

NFC NORTHERN DIVISION

The graphic displays the names of the six teams in the NFC Northern Division, each on a separate horizontal bar with a unique color and font style. The teams are: ASGARD RAVENS (dark blue bar with red and white outlined letters), DWARF GIANTS (grey bar with yellow and blue outlined letters), WYNHEM VALKYRIES (green bar with yellow and white outlined letters), LOWDOWN RATS (black bar with purple and white outlined letters), WURGLE'S ROTTERS (brown bar with yellow and green outlined letters), and THE NORTHERN DIVISION (dark blue bar with white and red outlined letters). Each team name is accompanied by a small icon representing the team's mascot or logo.

ASGARD RAVENS

DWARF GIANTS

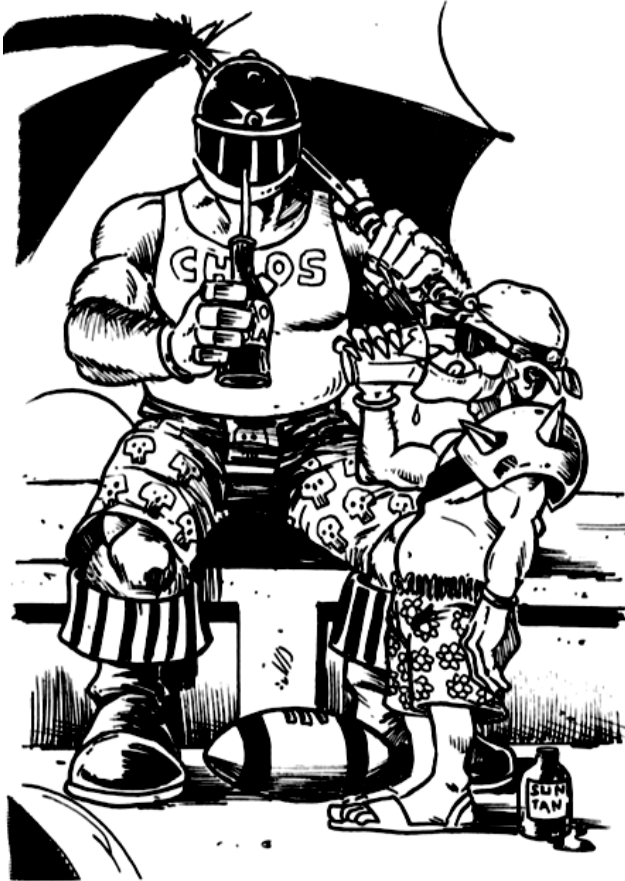
WYNHEM VALKYRIES

LOWDOWN RATS

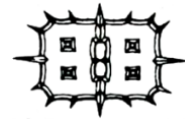
WURGLE'S ROTTERS

THE NORTHERN DIVISION

THE BLOOD BOWL CALENDAR



Nuffle's Holy Months	
Month	Imperial Equivalent
Jabbury	Nachexen
Ferally	Jahrdrung
Starch	Pflugzeit
Peril	Sigmarzeit
Slay	Sommerzeit
Hoon	Vorgheim
Cruel-eye	Nachgeheim
Hawkgust	Erntezeit
Schleptember	Brauzeit
Orcto-ber	Kaldzeit
Nomember	Ulriczeit
Dismember	Vorhexen



Nuffle's Sacred Days of the Week
Moonsday
Chewsday
Winceday
Thrud- sday
Fire- day
Shat- terday
Stun- neday

Every summer, when the NAF publishes the list of fixtures for the coming season, there is much scratching of heads amongst fans of the world's greatest game (and this is only partly down to the fact a majority of them can't actually read), it's because the NAF still insists on using '*Nuffle's Sacred Calendar*' to schedule games. The calendar is a relic from the early years of the NAF, when Roze-El was commissioner and Blood Bowl was more of a ritual than a game. It has its own names for the days of the week and months of the year, all of which are proscribed by Nuffle himself (confusingly, the NAF uses the standard Imperial calendar to date the seasons- the current year being 2489).

Nuffle's commandment that game only be played on Moonsday and Thrud-
sday between the months of Dismember to Hoon was solemnly observed for decades, however, since the 2470s, commercial pressure from advertisers has led to the grand finals now being played on Shat-
terday and Stun-
neday. Despite this sacrilege, commissioner Three-Horn has said the NAF does not intend to adopt the standard Imperial calendar anytime soon (the fact he is a majority shareholder of the company that prints *Nuffle's Sacred Calendar*, is entirely coincidental!).



ASGARD RAVENS



Team Colours: Black and Blue
Symbol: A raven's head
Owner: Fasolt Steeplimbs
Head Coach: Balin Shortshrift
Home Stadium: Slamford Bridge, Asgard
 (Capacity 52,932, surface pack-ice)
Players: Norse
Sponsor: Yellow Mages
Cheerleaders: The Valhalla Chorus



The Ravens are a team with a lot of promise, but they have always struggled to find success. Originally a team of Storm Giants, they transitioned over into becoming mostly a Norse team in the 2460s but have still not grasped a winning formula as they rarely make it out of the NFC North division.

2450 The Storm Giant Fasolt Steeplegs makes an absolute fortune from his construction business and decides to invest a sizeable portion of his wealth in fulfilling his dream of becoming the owner of the world's first Storm Giant team. The Asgard Ravens are born and the newly expanded NAF accepts them into the NFC northern division.

2459 A major rule change sees the Ravens' home form crumble: Their original home stadium was so large, regular sized players couldn't see either end zone when stood in the middle (The Ravens' pitch was the only one that was affected by the curvature of the world itself!) The NAF are forced to bring in new legislation after teams complain that they have to prepare for an arctic expedition just to score! From 2460, standardized pitch measurements come into play, making Ravens' home games no longer a guaranteed win.

2466 Having moved to the more conventionally scaled Slamford Bridge, the clumsiness of the lumbering Giants on the smaller field, makes them a liability, so much so that they begin to get less and less playing time. By 2466, the Ravens are more or less, a standard Norse team with their Giant players little more than mascots.

2475 Rookie Storm Giant Gurk Cloud-Scraper puts his foot in it, literally! In only his first game, Cloudscraper accidentally steps on the Greenfield Grasshuggers captain, Jobo

Hairyfeet and the Halfling is crushed flat in an instant. In the game's aftermath, the NAF ban Gurk for life due to 'excessive violence'. Fasolt Steeplegs calls the ban discriminatory, and makes an unsuccessful appeal, saying it effectively bans Giants from playing in the NAF.

2477 During this season's players' strike, and having no other players available, Steeplegs is forced to turn to the team's cheerleading squad, the Valhalla Chorus, for players. The girls are a revelation! Led by the formidable Kari Coldsteel, they win five out of five games (the best run of form in the Raven's history). They seem destined to finally win a trophy when disaster strikes, the owner flippantly says the striking players should negotiate with the cheerleaders rather than him, having seen the ultraviolence that the Valhalla Chorus have been dishing out to opponents each week, the Ravens players immediately forget their demands and abandon the strike, which is then followed by a precipitous drop in form!

2482 In the course of beating the Greenfield Grasshuggers, the Ravens set a record for player fatalities (749) and cause the Halflings to fold. The NAF quickly change the rules limiting teams to a maximum of 16 players.

2489 The fact that the modern Ravens are more renowned for their fearsome cheerleading squad than their propensity for winning ball games is telling. In fairness to the team, having to compete against the Vynheim Valkyries, Dwarf Giants and Nurgle's Rotters every season in the NAF's Northern division would be a test for even a team as well-resourced as the Reikland Reavers! However, most pundits agree their glory days are, like their Storm Giants, a thing of the past.

TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Verner Vestgard	Catcher	Veteran
2	Gunnar Grimthorp	Catcher	Veteran
3	Erik Wolfherd	Blitzer	Experienced
4	'Crossbow' Karlsson	Thrower	Veteran
5	'Rabid' Lars Loonström	Berserker	Veteran
6	Hengist O'Hooligan	Berserker	Veteran
7	Thorgard Thwackson	Blitzer	Experienced
8	Sindri Skulbrandsen	Blocker	Experienced
9	Rorkar Headstrong	Blocker	Veteran
10	Brat Nylund	Thrower	Veteran
11	Red Erik	Kicker	Rookie
12	Kari Coldsteel	Linewoman	Star Player
13	Hagar Lind	Lineman	Experienced
14	Sten-Arne Mudgaard	Lineman	Rookie
15	Brodder Hardvigsen	Lineman	Rookie
16	Alf Falkenberg	Kicker	Rookie

Fame: 0 **Team Rerolls:** 0

The Fans: *Chant 1; Hooligans 2; Loyalty 2*

Cheerleaders: The Valhalla Chorus *Cheering Ability: 9*

Spike! Magazine Team Rating: 199



NAF Records

Most traps set off without injury:

112, Evil Knut (2469-74).

Most players killed in a single match (Team):

743, vs Greenfield Grasshuggers (2482-83).

Tallest player in NAF History:

51 feet, Gurk Cloud-Scrapper (2482).

Team Records:

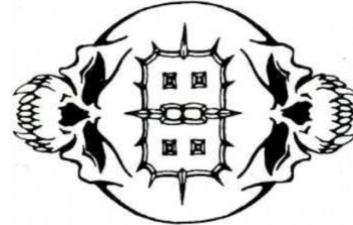
Most consecutive wins:

5 (2476-77 season)

Most Fatalities (Single Match):

121* 'Rabid' Lars Loonström, vs the Greenfield Grasshuggers (2482-83)

** Ravens team records only. The NAF officially credit Loonström with 8 fatalities for this game.*



Team Honours

Orcidas Team of the Year 2476

Hall of Fame

Evil Knut

The Valhalla Chorus' Chant

*"We hail from mighty Asgard,
The magic, mystic land.
Our players once were giants,
But now they've all been banned"*

DWARF GIANTS



Team Colours: Grey and dark blue
Symbol: A runic GIANTS
Owner: Thorn Durinsgold III
Head Coach: Gudrun Wolfric
Home Stadium: Three Towers Stadium, Calagarth, (capacity 59,400, surface granite)
Players: Dwarfs
Sponsor: Dwarven Architect's Guild
Cheerleaders: The Big Girls



The Giants are an old team with a very long and distinguished history, and they have been present for every major development in the game's history. They are one of the top teams in the NFC and hold the record for winning the most NFC championships, and a few more besides. Having won two Blood Bowl trophies in the modern era, they have proved that they might well be a team with a long and ancient history, but they can slog it out with the best of them!

- 2365** The Giants are founded as one of Roze-El's original sects, taking the name 'the Illuminated Seers of the Sacred Orb of Nuffle'. They are one the 16 original NAF teams that play in the inaugural 2468 season.

2436 It is a dark time for the Giants as they struggle to find any decent players. At one point, things get so bad, they actually fill the gaps in their roster with Gnomes, trying to convince everyone they are their 'youth team', few are fooled and the NAF's threat to rename the team the Dwarf/Gnome Giants, sees this practice quickly end.
- 2381** When they realise their religion is getting in the way of having a good time, they decide to change their name, update their stuffy image and become the Dwarf Giants. Retiring captain Varak Varaksson becomes Head Coach and sets about instituting a ruthless retraining programme.

2438 The war finally ends in 2436, but the team is all but forgotten. However, thanks to some serious determination from new coach Karrag (Varaksson died heroically in the war), the team are soon ready for action again, winning the NFC championship in 2438.
- 2399** When playing against the Reikland Reavers war almost breaks out when both teams realise the other is playing by a different set of rules. The match is abandoned with the score 17-4.

2462 The Giants win the Blood Bowl for the first time, triumphing over the Reikland Reavers in an excitingly close game.
- 2400** After numerous modest successes, the Giant's good fortunes reach a peak when they end the season as NFC champions. However, a long and bloody underground war against various Goblin armies led by Argvak Pentel begins soon after and the entire team are drafted.

2464 The Giants return to the Blood Bowl final, but this time lose to the Gouged Eye. The Orcs' Star-Player, Bolg Stonemangle is the difference between the two teams, he scores three touchdowns and inflicts numerous casualties, he is thereafter known as 'Dwarfsmangle'.
- 2435** Things don't get any easier for the struggling Giants. Just as they are on the verge of having a competitive team again, disaster strikes when they lose 9 players in an accident away to the Asgard Ravens.

2471 With typical Dwarf patience, coach Karrag slowly rebuilds the team. They meet the Reavers again in the final of Blood Bowl XI, unfortunately, the Dwarves lose a thriller as the Reavers win 3-2.
- 2484** Under the tuition of youthful new coach Wolfric, and the inspired (and some would say quite crazy) captaincy of Grimwold Grimbreath ("The Helmsmasher"), the team continue to set new records for fatalities and touchdowns alike. They win Blood Bowl XXIV beating the Middenheim Marauders in a close fought match.

LOWDOWN RATS



Team Colours: Purple and black
Symbol: Poisoned knife
Owner: Grimy Snivel
Head Coach: Grimy Snivel
Home Stadium: The Swampdome, Ubrovnia, (capacity 183, surface unstable swamp)
Players: Goblins
Sponsor: ARGG (Amalgamated Rat Gutters Guild)
Cheerleaders: The Ratbags



What can one say of a team like the Lowdown Rats (without leaving oneself open for some serious damage at the hands of peeved Rats fans)? Some unkind folk would say that the 'Lowdown; in their name actually refers to the team's perpetual position in their division, and it must be said that the team haven't been all that successful in recent years. Well, ever, really. Of course, they have had problems. Living on a series of floating platforms drifting in the middle of the Ubrovnia Swampmire doesn't give one a lot of toom for practising running paly (throwing was all but banned after team accountants complained at the number of balls being lost in the marsh). The Swampdome, incidentally, is really just two large rafts lashed together.

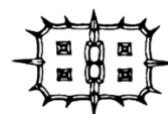
2472 Goblin annoyance at being thought inferior at absolutely everything spilt over into action when local rats-gizzard magnate Grimy Snivel decided to found a football team that would show the sporting world just where the Goblins really stood. He achieved his goal- the Rats are a truly mediocre team. Snivel of 'Snivel by name, Snivel by nature' ad campaign, trivia fans) has never been known for his spending ability and the team has had to scrape through on very little money, with a consequent lack of results.

2473 The Rats make the first of their many diabolical innovations to the game... the Spiked Pit Trap! Members of the team complain to their coach that falling into a Pit Trap just didn't hurt enough. "Landed on me 'ead. Didn't feel a fing,". The coach, who has now faded into deserved obscurity, comes up with the idea of placing spikes at the bottom of the pits just to silence the complaining players. The Rats go through a lot of substitutes during the season...

2477 The players strike rages, but the Rats continue to play. They end up losing 3-1 to the Asgard Ravens who field their cheerleader squad led by Kari Coldsteel in a brutal match. As the Rats captain commented afterwards, "We don' mind geddin' a beatin' sumtimz, but does wimmin was danjerus!"

2478 The first ever game between the NAF's other Goblin team, Scarcrag Snivellers and the Rats, is a family affair. The Snivellers are owned by none other than Grimy's over-competitive older brother, Slimy Snivel (whose ownership of the Snivellers is his latest attempt to outdo his sibling). With the stakes so high, the Snivellers kidnap the Rats Offensive Language Co-Ordinator and interrogate him for months. Despite their best efforts he refuses to divulge any secrets and is eventually released. When the Rats and Snivellers finally meet on the field, the result is a 3-0 hammering in favour of Grimy's team. It turns out the kidnapped coach had spent his captivity learning all the Snivellers secret plays.

2488 After sixteen years of abject failure, the Rats have begun to develop some natural skill at battling their way against all the odds. The Goblins' natural stringy toughness now makes them a tougher team to stomp all over, though everyone seems to agree that the lack of success is directly equal to the length of time that Snivel stays as self-appointed Head Coach!



TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Scragga Garglesnot	Catcher	Veteran
2	'Whizz' Dankblade	Catcher	Veteran
3	Spiteface Mange	Catcher	Experienced
4	Dug 'Elbows' Snitchit	Catcher	Star Player
5	Moonface Macnee	Lineman	Experienced
6	Yobbo Offalwreath	Lineman	Rookie
7	Figgit Spleenpuncher	Lineman	Star Player
8	Geezer Doomlouse	Lineman	Rookie
9	Norgit No-Nose	Lineman	Star Player
10	Licktoad Scabies	Lineman	Experienced
11	'Mental' Micky	Lineman (Pogo Stick)	Veteran
12	Thrasher Foulchute	Lineman	Veteran
13	Clag FesterCut	Lineman	Rookie
14	Murdo Wormnose	Lineman	Experienced
15	Bog Ratguzzla	Lineman	Rookie
16	Drainwart Mire	Lineman	Rookie

Fame: -4

Team Rerolls: 0

The Fans: Chant 1; Hooligans 4; Loyalty 1

Cheerleaders: The Ratbags

Cheering Ability: 3

Spike! Magazine Rating: 173

Special Rules: The Lowdown Rats have spent years honing the art of performing dirty tricks and sneaky plays (often at the expense of actually training!). To represent this, the Rats' coach can buy *Dirty Tricks* at half the normal price.



NAF Records

Highest Pogo Ever:

125 feet, Ardo Snakebite vs Gouged Eye (2475-76)

Most players killed by being booted:

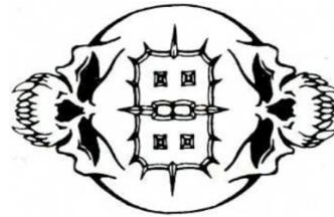
3 vs Dwarf Giants (2485-86)

Smallest capacity stadium:

183, the Swampdome, Ubrovnia

Heaviest Snotting Player of All Time:

115 lbs Sputum Boilbrain (2479-80)



Team Honours

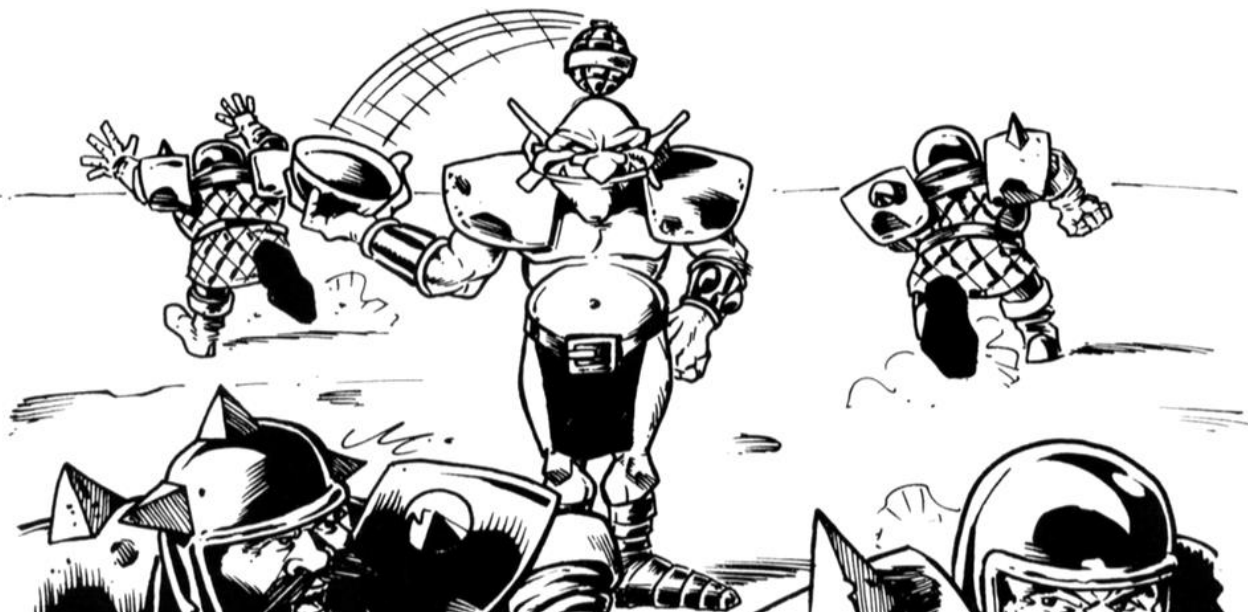
None

Hall of Fame:

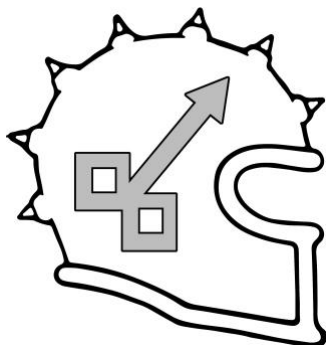
None

Lowdown Rats' Chant

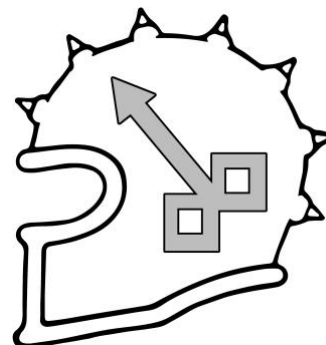
"Ere we go! 'Ere we go! 'Ere we go!"



NURGLE'S ROTTERS



Team Colours: Yellow and brown
Symbol: A Nurgle rune
Owner: Nurgle, himself!
Head Coach: Jovus the Leper
Home Stadium: The Rotbowl, Pusadena (capacity 55,067, surface rotting grass)
Players: Various races all infected with 'Nurgle's Rot'
Sponsor: The Cult of Nurgle
Cheerleaders: The Nurglings



The fact that this team smell badly is assumed rather than proven. True, they are all made up of semi-decomposed flesh surrounded by swarms of flies, but by the time anyone gets close enough to get a really accurate whiff, they've inevitably caught one of the Rotters' nasty diseases, and usually die before they can suggest personal hygiene.

2402 When an outbreak of Nurgle's Rot sweeps through Bögenhafen during the 'Deadwood Cup', it ravages the town and the participating teams, killing many. The surviving Blood Bowl players band together and pray to Papa Nurgle for help. Luckily for them, it turns out that the Great Unclean One himself is a huge football fan, he generously offers them the chance to form a team and the Rotters are born.

2403 The Rotters sensationally win the NAF championship in only their first season, they set a still unbroken record for fewest touchdowns conceded in a season. This staggering performance isn't that they have a great defensive strategy; it's more that their opponents almost never turn up for the game.

2404 After protests from every other team in the league, the NAF introduce a rule that set strict standards for sanitation in stadiums and away dressing rooms. This severely curtails the Rotters' winning streak, as teams start playing them again.

2432 The Rotters achieve one of their most famous victories to date, when they decimate the high-flying Reikland Reavers, 11 of the Altdorf side's players are infected with Nurgle's rot.

2452 Despite the occasional winning season, the Rotters find success elusive. Many put this down to surprising fall in the number of

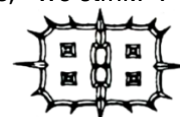
epidemics across the Old World during this period.

2469 Finally the Rotters' luck changes for the better when a devastating pestilence sweeps the Old World. It leads to the Rotters hiring a ripe smelling crop of future Hall of Famers, Ivan Boulder crusher, 'Smelly' Pete and Goran 'the Tentacle' Svengard. They become a force to be reckoned with and break the Dwarf Giants' monopoly of the NFC Northern Division.

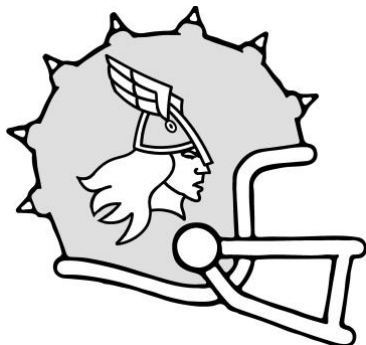
2475 The Rotters make their first appearance in the Blood Bowl final against the Oldheim Ogres. Despite being heavy favourites, they end up being comprehensively beaten.

2480 The Rotters make it back to the Blood Bowl final and it all goes horribly wrong, despite being the bookies odds-on favourites. The Elfheim Eagles employed an elite team of Acne-Clear agents armed with vats of antiseptic to keep themselves disease free. They also cast magic on the grass (causing it to animate and help them during the game) and on the Rotters (turning their best players into apathetic college students!). The Rotters complained to the NAF but whenever officials were sent to take statements they died of the Rot and so the case was dropped.

2489 Being stuck in the NFC Northern Division and having to get past two of the league's most successful teams in the Dwarf Giants and Vynheim Valkyries has severely limited the Rotters' ability to win trophies in the 80s, however Head Coach Jovus the Leper gives a different reason, when asked by a reporter about their lack of success, his simple answer was, "we stink!".



VYNHEIM VALKYRIES



Team Colours: Green and white with Flames
Symbol: Head and winged helm
Owner: Skalagrimm & Holst Associates
Head Coach: 'Mad' Jake McDead
Home Stadium: Longship Stadium, (capacity 62,004, surface pack-ice)
Players: Norse
Sponsor: White Skull Shipping Lines
Cheerleaders: The Shield Maidens



The Vynheim Valkyries are, to be brutally honest, a pack of raving maniacs. Only on the field of play, you understand, for they play with berserkers, initiates of an obscure Norse religion who work themselves into a killing frenzy which only lasts for the length of the match (if it lasts longer it can seriously interfere with postgame autograph signing, which is, not good for team PR!). This ability, though, manages to offset the fact that many of the team are part-timers, who work in the deep ocean fishing fleets for some of the year. The team is in fact owned by a large fish processing firm, and even their world-famous stadium is in the shape of a gigantic boat!

2442 Fishermen cut-off in Vynheim for the winter decide that their knockabout games of football should be made official, and a proper team is established. As berserkers the team soon thrash the living daylights out of every other two-bit team in their league and go professional the next year with financial help from Skalagrimm and Holst (Fish processing made fun!).

2445 When the Valkyries move into their new stadium, it becomes evident that Skalagrimm and Holst's largesse can only stretch so far; rather than the up-to-the-minute arena everyone was expecting, they find it is ten decommissioned Longships cobbled together into makeshift stands! Complaints subside, however, when they realise this makes it much easier to shove opponents off the field and into the frigid waters bounding the stadium. When Skalagrimm and Holst finally build a new stadium, they retain the shape of the Longship.

2463 In a shock result the Valkyries trash favourites Reikland in the Blood Bowl final at Longship stadium. Some cynics suggest that it was unwise for the Reavers to play on ice without prior practice, and even sillier to play in flat soled shoes and short sleeved shirt!

The Valkyries modestly put it down to sheer skill.

2464 Stefan Helmhand breaks the record for longest uninterrupted possession by any one player, when he falls into the pack-ice at Longship stadium whilst running for the endzone. 4 months later he is signed by the Champions of Death.

2474 The Gouged Eye are more prepared when they meet Vynheim in the final but reckon without the quite extraordinary tactics of the aptly-names 'Axeface' Manglesson, who accounts for all but one of the Gouged Eye's first 11, leaving Vynheim only the simple task of running the ball up the field to win.

2479 Inspired by the success of the Asgard Ravens Valhalla Chorus, the Valkyries' cheerleaders get involved in a game against Mongrel Horde. Star Player Dieter Hammerlash has other ideas, causing 4 player fatalities and wiping out the entire cheerleading squad. It ends the practice of Norse cheerleaders substituting for players on teams.

2487 The Valkyries defy expectations and lose only one game during the regular season. Nobody gives them a chance when they face the Darkside Cowboys at the intimidating Darkside Cavern in the semi-final, but they comprehensively dismantle the Dark Elves in a classic match. They almost pull off the same trick against the Reavers in the final of Blood Bowl XXVII but are ultimately defeated.

2488 'Mad' Jake McDead may well be mad, but he sure knows how to build an effective Blood Bowl team. Powered by the deadly blitzing of Ivar the Boneless and the berserk rampages of 'Crazy' Mads Maulsson, the Valkyries continue to be one of the most dangerous teams in the NFC.

TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Vinny Valhalla	Catcher	Star Player
2	'Crazy' Mads Maulsson	Berserker	Star Player
3	'Bad' Hagen	Blitzer	Veteran
4	Rudolf Runespear	Thrower	Veteran
5	Erik Redmist	Catcher	Veteran
6	Ivar the Boneless	Blitzer	Veteran
7	Stygg the Loathed	Blocker	Veteran
8	Håkon Bearwrestler	Blocker	Veteran
9	'Ice Cold' Olsen	Kicker	Veteran
10	Esbjörn Strife	Berserker	Veteran
11	Ivan Smallgrim	Lineman	Veteran
12	Sven Shieldbiter	Lineman	Veteran
13	Grimace Wincesson	Lineman	Veteran
14	Igor Tomash	Lineman	Veteran
15	Bjarne Snowboot	Kicker	Veteran
16	Kjartan Axehurler	Thrower	Veteran

Fame: 13

Team Rerolls: 4

The Fans: *Chant 3; Hooligans 2; Loyalty 1*

Cheerleaders: The Shield Maidens

Cheering Ability: 8

Spike! Magazine Team Rating: 301

Team Honours

Blood Bowl winners 2463 (III), 2474 (XIV)
 NFC championship winners 2463, 2465, 2466,
 2474, 2487
 Orcidas Team of the Year 2487



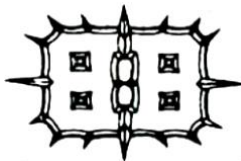
NAF Records:

Longest Uninterrupted Possession by Any Player:
 4 months, 6 days, 11 hours by Stefan Helmhand, vs
 Bluebay Crammers, 2464-65

Vynheim Valkyries' Team Song

*" Valkyries riding,
 Valkyries riding,
 Valkyries riding,
 In for the score!
 We'll stave in your face,
 We'll break both your arms,
 Scoring a Touchdown,
 Doing you Harm!"*

*-Sung to the famous tune
 By Rikaard Vargner*



Hall of Fame

Gregor Lukash, Magnus 'Axeface' Manglesson,
 Stefan Spearstaff.



APPENDIX

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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.

Asgard Ravens

Team Colours/Symbol/Owner/Head Coach/Home

Stadium/Sponsor: Knute Rockknee (2022)

Cheerleaders: Star Players, p.33, Games Workshop (1989)

Team History/ Team Records: Ibid; & Gridiron Gazette, pp.3-4, NAF.net, (2021); & Blood Bowl Handbook, p.25, Games Workshop (1988); & Companion, p.36, Games Workshop (1990).

Team Honours: Knute Rockknee (2022)

Notes: There is not a lot of information available for this team. I expanded the fact they were once Giants, and turned this into the backbone of their team history. A few player names are from later edition unattached Norse Freebooters, but the majority were invented by me. The stadium name comes from a mention in the 3rd edition about how the team disbanded in the wake of the NAF’s collapse.

Dwarf Giants

Team Colours/Symbol/Owner/Head Coach/Home

Stadium/Team Honours: Blood Bowl Handbook, p.21, Games Workshop (1988)

Sponsor: Star Players, p.54, Games Workshop (1989)

Cheerleaders: Companion, p.17, Games Workshop, (1990)

Team History: Blood Bowl Handbook, p.21, Games Workshop (1988), expanded by Knute Rockknee (2022)

Team Song: Knute Rockknee (2022)

Team Records: Blood Bowl Handbook, p.21, Games Workshop (1988); & Blood Bowl Star Players, Star Player Card (verso): ‘Pick Seamsunder’ and ‘Grimwold Grimbreath’, Games

Workshop (1989); & Companion, p.38, Games Workshop (1990)

Notes: Virtually all of the information in this profile comes from 2nd edition sources. I added a small amount in the profile, slightly rewriting a couple of the entries for continuity.

Lowdown Rats

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

Team Honours: Blood Bowl Handbook, p.19, Games Workshop (1988)

Sponsor/Cheerleaders/ Team Song: Knute Rockknee (2022)

Team History: Blood Bowl Handbook, p.19, Games Workshop (1988); & White Dwarf 106, p.41 (1988) expanded and adapted by Knute Rockknee (2022)

Team Records: Blood Bowl Handbook, p.19, Games Workshop (1988); Companion, p.33, Games Workshop, (1990); White Dwarf 104, Big Guy player card, (1988)

Notes: The recent new team profile for the Rats has been disregarded due to the fact that this book gives precedence to the 2nd edition canon. I have, however, changed the Rats owner’s name to ‘Grimy’, for obvious reasons. I had to invent almost the entire roster of player names (we know the names of many Rats players, but they are all sadly dead!).

Nurgle’s Rotters

Team Colours/Symbol: Blood Bowl Handbook, p.36, Games Workshop (1988)

Owner Death Zone Season, p.7, Games Workshop (2016)

Home Stadium: Spike! Journal Issue 3, Games Workshop (2018)

Head Coach/Sponsor/Cheerleaders: Knute Rockknee (2022)

Team History: Gridiron Gazette Issue 18, p.2, NAF.net (2022) expanded by Knute Rockknee (2022)

Team Honours: Death Zone Season, p.7, Games Workshop (2016) adapted by Knute Rockknee (2022)

Team Records: Blood Bowl Handbook, p.13 & p.27, Games Workshop (1988); & Gridiron Gazette Issue 18, p.2, NAF.net (2022); & Knute Rockknee (2022)

Team Song: Companion, p.13, Games Workshop, (1990)

Notes: I have merged the recent (post-2016) background with the various mentions of the Rotters throughout the second edition. A major difference is that I have disregarded their win in Blood Bowl VIII, since this was a change made in the third edition that contradicted the 2nd edition winners of that title (the Evil Gits). I have based the roster on the 2016 Death Zone publication, the reason I haven’t used all the players named is to do with plausibility, the roster is from 2467-68, over 20 years before the time frame covered in this book, even taking into account the regenerative capabilities of Nurgle players, the attrition rate on Blood Bowl teams would make it improbable that more than a couple of players would be still playing after so long. I have tried to replace them with invented names that are similar. Finally, I had to create special rules to represent the Rotters within the game itself. Most of the descriptions of the team make mention of them being foul smelling decomposed flesh and disgusting blobs, there is no team type that adequately matches that in the official 2nd edition races. To achieve this, I looked at the 3rd edition Nurgle team and retrofitted it to the 2nd edition. To that end they are a standard Chaos Human team, but their catchers and throwers are replaced by 4 Nurgle Mutants, who are treated as normal players.

Vynheim Valkyries

Team Colours/Symbol/Owner/Head Coach/Home

Stadium/Team Honours: Blood Bowl Handbook, p.15, Games Workshop (1988)

Sponsor/Cheerleaders/Team Song: Knute Rockknee (2022)

Team History/ Team Records: Blood Bowl Handbook, p.15, Games Workshop (1988); & Companion, p.27, Games Workshop, (1990) expanded by Knute Rockknee (2022)

Notes: Most of the information is drawn from the 2nd edition sources. However, there are no active players mentioned, therefore I had to invent most of the names on the roster, I based these on the Norse names available in the 2nd edition. A couple of later edition Norse Freebooters have been added as they could plausibly have been playing for the Valkyries during this time.

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 a 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 Northern

Asgard Ravens: Unique design: Knute Rockknee (2022)

Dwarf Giants: 2nd edition Endzone Marker (1988)

Vynheim Valkyries: 2nd Edition Handbook, p.15 (1988), & Knute Rockknee (2022)

Lowdown Rats: 2nd edition Endzone Marker (1988)

Nurgle's Rotters: 2nd Edition Handbook, p.36 (1988), & Knute Rockknee (2022)

4) Notes and References for the Interior Articles

The Blood Bowl Calendar

This is based on information given on page 6 of the 1988 Handbook, where there is the one and only reference ever made to the days of Moonsday and Thruursday and the months of Dismember and Hoon. I have worked with this and invented the other days and months, trying to reconcile the fact the seasons are dated using the Imperial Calendar.