

NFC CENTRAL DIVISION



Aquila Claw Avengers

The logo features the text "Aquila Claw Avengers" in a jagged, green, hand-drawn font. It is flanked by two identical circular icons: a black circle with a white mask and a green hand holding a red 'X' over a face.



Darkside Cowboys

The logo features the text "Darkside Cowboys" in a bold, black, blocky font with a yellow outline. It is flanked by two identical circular icons: a blue circle with a red crescent moon and a yellow cowboy hat.



Everbold Unicorns

The logo features the text "Everbold Unicorns" in a bold, gold, serif font with a blue outline. It is flanked by two identical circular icons: a blue circle with a white unicorn head and a yellow horn.



Evilgis

The logo features the text "Evilgis" in a bold, yellow, blocky font with a black outline. The background is a gradient from black to red to orange. It is flanked by two identical circular icons: a black circle with a white mask and a yellow horn.



Greenfield Grasshoppers

The logo features the text "Greenfield Grasshoppers" in a bold, green, blocky font with a yellow outline. It is flanked by two identical circular icons: a green circle with a white grasshopper and a yellow horn.



The Central Division

The logo features the text "The Central Division" in a bold, blue, blocky font with a white outline. The background is a solid blue.

2489-90: A NEW SEASON



And now on the ABC, Bob Bifford and Jim Johnson look forward to the upcoming 2489-90 NAF season...

"Can you feel it, Jim?"

"Gee, Bob, maybe we should save that until after the show. I don't think the viewers really want to see-..."

"No, Jim! I mean, can you feel the excitement of the all-new NAF season!!! "

"Oh, you bet I can! It's been a roller coaster of an off-season, there've been more twists and turns than a High Elf's hairdo! Every team has strengthened their squads over the summer- well, maybe not the Hobgoblin Team- but other than that it's been a frenetic few months, and I think we're going to see carnage on an industrial scale when we kick-off next week."

"Ah, nothing says 'new season' like some good old fashioned gratuitous violence dressed up as sporting achievement!
Which teams do you like this year, old buddy?"

"Well, Bob, the Scramblers have really caught my eye. They've been splashing the Warpstone over the summer and have developed some new mutations that are, to be perfectly honest, terrifying; I can't wait to see them take the field! Then there's the continuing transformation of the Evil Gits. Coach Whipdeath has been cutting their underperforming players left right and centre- so much so that he actually broke his knife! But It hasn't taken him long to sweep away the remains and he's replaced them with some of the evillest gits in the Known World. In fact, many pundits are now tipping them as the team to watch this season! How about you, Bob, what caught your eye over the summer break?"

"Well, since you're asking, Jim, I managed to get two weeks away at the Cobracopana beach resort on the

sunshine coast of Lustria. Great food, beautiful beaches, but those Amazon gals- boy-oh-boy -can they ever rock a swimsuit! What a sight for an old Ogre's eyes!"

"Umm... well, thanks for that, Bob."

"Y'Know what else I found out while I was on vacation, Jim? I got talking to this one guy, a mage who's real high-up in one of them colleges of magic, anyway, he thinks that we're now living in a parallel universe!"

"A parallel, what?"

"A Parallel Universe. He called it an incredibly rare phenomyn... phonomern... phunoman, ah I dunno what he called it, but he said it was a one in a billion occurrence and that it happened right before last season's Blood Bowl final. I 'aint big on the technical stuff, but he said that just before the kick-off our reality sprouted off from the dimension that we'd all been living in and formed a whole new Universe!"

"Wow, you don't say! Actually, I think I've read about this back when I was researching the Chaos All-Stars. If I remember rightly, it's called an 'Eldritch Hiccup', it means we are just one reality amongst countless billions."

"..."

"Bob! Bob, are you okay?"

"wha... oh, sorry, Jim. I was just thinking about all those other universes and it suddenly made me realise the ultimate futility of our existence. Whoo-eee!"

"Oh, I don't know, Bob, look on the bright side: At this exact moment, there's probably another Jim and Bob sitting right where we are, but instead of previewing the new season they're crying into their microphones because commissioner Three-Horn has run off with everyone's money and bankrupted the league! Ha, ha, ha!"

"Ha, Ha, Ha! You got some imagination, you old bloodsucker! Honestly, can you really see good old Nikk doin' somethin' like that?"

"Well, Bob, as the man himself says, 'this is Blood Bowl, buddy, anything can happen!'"



ATHELORN AVENGERS



Team Colours: Green and red
Symbol: Fist clutching thorns
Owner: Caesyn Dyn-Athron
Head Coach: Aed Hothriss
Home Stadium: Great Tree stadium
 (Capacity 51,230, surface grass)
Players: Wood Elves
Sponsor: The Kindreds of Talu
Cheerleaders: The Sprites



On paper, the Avengers look like contenders; their offense is capable of lightning-fast scores, and they are led by the great Jordell Freshbreeze, however, their time in the NAF has been one of constant underachievement, the reason for this becomes apparent as soon as they fall behind- their temperament is as fragile as their lightly armoured players. Stories of them refusing to play in wet weather for fear of muddying their uniforms abound, but it is their Central division rivals, the Darkside Cowboys, who really make them fall to pieces.

2428 Unlike their cousins in Laurelorn or Ulthuan, the Wood Elves of Athel Loren are quicker to embrace football. The Athelorn Arrows are formed as an amateur side and begin entering local competitions.

2429 The Arrows get their first shot at the big time when they make their debut in the Elven Kingdoms league, they make an impressive start, winning their first few games. Their impressive winning streak comes to an end when they take to the field against the powerhouse Darkside Cowboys. After forty-three increasingly foul-fuelled minutes, the Arrows end up conceding, having lost over half of their starting line-up to what the press release later called "career-limiting injuries". They swear vengeance, changing their name to the Athelorn Avengers, and one of Blood Bowl's most famous rivalries is born.

2437 The Avengers become the first team to use Wardancers as players in their team. In particularly brutal match against the newly formed Orc team the Severed Heads, the Avengers are taking a severe beating. With their casualties piling up and morale beginning to flag, a troupe of Wardancers, who were supporting the team from the sidelines, take matters into their own hands and get involved in the match. The Orcs can barely lay a glove on them as their intervention sees the Avengers rally for a

famous win. Since then, Wardancers can regularly be found playing as Blitzers on Wood Elf teams

2440 The physical and psychological damage caused by constantly losing to the Cowboys is immense, what is worse, with the Dark Elves now playing in the NAF, their quest for vengeance cannot be fulfilled. Disillusioned, they withdraw from the Elven Kingdoms League and spend two decades in the wilderness, which, being Wood Elves, is just how they like it.

2461 When they finally reappear, the Avengers are a changed team. Refreshed from their sabbatical, they return to the Elven Kingdoms League and win it at the first attempt.

2472 When the Kishargo Werebears disband, following their marathon match against, coincidentally, the Darkside Cowboys, a vacancy opens up in the NFC central division. The Avengers are awarded it due to their dominance in the Elven Kingdoms League. The Avengers start to get noticed but are stuck in the same division as their bitter Dark Elf rivals. The Cowboys realise that their presence is just about the only thing that can shake the Avengers' otherwise limitless confidence and are quick to inform their fans. The Avengers suffer a number of embarrassing losses when Cowboys fans start turning up to their games to jeer, chant and generally be as much of a nuisance as possible.

2489 The Avengers have the makings of a very strong team and with Jordell Freshbreeze in the line-up they will always be competitive, but despite the potency of their offense they still have to beat the newly crowned world champion Cowboys to stand any chance of winning the division. Few believe that this will be the year they break the jinx.

TEAM PROFILE

2489-90 First Team Roster

| No. | Name | Position | Experience |
|-----|---------------------|----------|-------------|
| 1 | Jordell Freshbreeze | Blitzer | Star Player |
| 2 | Luarn Proudbow | Catcher | Star Player |
| 3 | Edrael Warwren | Catcher | Veteran |
| 4 | Jem Goldstar | Thrower | Star Player |
| 5 | Noraen Dornvale | Blitzer | Veteran |
| 6 | Issas Springblossom | Lineman | Rookie |
| 7 | Honeydew Meadow | Lineman | Veteran |
| 8 | Oakwrist Mosstree | Treeman | Veteran |
| 9 | Brelenor Ferndale | Thrower | Rookie |
| 10 | Dolfar Longstride | Kicker | Star Player |
| 11 | Nyresol Featherstep | Catcher | Veteran |
| 12 | Oderaen Highreach | Catcher | Veteran |
| 13 | Celion Riverstone | Lineman | Rookie |
| 14 | Daeseth Fairbloom | Linemn | Rookie |
| 15 | Morwyn Slenderlimb | Kicker | Rookie |

Fame: 6 **Team Rerolls:** 2

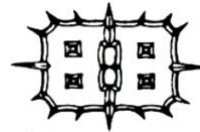
The Fans: *Chant 3; Hooligans 1; Loyalty 3*

Cheerleaders: The Sprites *Cheering Ability: 9*

Spike! Magazine Rating: 289

NAF Records
Most Career Player Fatalities (Elf Players):
 137, Jordell Freshbreeze
Most Career Referee Fatalities (Elf Players):
 48, Jordell Freshbreeze
Most Career Touchdowns (active players):
 137, Jordell Freshbreeze
Most Career Paces Receiving:
 6341, Jem Goldstar

Team Records
Most Rushing Paces (Career):
 3000 paces, Jordell Freshbreeze



Team Honours

Elven Kingdoms League winners 2461, 2464, 2466-71

Hall of Fame:

Tom Ashfield

The Athelorn Avengers' Cheerleading Song

*"You can never catch us,
 'Cause we're really fast,
 Your clumsy hands,
 Grab thin air,
 As we scamper past!"*



DARKSIDE COWBOYS



Team Colours: Blue and yellow
Symbol: Crescent moon
Owner: Prince Derren ar-Lolovia
Head Coach: Luxen Tuentir
Home Stadium: The Darkside Cavern, underearth, (capacity 90,000, surface astrogranite)
Players: Dark Elves
Sponsor: Imperial Clothiers Guild
Cheerleaders: The Shadows



The Cowboys are a cruel, ultra-violent team, and consequently do very well at the game. The combination of high intelligence, natural grace, degenerate violence and a hatred of all other living beings has helped them to the top several times.

2379 The Dark Elves of Naggaroth are quick to embrace the savage joys of Blood Bowl, none more so than Prince Derren ar-Lolovia, who boasts he has read all 1000 pages of the book of Nuffle (and not just the gory bits, like everyone else). His enthusiasm is such that he forms one of the first Dark Elf teams, the Darkside Cowboys, naming them after a sect of some repute mentioned in Nuffle's holy book.

2422 The Overearth (Dark Elf word for the surface world) first learns of the existence of the Darkside Cowboys when the Halfling Pinkfoot Panthers visit them for a friendly match and don't return.

2438 Several teams threaten to boycott the Cowboys when they apply to join the NFC, but the pale-skinned assassins were admitted anyway. Instantly, sordid revelations started to appear about their peculiar habits, such as using small trussed up Troglodytes as balls to save wear on expensive imported ones. These only seem to heighten the Cowboys' mystique with the thrill starved fans.

2461 The Cowboys play in the very first Blood Bowl, beating the Chaos All-Stars in a very sloppy game (literally- the Cowboys used illegal magic to turn most of the All-Stars front row into slugs!). The Cowboys carried on using shape changing magic and were eventually banned by the NAF which forces them to give it up, well that and a barrage of contract killings by jealous rivals.

2473 Darkside nearly disband after the infamous match against the Kishargo Werebears (which lasted 19 days before being abandoned at 2-2 on the death of the last player from either side). The Cowboys manage to reform and rebuild their team under the skilled leadership of Jeremiah Kool. Their drive culminated in glory when they win Blood Bowl XXI, during which Kool set his unbroken passing record.

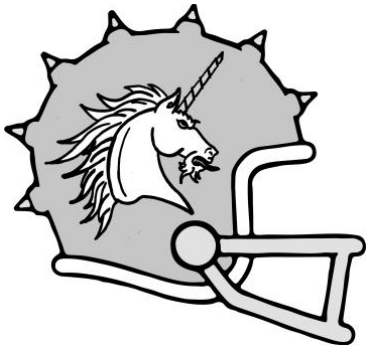
2479 Unfounded allegations of illegal magic use continue to bedevil the Cowboys, despite having given up the practice years earlier. Tiring of being accused of something they've not done, they hit on the genius idea of starting to use magic again! Kool teams up Underearth University in Naggarond to develop a variety of new spells.

2482 Hubris Rakarth is signed in the 2482 Crush from Darkside Academy. The only other team bidding for his services is, incredibly, the Bright Crusaders, but he wouldn't have fitted in there!

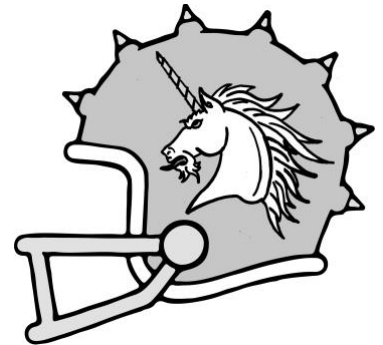
2485 The Cowboys lose in the final of Blood Bowl XXIV to the Reikland Reavers, the game is famous for a young Griff Oberwald scoring the winning Touchdown and beginning his march to fame. Also, in this year, the Cowboys become the first team to switch to an Astrogranite surface – it's easier than growing grass underground!

2489 Kool retires in 2487 to make way for Hubris Rakarth, the latest in a long line of glamorous Darkside players. Rakarth seals his place in football history when one of his big plays win Blood Bowl XXVIII for the Cowboys against the Reikland Reavers. Returning an End Zone interception 100 paces for a dramatic winning Touchdown.

EVERBOLD UNICORNS



Team Colours: Silver and gold
Symbol: A unicorn's head
Owner: Lady Elise Silvertongue
Head Coach: Cyan Eldarin
Home Stadium: Ensorcell field, Avelorn
 (capacity 65,438, surface grass)
Players: Elves
Sponsor: The Elven Hairdressers Guild
Cheerleaders: The Rainbows



The Unicorns are one of the newest teams admitted to the NAF, and in most respects they are a wholly unremarkable Elven team, they play a precision passing game, are fastidious about their appearance and steer well clear of the rough stuff. There is, however, one thing that sets them apart from the other Elf teams, and that's their home stadium! For the Unicorns hail from the enchanted realm of Avelorn, a place awash with ancient magic and where creatures of legend still stride the land. Their stadium is an extraordinary place, and barely a match passes without some uncanny event occurring- often to the home team's advantage!

2470 Amongst the court of Ulthuan's Everqueen, there is much heated gossip about the Galadrieth Gladiators' big win in the Blood Bowl final. It doesn't take long for a wild rumour to spread that the Everqueen herself actually owns a signed autograph of Gladiators' star Blitzter, Lucien Swift. On hearing this, the ambitious courtier, Lady Elise Silvertongue thinks she has found the perfect opportunity to ingratiate herself with the Everqueen and invests much of her family's fortune in founding a football team.

2471 An ultraviolet sport like football is quite alien to the flowerchildren of Avelorn and Silvertongue struggles to find enough locals willing to play for the team. When the Unicorns finally take the field, they are an unlikely collection of out-of-work dancers, acrobats and actors. In a warm-up match against a touring Goblin side, it soon becomes clear they haven't a clue about how to play the game, instead of trying to score, they begin an interpretative dance performance called 'The Paradox of the Pigskin'. Despite losing, they amazingly do cause a fatality, when an opposition Goblin Catcher dies laughing!

2478 After a bumpy start, the Unicorns hire some proper players and enter the Elven Kingdoms League. When they move into

their new stadium, Ensorcell Field, their home record experiences a dramatic improvement. Incredible strokes of bad luck plague the opposing teams: Every time a catcher gets clear downfield, they find themselves shrouded in a thick mist; clear runs to the Endzone become blocked by the sudden eruption of Oak trees, and the nastier opponents find it impossible to foul, as their boots become hopelessly stuck in a conveniently placed bog. It's all the more amazing that none of these phenomena ever seem to affect the Unicorns.

2481 The Unicorns dominate the Elven Kingdoms League, to such an extent they are invited to join the NAF. Opposing teams accuse them of using illegal magic and threaten a boycott. The charges are so serious that there is a lengthy investigation by the Colleges of Magic, who ultimately clear the Unicorns. Their report does mention that the stadium is built on a particularly powerful Leyline, but this being a natural phenomenon, there's nothing they can do about it.

2485 Star Blitzter Ferrestrial Goldhoove gets into trouble with the league authorities for sneaking a potent magic item onto the field in a must win game against the Bruendar Grimjacks. He would have probably got away with it had he not chosen to use them against the Grimjacks' star Frank N. Stein. Seeing the hulking blocker go down like a sack of potatoes, the referee immediately suspected magical interference and sent Goldhoove off for violation of rule 119.9267/B. Goldhoove has the last laugh as he wins that year's *Elf Lord's Commendation for Most Spectacular use of Offensive Magic*.

2489 As the new Elves on the block, the Unicorns are taking a while to find their feet in the big league. But with a good home record, they may start challenging soon.

EVIL GITS



Team Colours: Black and yellow
Symbol: A flaming skull
Owner: Evilheim and Evilstein Associates
Head Coach: Bargull Whipdeath
Home Stadium: The Evil Dome,
 (capacity 44,732, surface astrogranite)
Players: Mixed evil races
Sponsor: Nickit and Scarpa Lawyers, Nuln
Cheerleaders: The Gitettes



On a sliding scale of slightly naughty to outright evil, the Gits have it all covered. If it's bad, then they are all over it! Now under new management, the Gits have recruited heavily in the off-season and hopes are high they can soon build a team capable of challenging the Cowboys for the Central Division title.

- 2400** You'd think that with so much evil in the world, it wouldn't be difficult to find a despicable wrongdoer when you needed one, but in reality, this isn't quite so straightforward. Think about it, how do you actually hire that Hobgoblin assassin to knock-off your hated business rival? Where are you going to find a burly Orc warrior to bolster your own private militia? Whose door do you knock on to find the best Half-Orc bounty hunter? The answer is simple, call an agency! Evilheim and Evilstein Associates were the leading mercenary agency of the day, their owners had watched with interest the rise of football as a mass spectator sport and with so many player deaths each week they spied a lucrative opportunity to find jobs for some of their out of work mercenaries. They began to hire them out as freebooter players!
- 2404** The scheme becomes so successful that Evilheim and Evilstein decide to form their own team, the Evil Gits. They develop an open-door recruitment policy; prospective players only need to fulfil one requirement, they must be completely, utterly and irredeemably evil.
- 2450** Decades pass and success proves hard to come by, other than forming a sizeable fan club (who, remarkably, are even more evil than the Gits themselves) they fail to make an impact on, well, anything.

- 2468** In one of the biggest upsets in NAF history the Gits beat the Reikland Reavers to win Blood Bowl VIII. Due to a player strike that season, only two Reavers players turn up, but even then, the Gits' bungled use of a magic item sees a player sent off and 8 more removed from the field of play. Despite this, the remaining Gits just about manage to hang on to win the title 3-2.
- 2470** Team owners, Evilheim and Evilstein Associates are victims of a pyramid scheme (paying a small fortune to fraudsters to buy some worthless real estate in Nehekara) they are forced to sell the team to a shady Fungus Beer Cartel. The new Goblin owners make instant changes, sacking most of the Blood Bowl winning team and employing one of their own, Slimy Stranglegut, as Head Coach.
- 2485** In a massive shock, the Gits win the Orcidas Team of the Year award. Nobody actually notices that the Gits had simply scratched their name on to the trophy over the Darkside Cowboys. Despite the Dark Elves protests, the Gits remain in the record books.
- 2486** The Gits new owners come to a sticky end when they're all killed in a shoot-out with a rival Cartel. Evilheim and Evilstein Associates, buy the team back.
- 2489** New coach, Bargul Whipdeath has wasted no time in cutting (sometimes literally) the underperforming Goblins in the team. One of whom, the legendary cretin Speccy McGroan somehow survived to become the subject of a record-breaking transfer fee, with the Middenheim Marauders paying 200,000 crowns for him... to play for the Chaos All-Stars!

TEAM PROFILE

2489-90 First Team Roster

| No. | Name | Position | Experience |
|-----|-----------------------------|-----------------|-------------|
| 1 | Bogger the Sneak | Goblin Catcher | Veteran |
| 2 | Shasta Vilesnitch | Skaven Blitzter | Veteran |
| 3 | Attila the Fiend | Human Blitzter | Experienced |
| 4 | Cannonball Bennie | Orc Thrower | Veteran |
| 5 | 'Big' Zoggin' Uglyfists | Troll Blocker | Veteran |
| 6 | Kill Kill Kill | Ogre Blocker | Veteran |
| 7 | Tam O'Shambles | Human Blocker | Rookie |
| 8 | Ramstalon Mulanex | Orc Blocker | Star Player |
| 9 | Azgar Razorspine | Human Lineman | Star Player |
| 10 | Really Evil Jerik Wickedson | Human Lineman | Veteran |
| 11 | Karg Stabneck Jr. | Goblin Catcher | Star Player |
| 12 | Jasper Groinmalice | Dark Elf Kicker | Veteran |
| 13 | Bilk de Villain | Human Lineman | Experienced |
| 14 | Sly Crotchspite | Human Kicker | Rookie |

Fame: 0

Team Rerolls: 0

The Fans: *Chant 1; Hooligans 4; Loyalty 3*

Cheerleaders: The Gitettes

Cheering Ability: 6

Spike! Magazine Team Rating: 212

Special Rules: The Evil Gits are followed everywhere by their evil unofficial supporters club. *The Evil Gits Unofficial Supporters Club*, are, if anything, even more evil than the evil team they evilly support. To represent this, whenever their coach rolls a 'throw a rock', 'pitch invasion', or 'riot' on the Crowd Intervention table the event automatically happens, the coach does not need to roll against their Hooliganism characteristic.

Team Honours

Blood Bowl winners 2468 (VIII)

NFC championship winners 2468

Orcidas team of the year 2485*

Most Evilly Evil Secret Weapon of the Year (One Gobbo Tank) 2473

* *Title Disputed*

A Selection of Evil Gits Chants

*"We're the ****! Gits"*

'You'll never walk again"

and

'There's Gonna be a Fatal Accident"



NAF Records

Only Player Sent Off for Illegal Use of a Magic Item in a Blood Bowl Final:

Azgar Razorspine (2468-69)

Highest Pogo Leap Ever:

110 feet Dag Gobguzzla*

Most Fumbles in a Game (Single Player):

9 Specky McGroan vs Creeveland Crescents (2487-88)

Most Fumbles in a Season (Single Player):

30, Specky McGroan (2487-88)

Most Illegal Kicks Below the Belt:

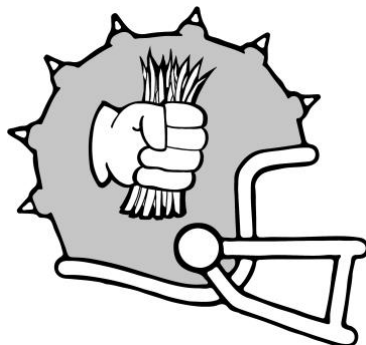
22, Jasper Groinmalice

Hall of Fame:

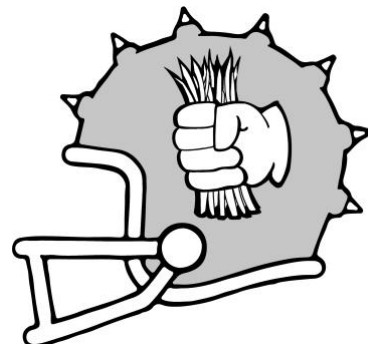
Karg Stabneck



GREENFIELD GRASSHUGGERS



Team Colours: Dark green and golden brown
Symbol: Fist clutching grass
Owner: Berrybriar 'Bingo' Fatfellow
Head Coach: Drago Foodcraver
Home Stadium: The Dinner Dome, Greenfield,
 (capacity 12,770, Surface grass)
Players: Halflings
Sponsor: The Imperial Granary
Cheerleaders: The Greenfield Gigglers



The Greenfield Grasshuggers are one of the oldest Halfling teams. Like many of their Mootland brethren, they've taken some heavy losses over the years, and have disbanded twice, but, like all good Halflings, they eventually pick themselves up, dust themselves down and head off to the next beating and slap-up feed!

- 2419** The Tumble Down Dicks are a Halfling pub team playing in Greenfield. They have a bruising encounter with another pub team from Pfunzig; the humans give them a torrid time. What's left of the Dicks were prostrate on the grass, digging their hands in to stop being dragged off for a beating. This defeat stirs a quiet determination in Ricard Walloper II, owner of the pub and the team. They start to behave in a more professional manner and change their name to the Grasshuggers to remember their humiliation and to spur them on.
- 2422** Deeproot Strongbranch arrives on the training ground one day and accidentally terrifies the team. He waits several days for them to return, explains that he wants to play and is signed up instantly
- 2436** The first piece of silverware is added to the trophy cabinet as the Grasshuggers win the Thimble Cup. The game lasts for 12 days over which there are 27 short drives and many breaks for snacks.
- 2455** The Grasshuggers are involved in the infamous 'Sticky Bun Final Riot'. An off-colour comment by Ogre freebooter Bob Bifford is badly misunderstood by the Halfling fans, who then go on a homicidal rampage throughout the streets of Altdorf. The Grasshuggers are sued for damages by the Imperial Baker's Guild destroying Walloper's finances. The Grasshuggers are forced to disband.
- 2465** The Grasshuggers reform a decade after they disbanded. Local businessman Berrybriar Fatfellow loses a bet to an elderly Richard Walloper II and agrees to restart the team. They are handed a plum franchise in the NFC Central Division.
- 2472** In Perhaps their biggest win to date, they defeat the Athelorn Avengers in the Wood Elves' first season in the NFC Central division. It helped that the Darkside Cowboys turned up and filled in as cheerleaders, putting the Avengers off their game with their intimidating chanting.
- 2476** Due to a crippling player's strike and a ban on visiting teams from the AFC, the Grasshuggers are one of only two teams playing this year! Luckily for everyone, however, they are beaten 3-0 by the Creeveland Crescents.
- 2482** After losing to the Asgard Ravens, the Grasshuggers disband due to lack of players (foolish ex-coach Omo Snuffsniffer continued to substitute for injured and dead players). The Grasshuggers finally gave up when the 734th corpse was carried from the field. New legislation limiting the size of Blood Bowl squads was rushed through the very next week by the NAF.
- 2487** Fatfellow revives the Grasshuggers thanks to a charitable donation of iced buns from the Imperial Granary (who were desperate to get their best customers back). They remain much the same as they ever were. The players and coach are different, of course, but nothing else has changed. They are still overweight, undertalented and look ridiculous in full Blood Bowl kit- and the very fat ones still go squit! Like a pimple when Storm Giants tread on them.



APPENDIX

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1. Methodology used
2. Notes and references on the teams
3. Notes and references on the team symbol designs
4. Notes and references on the interior articles

1) Methodology Used: Unifying the Sources.

The aim of this project was to collect together all of the available information on the 40 NAF teams mentioned in the 1988 Blood Bowl Handbook and present them in the conventional format for Blood Bowl teams (Team Details; Timeline; Team Honours; Team Roster; Hall of Fame). There has never been a cohesive strategy for unifying all of the Blood Bowl background/'fluff', this has led to some contradictions between new and old material. For this project to work, I had to unify 36 years of background. This was the main reason I chose the setting of 2489, it meant I could use the 2nd edition as the primary canon and work all subsequent fluff around this. For example, the winner of Blood Bowl VIII is officially recognised by the Games Workshop as being the Nurgle's Rotters, however, in the second edition it was the Evil Gits, since this book prioritises the 2nd edition I have gone with the 'unofficial' option. Likewise, the participants in Blood Bowl V were changed, despite having a considerable write up in the 2nd edition.

Surprisingly, there were very few occasions where I had to disregard the newer fluff. A major example of this is the profile for the Naggaroth Nightwings, the recent (2018) profile on them is substantial but creates several contradictions (see my notes for the Nightwings below for a full explanation). The only other notable deviation is with regards to the honours won by the Champions of Death. Recent fluff says they are previous winners of the Chaos Cup, but this was not the case in the 2nd edition. I decided to break my own rule to keep the newer version, my reasoning being it doesn't contradict their 2nd edition identity as a major team in the league.

2) References and Notes on the Team Profiles

What follows is an extensive list of which official sources I have used to compile the team profiles and articles.

The information is laid out as follows:

Text in **Bold** is the part of the profile that the references relate to.

The information in the references is set out as follows:

Publication title, page number, (year) publisher.

Unless otherwise stated, all the artwork is by Pete Knifton and taken from various 2nd edition sources.

Athelorn Avengers

Team colours: Blood Bowl Handbook, p.4, Games Workshop (1988)

Symbol: Athelorn Avengers Miniatures (Box Art), Games Workshop (1994)

Owner/Head Coach: Blood Bowl Death Zone Season 1, p.17, Games Workshop (2016)

Home Stadium: Dead Ball, Black Library (2005)

All Other Team Information: Knute Rockknee (2022)

Team History: Blood Bowl Death Zone Season 1, p.17, Games Workshop (2016), expanded by Knute Rockknee (2022)

Team Records: Jordell Freshbreeze Star Player Card Verso, Star Players, Games Workshop (1989); & Knute Rockknee (2022)

Notes: Most of the information was collected from the 2016 Death Zone supplement. I have used the colours given in the 2nd edition rather than the more famous green and yellow that the team are associated with. I have assumed that the 3rd edition Wood Elf symbol that appears on the box art of the 3rd edition miniatures is the Avengers' symbol.

Darkside Cowboys

Team Colours/Symbol/Owner/Head Coach/Home Stadium/Team Honours: Blood Bowl Handbook, p.24, Games Workshop (1988)

Cheerleaders/Sponsor: Star Players, p.55, Games Workshop (1989); Star Players, p55

Team History: Blood Bowl Handbook, p.24, Games Workshop (1988) expanded by Knute Rockknee (2022)

Team Records: Ibid. & Star Players, p.22, Games Workshop (1989)

Team Song: Star Players, p.22, Games Workshop (1989)

Notes: Most of the information is taken directly from 2nd edition sources. I added an origin story and the dramatic end to the 2489 Blood Bowl final.

Everbold Unicorns

Team Colours/Symbol/Owner/Head Coach/Home Stadium:

Sponsor/ Cheerleaders: Knute Rockknee (2022)

Team History: Knute Rockknee (2022) & Companion, p.25, Games Workshop (1990)

Team Honours/Team Records/Team Song: Knute Rockknee (2022)

Notes: There is virtually no information regarding this team outside of their 2487-88 record, the fact they are Elves, and an anecdote about a player using a magic item in the Companion. Therefore, most of this profile was written by myself, I decided to link the Everbold of their name with the Everqueen of Warhammer and give them a magic tinged identity. The roster is made up of unattached freebooters from various editions and some 'future' Elfheim Eagles players (they are names taken from a roster dated in the 2490s), I felt it was not too much of a stretch to imagine they could have started their careers with the Unicorns. I invented the other player names.

Evil Gits

Team Colours: Gridiron Gazette Issue 5, NAF.net (2021)

Symbol: White Dwarf Issue 102, pp. 4-5

Owner: Knute Rockknee (2022)

Head Coach: Star Players, p.24, Games Workshop (1989)

Home Stadium/Sponsor/Cheerleaders: Knute Rockknee (2022)

Team History: Blood Bowl 1st Edition Rule Book, p. 15, (1986); Star Players, p.24, Games Workshop (1989)

Team Honours: Star Players, p.24, Games Workshop (1989)

Team Records: Ibid. & White Dwarf 122 p. 38, (1989); Companion, p.33, Games Workshop, (1990)

Team Song:

Notes: This profile shows up a major difference in the 2nd edition lore: The Evil Gits are recorded as the winners of Blood Bowl VIII (2468). This is contrary to Games Workshop's official list of winners, whereby Nurgle's Rotters have been winners of Blood Bowl VIII from the 3rd edition on. Since I was prioritising 2nd edition canon, the Gits are reinstated as the winners the final. The second notable difference is the team's racial make-up, which, on page 24 of Star Players, is implied to be Goblins. However, this is not definitive across the 2nd edition. I decided to go with them being mixed evil races, which is more in line with the how the Gits have historically been presented, it also does not preclude them having lots of Goblins on the team. I made this confusion over their identity part of their team history. A few players on the roster come from recent Blood Bowl publications, the rest I have invented. I added a special in-game rule to reflect their fan club's notoriety.

Greenfield Grasshuggers

Team Colours/Symbol/Owner/Head Coach/Home Stadium: Blood Bowl Handbook, p.25, Games Workshop (1988)

Sponsor: Knute Rockie, (2022)

Cheerleaders: Blood Bowl Handbook, p.39, Games Workshop (1988)

Team History: Ibid. p.25; & Spike! Fantasy Football Journal Issue 5, pp.7-8, (2019)

Team Honours/Team Records: Blood Bowl Handbook, p.39, Games Workshop (1988)

Notes: I have attempted to reconcile the new (2019) profile with the original team profile, to avoid contradictions I have slightly adapted the newer material to fit, whilst trying to avoid wholesale rewriting. The roster is mainly based on the 2019 release, I invented the other players.

3) Helmet Designs and Endzone Markers

Another nice touch to the 2nd edition was the 'Endzone' markers that came with the game. Each one had a famous team's name in an appropriate design with their helmet and team symbol on it. I felt it was important to extend this to all 40 NAF teams, not least to give this project a bit of visual excitement.

All of the existing team symbols needed to be remastered digitally into higher resolution images. This process involved tracing them by hand from the originals and then using digital post-production to finish them. What I soon noticed was how sketchily drawn some of the team symbols were (the strong asymmetry of the Darkside Cowboys' moon and casually drawn skull on the Bright Crusaders' Cross being notable examples), although this is conspicuous to our hypercritical modern eyes, in the context of mid-eighties Games Workshop banner designs, these are not at all anomalous, in fact, I would argue it is all part of their charm. I resisted the urge to do too much correcting of the originals (though I did slightly 'correct' the Cowboys and Crusaders signs as they did not reproduce well as digital images). When it came to inventing the other team's symbols, I wanted to replicate the handmade 'wonky' look so they would blend in seamlessly with the official designs. To that end, I drew a majority of the new symbols by hand, usually from Games Workshop designs of the late 80s-early 90s.

NFC Central

Athelorn Avengers: 3rd edition box Art for 'Athelorn Avengers' Miniatures (1994)

Darkside Cowboys: 2nd edition Endzone Marker (1988)

Everbold Unicorns: Unique design: Knute Rockknee (2022)

Evil Gits: 1st Edition Rulebook, p.9, White Dwarf 102, p4, & Knute Rockknee (2022)

Greenfield Grasshuggers: 2nd Edition Handbook, p.25 (1988), & Knute Rockknee (2022)

4) Notes and References for the Interior Articles

Introduction (p.2)

Author and Art-Work: Knute Rockknee