIDE OF SOUTHAMPTON (P.O.S.)	0	1	0	0	1	1	2	4
6	THORSA BLOOD EAGLES	0	1	0	0	1	0	3	0
7	CROMWELL CORPSE GRINDERS	0	0	0	0	0	0	0	0

WITH A THREE-TOUCHDOWN ROUT ON THE THORSA BLOOD EAGLES, THE TERRIBLE LIZARDS STAMPEDE TO THE TOP OF TABLE AFTER THE OPENING WEEKEND WITH THE BASHFUL BINFIRES CLOSE BEHIND. BUT WITH THE CROMWELL CORPSE GRINDERS YET TO FACE AN OPPONENT (AFTER TAKING A BYE DURING THIS ROUND), IT'S STILL ALL TO PLAY FOR IN THE SOUTH HAMPSHIRE ASSOCIATION TOURNAMENT!

LEAGUE TABLE KEY:

PTS LEAGUE POINTS
P MATCHES PLAYED
W WINS
D DRAWS
L LOSSES
TDF TOUCHDOWNS FOR
TDA TOUCHDOWNS AGAINST
CAS CASUALTIES INFLICTED



CASUALTY CORNER

NO DEATHS ... THIS TIME!

"Talking Tactice" - The Cage adapted from <https://bbtactics.com/>

Recipe for **Blitzing Biscuits** sourced from ChatGPT: SPORK! magazine holds no responsibility for any culinary accidents incurred due to a failure to follow instructions correctly.