

Gridiron Gazette :

Dwarfs

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Issue #5

Generally Dwarfs can be summed up by the 3 B's - Beards, Beer and Brutality. Is this all there is the diminutive death-dealers or do they have more to offer? Join the Gazette once more as we look to answer this question and more!

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*Blood Bowl winners
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*Chaos Cup Winners
(2492)*

*Orcidas Team of the Year
(2484)*

Stadium

Their base is the Three Towers Stadium at Calagarth which has a granite playing surface and can hold 59,400 fans.

Coaching

Being long lived, the Giants have only had 4 coaches in their epic history. The latest is Gudron Wolfric who employs the same book of tactics as all the rest - rely on overwhelming brutality to open up the other team and the game!

Deathroller

The Giants Deathroller has had mixed success. It did break the Scarcrag Snivellers resolve not to cheat when it killed 3 players and 5 of their staff. The Snivellers in desperation found some bombs to lob to try and stop it

On the other hand it also ran over Captain Collander who miraculously emerged unhurt!

Giants amongst Dwarfs!

- By Dolf Ungerhaagen

The Dwarf Giants started life as the Illuminated Seers of the Sacred Orb of Nuffle (catchy eh?). They were one of the original 16 teams or sects set up under the guidance of Commissioner Roze-El, making them the oldest team still playing the great game.

2381 - The team decides to step away from their religious roots in order to connect with their fans more. They rebrand themselves as the Dwarf Giants, coached by retired captain Varaksson

2399 - The Giants play the Reikland Reavers in a match that almost starts a war between Dwarfs and the Empire when it becomes clear both teams are using different rules. This starts the NAF on a journey to codify the rules.

2400 - Finishing the season NFC Champions, the Giants are disbanded as the team are drafted to fight in the Underground wars against the invading Orc & Goblin armies of Argvak Pentel

2436 - King Duringsgold III reforms the Giants under the leadership of Coach Karrag. Later that year they lost 9 players when they lit a fire in a match on a Norse ice flow stadium. They melted half the pitch causing it to flip, tossing the players into the sea.

2451 - Scandal as Tomolandry is found raiding the Giants graveyard looking for new talent. The Giants try and claim the dead players are still under contract in a case they eventually end up losing. It forces league wide changes in player contracts on what should happen after they die.

2462 - 2464 - A golden period for the Giants as they make the Blood Bowl final two times in three years. The Giants defeat the Reavers to win the 2nd ever Blood Bowl but come up short against the Gougued Eye two years later. Bolg Dwarfangler has an inspired game, scoring 3 solo touchdowns and swiftly earns a place in the Giants book of grudges.

2465 - Tragedy as the King's son is killed on his debut for the Giants against a goblin team.

2476 - The Giants earn a costly win over the Athelorn Avengers with new prospect Jordell Freshbreeze making his debut. The Wardancer breaks 2 dwarf legs and an arm before then killing a troll slayer. Another name is entered into the great book!

2485 - Team Captain Grimwold Grimbreath breaks the NAF fouling record by kicking 3 Lowdown Rats to death.

2488 - The Giants go on a bloody crusade by killing all 16 players on the opposition team in 3 separate matches. They wiped the Bluebay Crammers, Lowdown Rats and Hobgoblin team out completely.

2492 - Corruption in the Chaos Cup as the Giants beat the Orcland Raiders in the final but end up with less prize money. Orcidas the main sponsor, claim there was no bias in the prize split!

2497 - They become the first and only team to use Mazdak's the Smelly's master rune of flatulence. It was so bad that at half time the Elfheim Eagles abandoned the game, claiming a third of their squad had fallen ill and one had died from the foul stench!

Their softer side

The Giants aren't all blood and guts as evidenced in their team mascot; a terrier dog named Rolf. Poor Rolf has been threatened by the Gougued Eye who have nasty things planned if they can get hold of him.



Leagues apart . . . sort of.

- By Matte 'not glosse' Brownie

The Worlds Edge Super League is different to the Worlds Edge League you say? Well, duh, of course it is!

Confusing as it may sound, the two leagues are separate entities. The World's Edge League was initially for Dwarf teams only and was a competition between the various mountain strongholds. The winner of the league was allowed to command the Dwarf armies in the field for the following year. However, since the Underground Wars, these are largely peaceful times and so it was more of a ceremonial honour. Eventually the league fell on tough times and opened the doors to other races and history shows a few were mad enough to join. The Doom Lords, Fire-Mountain Gut-Busters, The Plaguebearers, Legion of Doom and Warfire Wanderers all tried their luck with mixed, and frequently bloody results.

The Super League, formed in 2470, is made up of 12 less well-known Dwarf teams playing a 22-game season. Strangely the throwing game dominates the Super League. The mountainside games can last many hours as rules lawyers check every play for infringements over and over again! At times, it's more about getting the rules right more than the action itself.



Chaos Dwarfs and the mystery ban

It's never been clear why the Chaos Dwarfs were banned from playing, the Church of the NAF resolutely kept the reasons very close to their chest. With the premier Blood Bowl closed to them until 2489 and the open era, Chaos Dwarf teams were forced to play anywhere that would have them. One such team, the Black Death, were surprisingly allowed into the World's Edge Super League. This proved to be an even bigger mystery as to why the Dwarfs allowed their fallen brothers in. Pity perhaps . . . ?

How Rewarding!

The Super League is famed for the trophies offered each season . . .

The Golden Fortress

This is a statue of gold, shaped to look like a mountain fortress. It's typically awarded to the team who have been resolute in their defence and conceded the fewest touchdowns that season.

The Steel Anvil

Dwarfs love symbolism and this award reflects that. It is presented to the team who suffers the fewest number of casualties or deaths in the season. The award is so heavy it takes many Dwarfs to lift it - real strength in unity.

Bugman's Banner

The dead are revered in Dwarf culture if they fell in battle, fighting with honour. Whichever team suffers the most deaths are given free beer to aid their laments.

The Iron Jaw

Awarded to the individual dwarf whose thick skull kept them on the pitch longer than any other.

The Glass Jaw

A mark of shame, handed to the Dwarf who suffers the most knock outs or injuries in a season. Many winners then become Troll Slayers!

Trophy Cabinet

Blood Bowl Runners Up
(2473, 2486)

Dungeonbowl Winners
(2496)

Spike! Magazine Trophy
Winners (2503)

Orcidas Team of the Year
(2486)

NFC Championship
Winners (2473, 2486)

The Skunk Works

The Warhammerers HQ is based in the Dwarf quarter of Nuln. Although by selling cloth patches it is legally a fan shop, everyone knows the huge fortress is a research and development centre. The forges can be heard banging away night and day, coming up with the next ingenious invention that will soon find its way onto the pitch.

Dwarf Dome

Their stadium can be found at Khulgarr, perhaps sensibly a long way away from Nuln. It has a capacity of 55,600 and a rare playing surface made from pure obsidian.

The team owners are the Last Council who take collective responsibility for the mayhem they cause. The day to day running of the team however rests with the suitably named "Insane" Thorsson Axeheim, a Dwarf born to coach the Warhammerers if ever there was one!

Dwarf Warhammerers – industrialised cheating!

- By Rusty Hoelle

The Warhammerers have a long and enduring rivalry with the Dwarf Giants as both teams wrestle to be the pre-eminent outfit in the mountain strongholds. Rules are broken with an iron fist by the Warhammerers, their ethos to the game is very goblin likebut don't say that to their faces!

2464 - The Warhammerers field the very first Deathroller in a match and it becomes an instant hit. They hire a legion of lawyers to overturn an ongoing effort by the NAF and the RARG to permanently ban it.

2474 - In a grudge match against the Gouged Eye, the game is famed for most players sent off ever, as all 32 players are ordered off the pitch. Normally this would be a death sentence for a Referee but nobody wanted to argue with Nurgle's Rot infected Hanse Khol!

2480 - Their cheating finally catches up with them! The Warhammerers are banned for 2 seasons for use of a high caliber rocket to shoot players up the pitch.

2486 - Tragedy struck in the Blood Bowl final. Leading the Champions of Death 2-0, the Warhammerers looked to have it in the bag. Then the notorious Mjolnir brothers flying V formation went horribly wrong. The trio managed to blow themselves up with a hundred weight of TNT and take out their own substitutes bench as well. Seriously short on players, in shock and most likely deaf, the remaining Warhammerers couldn't prevent a winning Champions fight back.

2487 - The Warhammerers tried to upgrade the Deathroller by introducing a bull dozer into a game. It resulted in them picking up another 2-match ban!

Ingenious inventions

The Warhammerers will try anything to get an edge, regardless of the cost to life and limb; they are brilliant tacticians with more than a hint of madness. Never set them a challenge, they will throw everything at overcoming it.

Who can forget the acid net they invented to deal with a troublesome troll? Let's overlook the 300,000 gold crowns damage to the stadium and focus on the irreversibly melted troll!

That's a trifle compared to the Evil Knut incident. The Norseman had a knack for setting off booby traps and walking out unharmed - 113 before he played the Dwarfs. The Warhammerers mined half the pitch to guarantee the result. They finally killed Evil Knut, 7 of their own players and destroyed their arena. "There's no Knut too tough to crack" they boasted afterwards! It was worth it!

The Dark Mountain Spiders and their infamous scuttle attack could cause the slow-footed Dwarfs a problem. It drove them to invent the forerunner for the Deathroller which squished the entire squad flat. The pitch was nothing more than a collection of splat marks with a few spindly legs!

Problems scoring quick touchdowns? Not the Warhammerers, they brought cannons onto the pitch to shoot players into the opposition end zone. Ingenious maybe but it did cost Bullethead Sprecher and Stunted Grom Red-Axe their lives. The Warhammerers are still to perfect the art of canoneering and so shot them both into cloudy oblivion.

The point is the Warhammerers can and will try anything. It no co-incidence their match tickets are legally obliged to state "Beware - these guys are kerr-ayzee!". Watch and enjoy the antics - but do so from a very, very safe distance!

Holding a Grudge? You betcha!

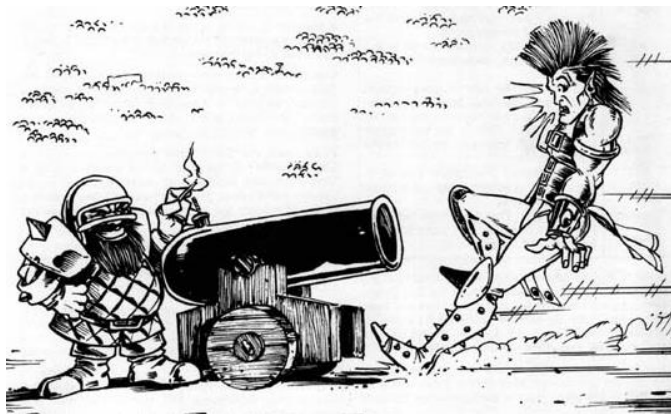
- By Lastiges Weisschen

A Dwarf never forgets! Partly because they keep long and detailed books of grudges, both ancient and new. Never cross a Dwarf as one day, when you least expect it, they'll get pay back with a huge dollop of interest!

The Grudge Bearers are a team whose whole schtick is payback. No slight goes unforgotten, no wrong unrecorded, no insult unwritten. The Grudge Bearers, once nothing more than a gaggle of scribes and scribblers, employ Gurdur Name-Taker, their assistant coach, to sit on the sidelines during a game with the great book of grudges open before him. Furiously he'll spend the match adding new

grudges in or crossing them out as scores are brutally settled.

Never let it be said a Dwarf team takes a defeat easily. The Longbeard Mining Corps team



were KO'd from a tournament by the Orcish East End Boyz. In revenge, the Miners dug under the Boyz dug out in the final and blew it up! The Orcs were decimated, the grudge repaid!

Dwarfs can be quite heavy handed in settling a grudge. Take Burly Hammerson, the Dwarf engineer who lost an arm while playing against an Orc team. Burly created a bionik arm, a shiny golden claw! When the 2 teams had a rematch, Burly's new claw killed not only the Orc who cost him an arm but ripped up half of the Orcs teammates and punctured the ball! We're not sure, but we suspect there isn't a Dwarfish word for 'Overkill'!

Deathroller Disasters!

Going Backwards! - *To date there has only ever been one Deathroller fielded with a reverse gear. The prototype, invented by Karthon Drezzebeard had a dodgy gearbox. Backing up to finish the job on a flattened opposition player, it got stuck in reverse and squashed his own teams dug-out, apothecary and cheerleaders!*

Drink driving - *Grumbak Bonegrinder fell into his own deathroller during one game after having a few too many Bloodweisers. He drunkenly dropped his bottle in the rollers workings and when he reached to retrieve it fell into the machinery and was killed. Still, being so drunk at least he wouldn't have felt very much!*

Bad breath - *Sorgi Hammerhead, another famed Dwarf boozer, was once so drunk during a game that even his breath was literally intoxicating to anyone nearby. He bellowed orders at the teams Deathroller, whose driver was instantly inebriated by the alcoholic fumes Sorgi emitted and promptly ran him over, squashing him flat!*

Last Man Standing

The 43 kills by Axebreaker Jones of the Giants is not his most famous stat. These figures were boosted by being involved in games that were so brutal, he was the only player was left standing at the end of it. Axebreaker has managed this feat not once but twice!

Untouchable!

Stuka Schmidt, the Dwarf Runner of the Warhammerers has had a long and celebrated career. 525 rushing yards, an amazing 99 completed passes and 22 players killed is nothing to be sneezed at. His greatest achievement though? Stuka has never been injured in any way at all . . . ever! Remarkable!

Caged up 'n' nowhere to go

Dwarven tactics tend to be pretty simple. Get the ball, form the 'Iron Turtle' and slowly grind up the pitch, squashing the opposition. This failed spectacularly for the Bogstaff Beardlings in one game against the Bruendar Grimjacks.

Helmut Wulf was still earning his reputation in 2483. He leapt into the centre of Dwarven cage and windmilled his chainsaw around in a blur of blood, bone and splattery death. When the crimson mist cleared, Helmut was the only one left standing. The Iron Turtle, along with most of the Dwarfs, had been beheaded.

The Best of the Rest

- By Pierce d'Organ

All Dwarf teams struggle to escape the shadow that the Giants and Warhammerers cast over the game. Although different teams have had some success in the Worlds Edge Super League, few other Dwarf outfits have made much of an impact on the NAF league when it existed.

The green and yellow World's Edge Wanderers played in the NFC West



division before the collapse of the NAF. Sports pundits argue that their Blood Bowl winning season of 2465 was a flash in the pan as they have done nothing since, slipping back into quiet obscurity!

Bugman's Best have so much

potential . . . but a team from the Brewer's Guild really is asking for trouble. Take their 7-0 record loss to the Middenheim Maulers in 2493, the entire team was so drunk they couldn't stand up! Sometimes players need a little drink to give them the courage to step out onto the pitch. The 'Best however take it to a whole new level. Maybe if they played sober they might actually turn out to be quite good!

The team most likely to step out of the shadows are the Grudge Bearers. Who would have thought that a team of scribes could be so angry or play so well? Under Thrud Gunderson they have the reputation for being tactical geniuses, having studied how all of the other teams play. The Blood Bowl win of 2498 is a sign of bigger and better things to come.

A nod to the other cheats

Dwarf Anvils - *They invented the Steam Killdozer and used it to bury the Severed Heads starting 11 in a single drive in 2479. As Head Coach Cruel Eye put it "They cheats. Real good!". The 'Heads have refused to play them since!*

Karak-Kadrin Kingsmen - *Chief protagonists in the Deathroller Massacre match of 2500 which killed 18 goblins in one drive against Dem Rotten Gits. It remains a mystery how the Gits got 18 players on the pitch at once. Brutal but fun!*

Zhufbar Amateur Eleven - *Don't be fooled by the name. The Gazette have it on good authority that they are a secret weapons testing team for the Dwarf Engineers Guild.*

Firebrand Ingots - *Magnatising their armour to attract the ball and break the NAFs interception record against the Athelorn Avengers? Ingenious! Shame the resulting Dryad retribution caused the team to fold!*

Woeful!

Technically the Dragon's Hold Drakeslayers don't play Blood Bowl but a variant called Dragon Bowl. Their team is made up exclusively of Troll Slayers and had won the Tournament of a Hundred Woes every single season until the Middenheim Manglers entered one year.

Keep your mouth shut!

Durum's Destroyers, led by Bran 'Long Bomb' Ironson are odd for a Dwarf team in that they enjoy the passing game.

Their 5-ball exhibition game against the Lowdown Rats in 2480 was famous for its last gasp win. Four armed Hammerfourth the Black threw 4 passes with the Dwarfs behind by 23 to 20 TDs! Alas, Hammerfourth was holding the last ball in his mouth. He bit hard on the spiked ball, stapled his mouth shut and died!

Short legs, Big Boots!

The first recognized kicking specialist in the league was Ivan Gemsplitter of the Warhammerers. His armour included steam powered pistons in his legs, allowing him to kick the ball 250 yards. He was eventually fired for kicking the team bench and launching all the reserves into the stands!

Player Focus – Grimwold

Grimbreath

- By Gerhardt Schtumpf

Grimbreath is something of a bogeyman figure. Goblin parents are known to whisper to their not-naughty-enough runts to be bad or the "Helmsmasher" will get you!

Facing the Dwarf Giants can be scary enough, but if Grimbreath is leading them out onto the field, then you know you are in for a torrid time. Give your

companions one last look, it's almost guaranteed some of them won't make it back into the dressing room alive or with all of their limbs and teeth intact at half time.

His record stacks with the best in the league for brutality. Grimbreath sits on 71 player kills and 116 fan fatalities. In his best game he made 12 kills all by himself. Don't think being undead will help you either. In one game he spent 20 minutes pounding a Champions of Death skeleton into dust to make sure he never got up again. Yes the referee then sent him off afterwards . . . but it was totally worth it!

He isn't just a blunt instrument however. The Giants captain, when he wants to, has an all-round game. He has 98 touchdowns to his name and has rushed 3180 yards. If Grimbreath wants to take a break from cracking skulls, he can even catch the ball with 16 receptions for 212 yards. All of that is impressive . . . but he also has 15 interceptions to his name. Think about that for a second . . . a 5'2" Dwarf wearing 150lbs of solid armour is still able to leap high enough into the air to snag a passing ball. Unbelievable and yet true! It just proves that nowhere on the pitch is safe for the opposition or the ball. Grimbreath is forever in the thick of the action, no matter where it is.

The open age has seen a host of stars go freebooting, turning out to play for the most unlikely of outfits. Thankfully Grimbreath has committed himself solely to the Giants, it seems for now his freebooting days are over. That makes life a lot simpler for many opposition players if they know where he'll be playing. Avoid the Giants, avoid the Helmsmasher, stay alive!



Mjolnir Brothers

The brothers had a brief but brilliant career. They worked as a highly effective trio on the pitch and their patented "Double Whammy" tackle left its mark, notably killing Darkside Cowboy catcher Nathan Greyfire. Alas it all went wrong for the brothers when their "Flying V" formation, loaded down with a hundred pounds of TNT, misfired in the 2486 Blood Bowl final. It cost the brothers and all the Warhammerers reserves their lives and (arguably) even worse it lost them the game. At least they went out with a bang!

Zara the Slayer

Although not technically a Dwarf, her history is so interlinked with the mountain folk, Zara merits a mention in this issue.

Found as a babe in 2480 by a Dwarf Miner she was presented to Garles Reaperbeard, a Runesmith in the Black Mountains. Despite the fact she was a human girl, the hammer shaped pendant she wore marked her and Garles announced she was the Chosen One they had long waited for. He took her in and trained her.

There was much consternation amongst the Dwarfs. Long had they been beset by Undead hordes in their mountain homes but for their supposed saviour to be a human girl? How could this be?

By 2494, Zara was starting to prove herself and silence the doubters. She was faster than any Dwarf and grew to be stronger too - besting all comers in an arm-wrestling contest. Many a gnarly old warrior was forced to eat humble pie as she bested one after another.

Her life changed one day at the Bronze Axe Inn when she was just 16. A Vampire led host attacked the inn but were fought off by Zara. Big Bad, the Vampire leader, challenged the Dwarfs to a game of Blood Bowl against his team the Black Sabbaths. It was to be the Vampires undoing as the Zara led Dwarfs won the game 3-0. During the match Zara killed any vampire in reach on the pitch with a stake, including the player / coach Big Bad himself! Victory was theirs, the undead threat thwarted and the prophecy fulfilled.

A short freebooter career ensued but she has since taken a break from playing to focus on her relationship with Lord Borak!

Ruling with an iron fist

- By Joc Strappe

Everyone knows that Roze-El, a Dwarf scholar and seer, was the first holy commissioner in the Church of NAF. He paved the way for a number of Dwarfs to become officials rather than players. The NAF were dominated by Dwarfs in the early days and even now, its Dwarfs who guard the sacred texts from would-be interlopers. Let's look at some of the Dwarf officials active in the modern game . . .



Blaques, an unusually tall Dwarf, is an official off the pitch. Along with his Elf partner Whyte, they are both Game Wizards who enforce the rules outside of the match itself. These rules can be vague and are often open to interpretation (usually by whoever their current corporate sponsors are). Blaques tends to be more of an official-for-hire type rather than a strict follower of the holy texts. He's not exactly known for his integrity but when pushed can do the right thing - case in point, he did step up in that Blood Bowl final game when the Emperors stadium was suddenly transported to the realm of chaos .

On the field, Thoron Korensson is probably one of the most famous Dwarven referees. Thoron is ancient, even for a Dwarf, as he served as an apprentice to Roze-El himself. He still has a quiet thirst for the game and

can be relied upon the officiate the toughest matches making good and honest calls. His knowledge is unrivalled; few players are brave enough to argue with him. Those that do had better be using ear plugs, when Thoron loses his temper everyone within half a league can hear it!

Dwarfs can be a little hypocritical where sticking to the law is concerned. They are the first to enforce a list of rules on someone else and yet maintain a casual disregard for the same rules themselves!

Troll Slayers!

Unique to the Dwarfen race, Troll Slayers take to the pitch in the hope of finding a glorious death.

They don't all get their wish however, for such a violent sport, death can be frustratingly hard to find!

Hrulda Thunorsdottir

Hrulda definitely keeps it in the family, she's a female troll slayer playing for her father's team the Dragon's Hold Drakeslayers. Her brother, wanting to protect her, tried to stop her playing. The result? She broke his arm in 3 places!

Stout Ironfist

A former Blitzter on the Giants team, Stout was tasked with protecting the Kings son in his first game. Part way through the game, Stout received a custard pie to the face. By the time he had wiped the pie from his eyes and beard he saw the oppositions troll strike the killing blow against his ward. Heavy with shame, Stout renounced his former life and became a Troll Slayer.

Grim Ironjaw

Grim was the first Troll Slayer to ever play the great game. Debuting for the Black Mountain Blades, long before Zars the Slayer, he tends to prefer playing in any tournament where there are guaranteed green skins. The Thunder Valley League is his hunting ground of choice where he tries to add to his tally of 102 kills!

Financial matters

Many of the major corporations that sponsor Blood Bowl teams or events are Dwarf owned. They have a keen eye for opportunity and ways to make more of the shiny stuff. Dwarfs run businesses include Bloodweiser (Buddy Grafstein), Bugmann's XXXXXX (Josef Bugman), Kenmucky Fried Chicken (Karnal Sandstoners) and Farblast & Sons Ordinance Solutions (Ragni Farblast). Dorf Ards skull, of the Rock Noggin Helmet Company, has recently started a line of headgear for Goblins. They are designed to increase goblin head injuries by a whopping 50%.



Who's Who the Dwarfen low down.

The following are players who at some stage of their careers have played on Dwarf teams

Blitzers

| Name | Team | Status |
|-----------------------------|--------------------|--------|
| Grimran 'The Guvnor' | ** Freebooter ** | Alive |
| Grimwold Grimmbreath | Dwarf Giants | Alive |
| Grombrindal the White Dwarf | ** Freebooter ** | Alive |
| Hargin the 'Ard | Unknown | Alive |
| Hroli "Wrecker" Frunsson | Grudge Bearers | Alive |
| Icesplitter Wyrdhelm | Dwarf Giants | Alive |
| Krag Bluebolt | Grudge Bearers | Alive |
| Kurt Livingrock | Dwarf Giants | Alive |
| Obler Stonewield | Firebrand Ingots | Alive |
| Rhard Zorn | Dwarf Warhammerers | Alive |



Runners

| Name | Team | Status |
|--------------------------|-----------------------|----------------------------|
| Berni Harthunter | Worlds Edge Wanderers | Alive |
| Bobart Fleetfoot | Dwarf Warhammerers | Alive |
| Bran "Long Bomb" Ironson | Durum's Destroyers | Alive - plays as a Thrower |
| Casper Runeflight | Dwarf Warhammerers | Alive |
| Drumgrim Quickstride | Barak Varr College | Alive |
| Falfur Jorisson | Grudge Bearers | Alive |
| Flintforge Hammer | Dwarf Giants | Alive |
| Longstrider Anvilsteam | Dwarf Giants | Alive |
| Stuka Schmidt | Dwarf Warhammerers | Alive |
| Ulfar the Swift | Grudge Bearers | Alive |



Trollslayers

| Name | Team | Status |
|----------------------------|----------------------------|---|
| Durak Lorne | Dwarf Warhammerers | Alive |
| Grim Ironjaw | ** Freebooter ** | Alive |
| Grimm "Granite" Godrunsson | Copperhold Cannons | Dead - met a glorious end at the hands of Kreek Rustgouger |
| Grobrik Orcbiter | ** Freebooter ** | Alive |
| Hrulda Thunorsdottir | Dragon's Hold Drakeslayers | Alive |
| Ireson | Gilded Guild | Alive |
| Mad Kragnar | Grudge Bearers | Alive |
| Morek Firebeard | Grudge Bearers | Alive |
| Rorkaz Kalgar | Dwarf Warhammerers | Alive |
| Stout Ironfist | Dwarf Giants | Alive |

Blockers

| Name | Team | Status |
|-------------------------------------|---|---|
| Artur Tunnelflame | Dwarf Giants | Alive |
| Axebreaker Jones | Dwarf Giants | Alive |
| Balin "The Thermos Flask" Vaingrimm | Dwarf Giants | Alive |
| Baragor Nine-Fingers | Grudge Bearers | Alive |
| Bardin Ironglove | ** Freebooter ** | Alive |
| Brag Steelarm | Ironforged Albion | Alive |
| Burly Hammerson | Unknown | Alive |
| Dimitri Coaleyes | Dwarf Giants | Alive |
| Doc Morgrim Ironbane | Unknown | Retired |
| Durbaz Ironheel | Unknown | Dead - killed by Bob Bifford |
| Durgul "The Killer" Hilliman | Dwarf Giants | Retired |
| Ferdinand "Gunner" Gunnarson | Dwarf Giants | Alive |
| Fimbur Stonehead | Grudge Bearers | Alive |
| Fritz Herbgrinder | Dwarf Giants | Alive |
| Garvest Blackaxe | Dwarf Warhammerers | Alive |
| Granite Rivalblade | Dwarf Giants | Alive |
| Gramli Dorfsson | Unknown | Alive |
| Grim Blueaxe | Dwarf Warhammerers | Alive |
| Grodnur the Wise | Grudge Bearers | Alive |
| Gromrud Thunderbrow | Grudge Bearers | Alive |
| Gruff von Leinenkugel | Dwarf Warhammerers | Dead - spiked by Bullethead Sprecher's helmet |
| Grugni Dropper | Dwarf Warhammerers | Alive |
| Grum Durrandang | Dwarf Giants | Alive |
| Grumli Boriksson | Grudge Bearers | Alive |
| Gunner Diamondvein | Dwarf Giants | Alive |
| Gurni Rockrider | Dwarf Giants | Dead - only his beard remained after his death! |
| Helmut Krakker | Dwarf Giants | Alive |
| Ivan Gemsplitter | Dwarf Warhammerers | Alive - played as a kicker |
| Jordi Thunderboots | Gilded Guild | Alive |
| Mace Darklantern | Dwarf Warhammerers | Alive |
| Partizan Helmut | Dwarf Giants | Alive |
| "Pick" Seamsunder | Dwarf Giants | Alive |
| Rambast Smith | Dwarf Warhammerers | Alive |
| Rich R. Dellard | Dwarf Giants | Alive |
| Rik Pastrey | Dwarf Warhammerers | Alive |
| Rockrider Howitzer | Dwarf Giants | Alive |
| Short Sterling | Dwarf Giants | Alive |
| Skuff Whitebeard | Grudge Bearers | Alive |
| Sorgi Hammerhead | Unknown | Dead - flattened by a Deathroller |
| Stoneshape Peakbreaker | Dwarf Giants | Alive |
| Storri Storrisson | Grudge Bearers | Alive |
| Stromez Canga | Dwarf Warhammerers | Alive |
| Varak Varaksson | Illuminated Seers of the Sacred Orb of Nuffle | Dead - killed in underground wars |
| Yukk Ghulag | Dwarf Warhammerers | Retired |
| Zorb Bokker | Dwarf Warhammerers | Alive |



Secret Weapons

| Name | Position | Team | Status |
|---------------------------|--------------|--------------------|--|
| Barik Farblast | Ballzooka | ** Freebooter ** | Alive |
| Boomer Eziasson | Bombardier | ** Freebooter ** | Alive |
| "Bullethead" Sprecher | Canoneer | Dwarf Warhammerers | Dead - shot into orbit |
| Evo "Bomber" Baradil | Bombardier | Dwarf Warhammerers | Retired |
| Flint Churnblade | Looney | ** Freebooter ** | Alive |
| Gimli Rys-Davies | Deathroller | Dwarf Warhammerers | Alive |
| Grumbak Bonegrinder | Deathroller | Unknown | Dead - fell into his own deathrollers workings |
| Irkul Voker | Looney | Dwarf Warhammerers | Alive |
| Karthon Drezzebeard | Deathroller | Unknown | Alive |
| Mjolinrs (three brothers) | Bombardiers | Dwarf Warhammerers | Dead - blown up in Blood Bowl final |
| Skrund Hewer | Looney | Dwarf Warhammerers | Alive |
| "Stunted" Grom Red-Axe | Canoneer | Dwarf Warhammerers | Dead - death by overloaded cannon |
| Thorek | Deathroller | Dwarf Giants | Alive |
| Wanaz Voker | Bombardier | Dwarf Warhammerers | Alive |
| Weber 'Toasty' Grilmore | Flamethrower | Dwarf Giants | Dead - killed in an explosion |
| Zam Boney | Deathroller | Dwarf Giants | Dead - killed in a dungeon bowl game |



Other Races

The below are players from other races who through some strange twist of fate, ended up playing for a Dwarf team.

| Name | Position | Team | Status |
|----------------------|-------------|-----------------------|-----------------|
| Hammerfour the Black | Chaos Dwarf | Durum's Destroyers | Dead - Starved! |
| Zara the Slayer | Human | Black Mountain Blades | Alive |



Staff

The below are Dwarfs who have worked on any team.

| Name | Position | Team | Status |
|---------------------------|-----------------|-------------------------------|---------|
| Bong the Mighty | Head Coach | Mighty Crud Creek Nosepickers | Alive |
| Doc Morgrim Ironbane | Apothecary | Middenplatz Manglers | Alive |
| Farakhan Karrag | Head Coach | Dwarf Giants | Retired |
| Fergus Alecsson | Head Coach | Mummies United | Alive |
| Gromskull | Runesmith | ** Freebooter ** | Alive |
| Gudrun Wolfric | Head Coach | Dwarf Giants | Alive |
| Gurder Name-taker | Assistant Coach | Grudge Bearers | Alive |
| Joe Grimno | Head Coach | Lumberjacks | Alive |
| Josef Bugmann | Brewer | ** Freebooter ** | Alive |
| King Thorn Durinsgold III | Team Owner | Dwarf Giants | Alive |
| Mazdak the Smelly | Runesmith | Dwarf Giants | Alive |
| Rolf the terrier dog | Mascot | Dwarf Giants | Alive |

Gridiron Gazette - Dwarfs

Staff - continued

| Name | Position | Team | Status |
|-------------------------|--------------------|----------------------------|--------|
| Stanislav Ironbender | Head Coach | World's Edge Wanderers | Alive |
| Thane Thunor Thunorsson | Head Coach | Dragon's Hold Drakeslayers | Alive |
| The Big Girls # | Cheerleading squad | Dwarf Giants | Alive |
| The Last Council | Team Owner | Dwarf Warhammerers | Alive |
| Thrund Grundersson | Head Coach | Grudge Bearers | Alive |
| Varak Varaksson | Head Coach | Dwarf Giants | Dead |

They were previously called the Giantettes



Officials

| Name | Position | Status |
|----------------------|----------------------|--------|
| Blaque | Game Wzard | Alive |
| Gunnar Whistleblower | Referee | Alive |
| Roze-El | NAF Commissioner | Dead |
| Thoron Korensson | Referee | Alive |
| Thrund Grundersson | NAF Committee Member | Alive |



Other 'Famous' Dwarfs

| Name | Position | Status |
|----------------------|-------------------------------|-------------------------------|
| Buddy Grafstein | Owner of Bloodweiser | Alive |
| Dorf Ardskull | Owner of Rock Noggin Helmets | Alive |
| Durgrund | Brewer | Alive |
| Durn Grumcrag | Mine Owner | Alive |
| Garlles Reaperbeard | Runesmith | Alive |
| Gazak Thunorsson | Son of the Dragonhold's Thane | Alive |
| Gotrek Gurnnison | Famous Trollslayer | Alive - much to his annoyance |
| Gurn Grumcrag | Mine Owner | Alive |
| Hofsonsson | Architect | Alive |
| Karnal Sandstoners | Owner of Kenmucky Chicken | Alive |
| Man-Mangler McStone | Inventor | Dead - chainsaw accident |
| Nurgrim Goldgatherer | Businessman | Alive |
| Skeg Ironson | Inventor | Alive |
| Snorri Ironshoes | Explorer | Alive |
| Sparky | Inkeeper of the Bad Water Inn | Alive |
| Torin Oakencask | Brewer | Alive |

Dwarf Teams

| | | |
|-----------------------------------|------------------------------|-------------------------------|
| <i>Barak Varr Pirates</i> | <i>Dwarf Warhammerers</i> | <i>Khazad Steelers</i> |
| <i>Black Mountain Blades</i> | <i>Firebrand Ingots</i> | <i>Longbeard Mining Corps</i> |
| <i>Bogstaff Beardlings</i> | <i>Gilded Guild</i> | <i>Lumberjacks</i> |
| <i>Bugman's Best</i> | <i>Grudge Bearers</i> | <i>Middenland Maulers</i> |
| <i>Copperhold Cannons</i> | <i>Iron Anvils</i> | <i>Red-Nosed Bandits</i> |
| <i>Dragon's Hold Drakeslayers</i> | <i>Ironforged Albion</i> | <i>World's Edge Wanderers</i> |
| <i>Durum's Destroyers</i> | <i>Karak Wanderers</i> | <i>Zhufbar Amateur Eleven</i> |
| <i>Dwarf Anvils</i> | <i>Karak-Kadrin Kingsmen</i> | <i>Zhufbar Marktag</i> |
| <i>Dwarf Giants</i> | | |

Looking ahead

In the next issue, the Gazette turns its attention to everybody's favourite cheese munchers (has to be warp cheese of course) the Skaven. As we review the rats, we'll be exploring such issues as -

- *How do you stand out when you have 80 brothers and sisters?*
- *Why working in the Skavenblight tourist office is the most boring job in the world!*
- *How did Clan Moulder get themselves in a right pickle?*



Final Fact!

All Dwarfs can respect a grudge repaid swiftly, even if they are on the receiving end of it. Take Gramli Dorfsson who kicked the Elf player, Jarren while he was down, smashing some teeth out. The Elf apothecary fixed Jarren up and he immediately sprinted back on the pitch to hunt Gramli down. The Dwarf didn't see it coming as a well timed boot between the legs felled the bearded blocker and evened the honours!