





# AFC CENTRAL DIVISION


A graphic listing the AFC Central Division teams. Each team name is written in a stylized font on a colored background, with a team logo to the right. The teams are: GoldenEye (green background, yellow text, red skull logo), Blüthen Berserkers (black background, purple-to-yellow gradient text, purple pickaxe logo), ~~Beikland Reavers~~ (yellow background, blue text, blue skull logo), ~~Wharritum Warriors~~ (red background, yellow text, red skull logo), Underworld Creepers (black background, orange-to-red gradient text, black skull logo), and AFC Central Division (red background, blue-to-white gradient text).

**GOLDEN EYE** 

**BLÜTHEN BERSERKERS** 

~~**BEIKLAND REAVERS**~~ 

~~**WHARRITUM WARRIORS**~~ 

**UNDERWORLD CREEPERS** 

**AFC CENTRAL DIVISION**



# 2489-90 NAF REGULAR SEASON (II)

Play Offs: Quarter Finals 1<sup>st</sup> week of Slay, Semi Finals 2<sup>nd</sup> week of Slay, Finals: Chaos Cup 3<sup>rd</sup> week of Slay, Blood Bowl, 1<sup>st</sup> week of Hoon

Week 9: 2 <sup>nd</sup> Week of Ferally 2490	
Greenfield Grasshuggers	vs. Bluebay Crammers
Oldheim Ogres	vs. Athelorn Avengers
Gouged Eye	vs. Orcland Raiders
Darkside Cowboys	vs. Dwarf Warhammerers
Middenheim Marauders	vs. Bluchen Berserkers
Hobgoblin Team	vs. Skaven Scramblers
Dark Renegades	vs. Evil Gits
Icecastle Wolves	vs. Stunted Stoutfellows
Chaos All-Stars	vs. Southstorm Squids
Lustria Croakers	vs. Bruendar Grimjacks
Khain's Killers	vs. Bright Crusaders
Asgard Ravens	vs. Reikland Reavers
Vynheim Valkyries	vs. Scarcrag Snivellers
Nurgle's Rotters	vs. Arctic Cragspiders
Champions of Death	vs. Lowdown Rats
Westside Werewolves	vs. Underworld Creepers
Elfheim Eagles	vs. Albion Wanderers
Everbold Unicorns	vs. Creeveland Crescents
Galadrieth Gladiators	vs. Dwarf Giants
Worlds Edge Wanderers	vs. Naggaroth Nightwings

Week 13: 3 <sup>rd</sup> Week of Starch	
Elfheim Eagles	vs. Khain's Killers
Naggaroth Nightwings	vs. Chaos All-Stars
Westside Werewolves	vs. Asgard Ravens
Athelorn Avengers	vs. Orcland Raiders
Everbold Unicorns	vs. Albion Wanderers
Nurgle's Rotters	vs. Bruendar Grimjacks
Bluchen Berserkers	vs. Lowdown Rats
Lustria Croakers	vs. Champions of Death
Dwarf Giants	vs. Worlds Edge Wanderers
Skaven Scramblers	vs. Underworld Creepers
Greenfield Grasshuggers	vs. Galadrieth Gladiators
Gouged Eye	vs. Middenheim Marauders
Oldheim Ogres	vs. Dwarf Warhammerers
Bluebay Crammers	vs. Scarcrag Snivellers
Stunted Stoutfellows	vs. Vynheim Valkyries
Evil Gits	vs. Darkside Cowboys
Arctic Cragspiders	vs. Creeveland Crescents
Reikland Reavers	vs. Hobgoblin Team
Bright Crusaders	vs. Icecastle Wolves
Dark Renegades	vs. Southstorm Squids

Week 10: 3 <sup>rd</sup> Week of Ferally 2490	
Middenheim Marauders	vs. Arctic Cragspiders
Icecastle Wolves	vs. Champions of Death
Greenfield Grasshuggers	vs. Albion Wanderers
Bluchen Berserkers	vs. Reikland Reavers
Gouged Eye	vs. Underworld Creepers
Southstorm Squids	vs. Naggaroth Nightwings
Chaos All-Stars	vs. Bright Crusaders
Scarcrag Snivellers	vs. Khain's Killers
Asgard Ravens	vs. Oldheim Ogres
Elfheim Eagles	vs. Bruendar Grimjacks
Westside Werewolves	vs. Stunted Stoutfellows
Galadrieth Gladiators	vs. Dark Renegades
Everbold Unicorns	vs. Athelorn Avengers
Darkside Cowboys	vs. Evil Gits
Creeveland Crescents	vs. Dwarf Warhammerers
Bluebay Crammers	vs. Skaven Scramblers
Lowdown Rats	vs. Nurgle's Rotters
Dwarf Giants	vs. Vynheim Valkyries
Lustria Croakers	vs. Orcland Raiders
Hobgoblin Team	vs. Worlds Edge Wanderers

Week 14: 1 <sup>st</sup> Week of Peril 2490	
Champions of Death	vs. Albion Wanderers
Arctic Cragspiders	vs. Icecastle Wolves
Middenheim Marauders	vs. Athelorn Avengers
Gouged Eye	vs. Naggaroth Nightwings
Underworld Creepers	vs. Bluchen Berserkers
Reikland Reavers	vs. Creeveland Crescents
Scarcrag Snivellers	vs. Oldheim Ogres
Bright Crusaders	vs. Khain's Killers
Chaos All-Stars	vs. Orcland Raiders
Westside Werewolves	vs. Dark Renegades
Stunted Stoutfellows	vs. Elfheim Eagles
Lowdown Rats	vs. Bruendar Grimjacks
Darkside Cowboys	vs. Greenfield Grasshuggers
Evil Gits	vs. Everbold Unicorns
Skaven Scramblers	vs. Southstorm Squids
Bluebay Crammers	vs. Dwarf Warhammerers
Vynheim Valkyries	vs. Asgard Ravens
Nurgle's Rotters	vs. Dwarf Giants
Worlds Edge Wanderers	vs. Galadrieth Gladiators
Lustria Croakers	vs. Hobgoblin Team

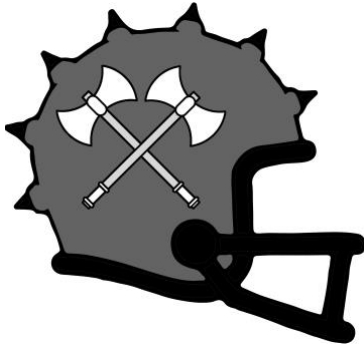
Week 11: 1 <sup>st</sup> Week of Starch 2490	
Greenfield Grasshuggers	vs. Athelorn Avengers
Southstorm Squids	vs. Everbold Unicorns
Champions of Death	vs. Westside Werewolves
Stunted Stoutfellows	vs. Lowdown Rats
Underworld Creepers	vs. Hobgoblin Team
Bruendar Grimjacks	vs. Orcland Raiders
Scarcrag Snivellers	vs. Gouged Eye
Arctic Cragspiders	vs. Skaven Scramblers
Bluchen Berserkers	vs. Icecastle Wolves
Evil Gits	vs. Albion Wanderers
Lustria Croakers	vs. Khain's Killers
Reikland Reavers	vs. Bright Crusaders
Oldheim Ogres	vs. Creeveland Crescents
Chaos All-Stars	vs. Darkside Cowboys
Naggaroth Nightwings	vs. Middenheim Marauders
Vynheim Valkyries	vs. Nurgle's Rotters
Galadrieth Gladiators	vs. Elfheim Eagles
Worlds Edge Wanderers	vs. Bluebay Crammers
Dwarf Giants	vs. Dwarf Warhammerers
Dark Renegades	vs. Asgard Ravens

Week 15: 2 <sup>nd</sup> Week of Peril 2490	
Orcland Raiders	vs. Southstorm Squids
Vynheim Valkyries	vs. Creeveland Crescents
Bright Crusaders	vs. Dwarf Giants
Asgard Ravens	vs. Everbold Unicorns
Scarcrag Snivellers	vs. Champions of Death
Bruendar Grimjacks	vs. Lustria Croakers
Naggaroth Nightwings	vs. Reikland Reavers
Skaven Scramblers	vs. Westside Werewolves
Dwarf Warhammerers	vs. Oldheim Ogres
Dark Renegades	vs. Stunted Stoutfellows
Albion Wanderers	vs. Greenfield Grasshuggers
Bluchen Berserkers	vs. Hobgoblin Team
Lowdown Rats	vs. Nurgle's Rotters
Arctic Cragspiders	vs. Underworld Creepers
Athelorn Avengers	vs. Icecastle Wolves
Worlds Edge Wanderers	vs. Evil Gits
Galadrieth Gladiators	vs. Gouged Eye
Khain's Killers	vs. Chaos All-Stars
Bluebay Crammers	vs. Middenheim Marauders
Elfheim Eagles	vs. Darkside Cowboys

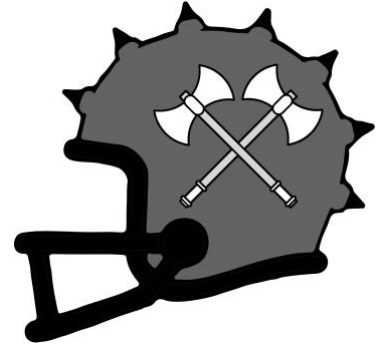
Week 12: 2 <sup>nd</sup> Week of Starch 2490	
Chaos All-Stars	vs. Evil Gits
Hobgoblin Team	vs. Skaven Scramblers
Reikland Reavers	vs. Elfheim Eagles
Dark Renegades	vs. Nurgle's Rotters
Asgard Ravens	vs. Vynheim Valkyries
Southstorm Squids	vs. Bright Crusaders
Athelorn Avengers	vs. Galadrieth Gladiators
Stunted Stoutfellows	vs. Worlds Edge Wanderers
Icecastle Wolves	vs. Lustria Croakers
Everbold Unicorns	vs. Underworld Creepers
Lowdown Rats	vs. Oldheim Ogres
Westside Werewolves	vs. Darkside Cowboys
Dwarf Warhammerers	vs. Middenheim Marauders
Albion Wanderers	vs. Scarcrag Snivellers
Khain's Killers	vs. Greenfield Grasshuggers
Creeveland Crescents	vs. Naggaroth Nightwings
Bruendar Grimjacks	vs. Bluchen Berserkers
Champions of Death	vs. Arctic Cragspiders
Orcland Raiders	vs. Bluebay Crammers
Dwarf Giants	vs. Gouged Eye

Week 16: 3 <sup>rd</sup> Week of Peril 2490	
Everbold Unicorns	vs. Middenheim Marauders
Asgard Ravens	vs. Dwarf Giants
Albion Wanderers	vs. Champions of Death
Darkside Cowboys	vs. Oldheim Ogres
Galadrieth Gladiators	vs. Reikland Reavers
Hobgoblin Team	vs. Elfheim Eagles
Scarcrag Snivellers	vs. Nurgle's Rotters
Evil Gits	vs. Bluchen Berserkers
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Westside Werewolves	vs. Athelorn Avengers
Bluebay Crammers	vs. Dark Renegades
Orcland Raiders	vs. Naggaroth Nightwings
Dwarf Warhammerers	vs. Gouged Eye
Skaven Scramblers	vs. Khain's Killers
Worlds Edge Wanderers	vs. Creeveland Crescents
Bright Crusaders	vs. Lustria Croakers

# BLUCHEN BERSERKERS



**Team Colours:** Purple and white  
**Symbol:** Crossed battle axes  
**Owner:** Chief Gulagh the Despot  
**Head Coach:** Ivan Bloodshed  
**Home Stadium:** Axehead Stadium,  
 (Capacity 57,140, surface astrogranite)  
**Players:** Norse and chaotic marauders  
**Sponsor:** Slaughter and Maim  
**Cheerleaders:** The Battle Axes



The Bluchen Berserkers are the wild men of the NAF. Hailing from the savage northern wastes, they are a terrifying alliance of northern raiders and Norse berserkers united in one thing, their worship of the blood god, Khorne. In every game they play, they do their best to put the 'blood' into blood bowl, often ignoring the not inconsiderable matter of trying to score!

**2464** Despite decades of leading his tribe of northern raiders on a trail of murder and destruction, Chief Gulagh the Despot is constantly overlooked by Khorne when it comes to promotion to Daemonhood. Demoralised, he soon hits upon the idea of forming a Blood Bowl team- surely the mindless violence and gory fame associated with winning the Blood Bowl trophy would be enough to catch the eye of the great blood god! Gulagh, a master of persuasion, convinces commissioner Nikk Threehorn to admit the Bluchen Berserkers to the NAF, after an intimate tête-a-tête next to a roaring fire in his cosy dungeon.

**2468** The Berserkers soon live up to their name, leaving a trail of broken bodies, balls, Gatorade coolers, dugouts, changing rooms, lockers, spare boots, reporters, ball-boys, team mascots, and autograph hunters, wherever they play. Their fearsome reputation for violence is offset by the fact their berserker players regularly forget to score, costing them many games.

**2474** Never is the Berserkers' wildness more apparent than in the play of team captain Stengard Wolfbeck, a Berserker who was such a rough and wild a player he is regularly sent off... during team practice sessions!

**2477** The Berserkers are the first team to sign the legendary Thrud the Barbarian to play Blood Bowl. The 7'.8", 350lbs Norscan brute seems the perfect match for Bluchen's ultraviolet style of play. His first match is a revelation,

he causes an incredible 4 fatalities, 5 serious injuries, and sets up 3 touchdowns. Unfortunately, these were all against the Berserkers! it seems Thrud became confused as to who he was supposed to be playing for as soon as he stepped onto the pitch!

**2482** With the arrival of recently retired Blocker Ivan Bloodshed as Head Coach, the Berserkers finally have a tactician who can blend wanton carnage with the need to move the ball. In a huge shock, the Berserkers win the AFC Central with some famous wins over the Reavers and Gouged Eye. They meet another surprise package in the final of Blood Bowl XXII, the Worlds Edge Wanderers, and win a brutal battle of attrition 3-2. Gulagh is delighted, but still rather miffed that it is the rookie sensation, Sarga Fourstike, who is blessed with a gift from a grateful Khorne, rather than himself.

**2487** Moving with the times, the Berserkers start using kickers. However, the transition is not without hiccups, thanks to their violent tendencies. Wayward Kicker Sigurd Tropfentor was so anxious to improve his accuracy when kicking that he had one of the other players hold the ball for him. This technical innovation has not caught on, mainly due to Tropfentor finishing the season having still only completed 25% of his kicks, having killed 3 and injured 6 teammates and seeing 12 holders trampled into the ground by grateful opponents.

**2488** Despite winning the Blood Bowl and inflicting as many casualties as a small war, Chief Gulagh is still waiting for Khorne to reward him. He is all the more indignant now that Star Berserker Scylla Anfrimm has begun to show unmistakable signs of being favoured by the Fearsome God of Blood.



# TEAM PROFILE

## 2489-90 First Team Roster

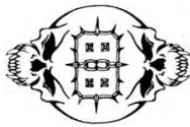
No.	Name	Position	Experience
1	Erik Sturm	Norse Catcher	Veteran
2	Ragemar Drang	Norse Catcher	Veteran
3	Kozov the Rash	Human Blitzler	Experienced
4	Heidrek Varanger	Norse Thrower	Veteran
5	Scylla Anfgrimm	Berserker Mutant <i>(Razor Sharp Claws)</i>	Veteran
6	Stengard Wolfbeck	Norse Berserker	Veteran
7	Icehorn Bullfrost	Minotaur Blocker	Rookie
8	Wolfhowl Blackscar	Human Blitzler	Rookie
9	Slarga Fourstike	Human Mutant <i>(Four Arms)</i>	Star Player
10	Mordreg Mournblade	Human Blocker	Experienced
11	Sigurd Tropfentor	Norse Kicker	Veteran
12	Hack Hagarsson	Norse Lineman	Rookie
13	Bjorn Hammerstrom	Norse Lineman	Rookie
14	Engel Firebrand	Norse Thrower	Experienced
15	Bloody Sven	Kicker	Rookie

**Fame:** 2 **Team Rerolls:** 0

**The Fans:** *Chant 2; Hooligans 4; Loyalty 1*

**Cheerleaders:** The Battle Axes *Cheering Ability: 7*

**Spike! Magazine Team Rating:** 236



### NAF Record:

*Most Assistant Coach Fatalities (Single Game):*  
5, Ivan Bloodshed, vs Underworld Creepers, 2468-69

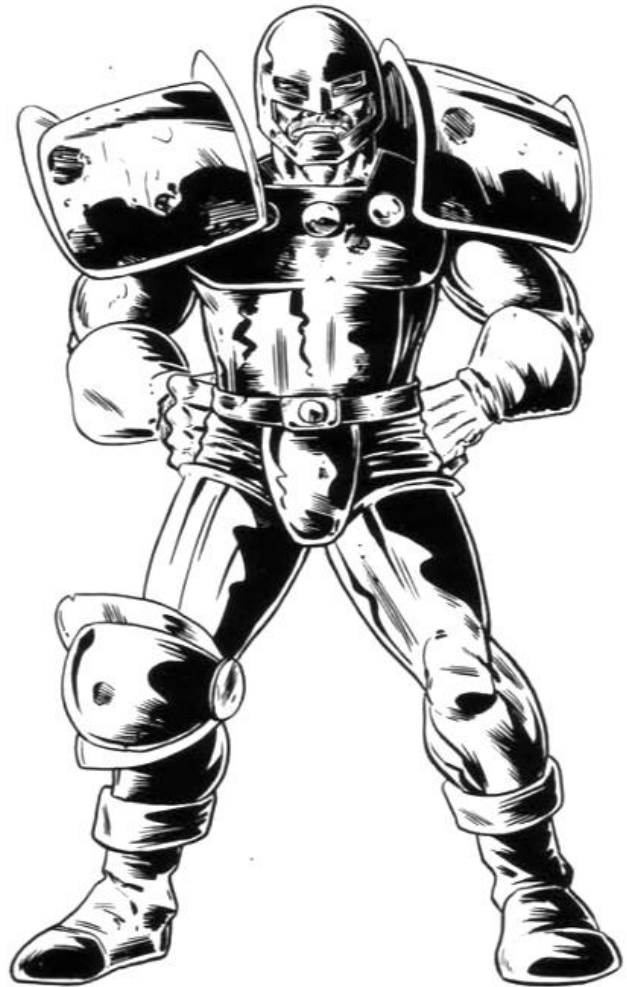
*Most Team-mates Killed by Booting (Season):*  
3, Sigurd Tropfentor, (2487-88)

*Most Team-mates Killed by Booting (Career):*  
8, Sigurd Tropfentor, 2487-present

### Team Records

*Most Paces of Combined Offense:*  
4103 paces, Slarga Fourstike, (1492 rushing, 973 receiving, 817 passing, 821 interception returns)

*Most Fatalities (Career)*  
230, Stengard Wolfbeck, 2474-present, (67 player fatalities, 12 referee fatalities, 139 spectator fatalities, 12 team-mate fatalities)



### Team Honours

Blood Bowl winners 2482 (XXII)  
AFC championship winners 2482

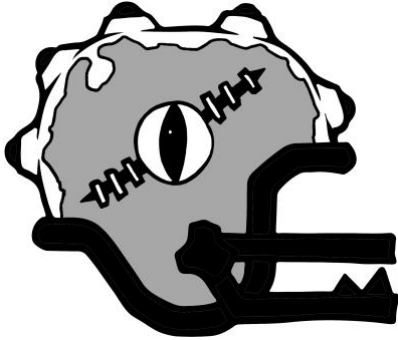
### Hall of Fame:

Ivan Bloodshed (as a player)

### Bluchen Berserkers' Chant

*"We're Berserk,  
We're Insane,  
We love causing  
gratuitous pain!"*

# THE GOUGED EYE



**Team Colours:** Red and white  
**Symbol:** Eyeball and scar  
**Owner:** His Most Grossest Majesty Gobsuck Skullcrush XII  
**Head Coach:** Gort Severlimb  
**Home Stadium:** The Doom Dome, Drakwald (capacity c.88,000, surface astrogranite)  
**Players:** Orcs  
**Sponsor:** Booty from Orcish raids  
**Cheerleaders:** The Pockettes



Under the leadership of tribal overlord Gobsuck Skullcrush XII and the extremely sadistic training methods of Sever-limb, the team have risen from being a laughingstock to chief contenders for top team in the conference. It is unfortunate that the Gougged Eye are in the same division as the Reavers, as one Side must defeat the other if they are to proceed into the upper reaches of the various cups and championships.

**2403** Slaves captured by Orc raiding parties tell the Gougged Eye tribe of a wonderous. game played by humans. A spying party manages to kidnap a coach, and soon the Gougged Eye are playing their first few matches. Unfortunately, since the man they captured was a specialist rushing trainer, the team have great trouble passing the ball - trouble Which sees them lose all but one of their first seventy-two games.

**2429** Undaunted by early failures, the Gougged Eye finally realise what they are doing wrong, and manage to kidnap passing expert Vimmy Gloam after a late-night Middenheim Marauders training session. After just a little persuasion he tells all them knows, and under his guidance the orc team develops into a formidable fighting, er, playing machine.

**2431** Results rapidly turn-around, so much so they are invited to become part of the Oldlands Conference. They play in the Central Division and under the captaincy of Eruk OGREHack, the Eye manage a respectable third. A recruiting drive pioneered by Blood Bowl-fan Emperor Skullcrush XI allows Orcs a chance to choose between a spell in the army or in the team. Thousands flock to join the Gougged Eye.

**2435** Inspired (or should that be, terrified) by OGREHack's formidable temper, the Eye steamroller their opponents to win their first title, they are crowned AFC champions after thrashing the Ironcrag Decimators in the final.

**2450** When OGREHack finally retires to become an anger management consultant, the Eye find a more than capable replacement in the form of Garg Wormface. They win the White Skull Challenge Cup for five consecutive years.

**2464** Unbelievably, the Gougged Eye beat the Reavers in a last-ditch play-off scramble bloodbath, and go all the way to the champions rostrum when they defeat the Dwarf Giants at the Middenheim Stadium, Captain on the day was Hurk Verminsmasher, but honours must go to thrice-scorer Bolg Stonemangle (later known as 'Dwarfmangle'!).

**2473** The Gougged Eye win Blood Bowl XIII against the Dwarf Warhammerers. Bolg Dwarfmangle seals his place in history with another hat-trick in the big game (that guy really hated Dwarves!).

**2474** The Eye's championship winning side are all but destroyed in Axeface Manglesson's Orc Massacre in the final of Blood Bowl XIV. The next year, a youthful Varag Ghou-Chewer is appointed captain of the rebuilding team.

**2488** Under Ghou-Chewer's captaincy the Gougged Eye are one of the NAF's premier teams winning the AFC championship and two Chaos Cups. They continue to go from strength to strength and massacre to massacre. Another Blood Bowl title cannot be far off.

# TEAM PROFILE

## 2489-90 First Team Roster

No.	Name	Position	Experience
1	Varag Ghoul-Chewer	Blitzer	Star Player
2	Harg Vainkill	Thrower	Star Player
3	Krug Painspear	Blitzer	Star Player
4	Rip Sorepain	Blocker	Star Player
5	Urfrik Skullhack	Blocker	Star Player
6	Hak Demoncutter	Lineman	Star Player
7	Trok Elfsplitter	Kicker	Veteran
8	Gort Skullhack	Catcher	Veteran
9	Osgar Vilechuck	Catcher	Veteran
10	Da Rock	Blocker	Veteran
11	'Bandy' Durg Muglurg	Kicker	Veteran
12	Gurk Halftoad	Lineman	Veteran
13	Blarg Gut-Wrencher	Lineman	Veteran
14	Ugly Rackspike	Lineman	Experienced
15	Anga Gassga	Thrower	Veteran
16	G'Haarg Swordbiter	Blocker	Veteran

**Fame:** 11 **Team Rerolls:** 5

**The Fans:** *Chant 2; Hooligans 4; Loyalty 2*

**Cheerleaders:** The Pockettes *Cheering Ability: 8*

**Spike! Magazine Team Rating:** 313

**NAF Records**

*Most Players Killed by Booting (Season):*  
12, Trok Elfsplitter (2487-88)

*Most Paces Passing (Season):*  
2,179 paces from 172 attempts. Harg Vainkill (2487-88)

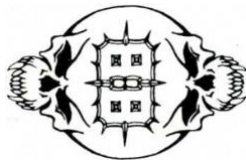
*Most Receiving Paces (Single Game):*  
241 paces from 6 receptions, Osgar Vilechuck vs Vynheim Valkyries, (2487-88)

**Team Records:**

*Most Player Fatalities (Career):*  
299. Varag Ghoul-Chewer (2472-present)

*Most Spectator Fatalities (Career)*  
733, Varag Ghoul-Chewer

*Most Teammates Killed (single game):*  
3, Eruk Ogrehack, vs Creeveland Crescents (2435-36)



### Team Honours

Blood Bowl winners 2464 (IV), 2473 (XIII)  
 Chaos Cup winners 2441, 2445, 2450-54, 2460, 2469, 2473, 2477, 2482-83  
 AFC championship winners 2435, 2464, 2470.2473. 2474, 2478

### Hall of Fame:

Eruk Ogrehack, Bolg Dwarfmangle (nee Stonemangle), Garg Worm-face

### Gouged Eye Team Chant

*" We are Orcs and dat's no lie,  
 we'll make yoo scream an' make yoo cry,  
 we'll pull yore hair and pinch yore thigh,  
 an if dat doant work we'll gouge your eye!  
 Giss a G, Giss a O, Giss a W etc."*



# NAGGAROTH NIGHTWINGS



**Team Colours:** Red and green  
**Symbol:** Winged skull  
**Owner:** Marishel the Fair, Sister of the dark convent  
**Head Coach:** Duriath Hellblade  
**Home Stadium:** The Nightwing Cavern, underground, (capacity 85,332, surface astrogranite)  
**Players:** Dark Elves  
**Sponsor:** Imperial Spike Emporium  
**Cheerleaders:** The Nightmares



The Naggaroth Nightwings are one of the oldest teams in the NAF, and amongst the Dark Elves, only their hated rivals the Darkside Cowboys predate them. Throughout their long history, they've always fielded highly competitive- and lethal- teams, the reason their trophy cabinet is relatively bare has more to do with being stuck in the AFC Central division, home of the Reikland Reavers and the Gouged Eye, two of the most successful Blood Bowl teams ever.

**2382** The Nightwings are formed in Naggarond by Marishel the Fair, Sister of the Dark Convent. Their name comes from the notorious Nightwing Cavern in Naggaroth, scene of such unspeakable acts of degeneracy, we dare not publish them here!

**2390** The Nightwings win their first ever Elven Kingdoms league. Home turf gives them the upper hand in many games. They keep the light levels very low in the Nightwing Cavern, their players can still see but their non-Dark Elf opponents can't as a number of them found out, tumbling into deep chasms next to their dug out.

**2420** The 'Wings dominate the Elven Kingdoms league under the captaincy of star Thrower Acheron Thorn (elder brother of current Cowboys star Catcher, Asperon Thorn).

**2431** With the ratification of the NAF's two conferences by commissioner Jorge Hellhound, the Nightwings begin playing in the NAF as an expansion franchise. (Eyebrows are raised when they do so ahead of the Darkside Cowboys who will have to wait until 2438. This helps to ignite a bitter rivalry between the two teams, one that still exists even today).

**2453** After years of avoiding each other at the annual 'sock exchange', the Cowboys and the Nightwings finally face-off in the NAF,

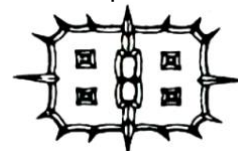
after a mix up with some fishnet stockings. The match is everything you'd expect it to be, nasty, brutal, full of fouls and dirty play - the Dark Elves fans proclaim it one of the best spectacles they've ever watched!

**2456** The Nightwings return to form in the 2450s and beat both the Gouged Eye and Reikland Reavers to win the division and the AFC championship. More success is to follow when they defeat the Creeveland Crescents in the precursor to the Blood Bowl final. However, finals at this time had the status of exhibition matches, so the 'Wings get the glory but not the world title.

**2475** The Reaver/Eye domination of the AFC Central means Naggaroth's chances of progressing through the play-offs are strictly limited. A plus side is that they become an excellent cup team, winning the Chaos Cup twice in a six-year period.

**2480** Promising rookie Catcher, Laxon Hrull, abruptly leaves the team to join the Chaos All-Stars. Both parties refuse to divulge the reason for his departure, the question of what exactly Laxon did to leave in such a hurry is still the subject of much tabloid gossip.

**2489** The Nightwings have assembled a hugely talented team of malicious deviants that are capable of beating anyone in the league. Nobody seriously believes this will be the year they break the Orc/Human duopoly at the top of the AFC Central, but they may well become the king makers, also, their recent success in the Chaos Cup makes them dark horses for that competition.





# TEAM PROFILE

## 2489-90 First Team Roster

No.	Name	Position	Experience
1	Rozanne Nailvenom	Catcher	Star Player
2	Meriann Lightning	Blitzer	Star Player
3	Scylas Killjoy	Thrower	Experienced
4	Exon 'the Executioner' Gallowspite	Blitzer	Experienced
5	Eoran Lightning	Thrower	Veteran
6	Vossi Stormcaller	Lineman	Veteran
7	Lavesil Darkshade	Catcher	Veteran
8	Blakkagh Blood-Quencher	Catcher	Veteran
9	Sciaticus Slashleg	Kicker	Veteran
10	Helion Cursis	Lineman	Experienced
11	Kouran Hellespher	Lineman	Rookie
12	Abbadon Baine	Lineman	Rookie
13	Cavil Morvarin	Lineman	Rookie
14	Hagride Vraneth	Lineman	Rookie
15	Arkhul Blackhand	Catcher	Veteran
16	Mordecai Bedlam	Kicker	Rookie

**Fame:** -1 **Team Rerolls:** 0

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

**Cheerleaders:** The Nightmares *Cheering Ability: 9*

**Spike! Magazine Team Rating:** 245

### Team Honours

Chaos Cup winners 2475, 2480  
 AFC championship winners 2456  
 Elven Kingdoms League winners 2391, 2399, 2321



### NAF Records

*Most Devious Use of a Magnetic Field Ever:*  
 vs Scarfaced Scavengers, 2477-78

### Club Records

*Most Paces Rushing (Career):*  
 10,762, Acheron Thorn (2420-2457)  
*Most Paces Passing (Career):*  
 20,496, Acheron Thorn

### Hall of Fame:

Acheron Thorn, Vilim Snakespear

### Naggarth Nightwings' Fan's Chant

*"You're not breathing anymore..."*





# REIKLAND REAVERS



**Team Colours:** Blue and yellow  
**Symbol:** Skull and blade  
**Owner:** JJ Griswell Jr  
**Head Coach:** Helmut Zwimmer  
**Home Stadium:** The Altdorf Oldbowl, (capacity 71,411, surface astrogranite)  
**Players:** Humans  
**Sponsor:** Four Seasons Coaching Lines  
**Cheerleaders:** The Reavettes



The Reavers are the finest all-round team in the AFC, if not the NAF, with no one else coming close to matching their consistent winning record (4-time Blood Bowl winners, 18-time Chaos Cup winners!). Wherever the Reavers play, the stadium is guaranteed to be sold-out, for they are also the best-supported team in the NAF, with a fan base that spans the Known World. To their die-hard fans they are simply the greatest Blood Bowl team there has ever been, to fans of all the other clubs, they're a boastful bunch of big-heads. However, when the chips are down the Reavers always put their money where their mouth is. To have played the Reikland Reavers is to have played the best.

**2389:** The Altdorf Acolytes are formed in 2389 by a business consortium in association with the people of Altdorf, making their home field at Griswell Memorial Stadium. This was achieved because of a vacant franchise spot came up in the former Oldlands Conference. DD Griswell Sr, the original owner, bought and practiced the old-time art of poaching talent from other teams. Combined with financial astuteness, and headed by Coach Johann Weisshaupt, their first season ended with a fourth-place spot in the Whiteskull Challenge Cup (now Chaos Cup).

**2396:** When the Griswell Memorial Stadium collapses during (amid rumours of paybacks and cost-cutting by the firm who built it), the team changes its name to the Reikland Reavers and makes its new home in the Altdorf Oldbowl. The same year, the Reavers get their first Chaos Cup win by defeating the Wuppertal Wotans in the final.

**2399:** Legendary match against the visiting Dwarf Giants team ends in uproar when it's discovered that each team is using its own version of the rules. Game abandoned at 17-4.

**2411:** DD Griswell Jr takes over as owner of the team on the death of his father. Head coach

at this time now Blind Willy Müller. Reavers slump to their worst placings ever. Müller reputed to have got the job through blackmailing DD Jr over some rather indiscreet moments with the entire Reavers cheerleading squad.

**2432:** Reavers start the first season of a fourteen-year low patch when eleven members of the first team are infected during an injudicious Nurgle's Rotters game. Transfers of eight players to the Subterranean Slimeballs helps ease the crisis, but the loss hits the Reavers hard. DD Griswell Jr replaced by his son JJ Griswell Snr.

**2468:** JJ Griswell dies after getting too close to the sidelines during a Asgard Ravens fixture, and is replaced by current owner JJ Griswell Jr. New head coach Helmut Zwimmer arrives soon after, and institutes his 'New Order' of training and preparation.

**2485:** Reikland thrash the Darkside Cowboys to win Blood Bowl 24, but only after surprise substitute Orlak Stürmdrang replaces fatally injured captain, Wolfram von Beck, after only ninety seconds. The legendary Zug sets up his still-unbeaten 'Most Opponents Bitten in One Match' record.

**2487:** Griff Oberwald (incidentally Stürmdrang's half-cousin!) replaces Orlak as team captain after his predecessor finds the pressures of running the team and posing for the girls as an all-round Blood Bowl megastar too much. The team go from strength to strength, winning their fourth Blood Bowl.

**2489:** After another great season, the Reavers face the Darkside Cowboys once again in the final of Blood Bowl 28. They come within inches of retaining the trophy, but an extraordinary End Zone interception by Hubris Rakarth, is returned 100 paces to win the game and the title for the Cowboys.

# TEAM PROFILE

## 2489-90 First Team Roster

No.	Name	Position	Experience
1	Griff Oberwald	Blitzer	Star Player
2	Zug	Blocker	Star Player
3	Jacob von Altdorf	Thrower	Star Player
4	'Surehanded' Gregor Meissen	Catcher	Star Player
5	Ritter von Baum	Lineman	Star Player
6	Ziggi Abschuss	Lineman	Star Player
7	Ivan Kellhoofer	Kicker	Veteran
8	Hans von Broken	Lineman	Veteran
9	Ludwig von Kleister	Thrower	Rookie
10	Vaz Vaztek	Blocker	Veteran
11	Matthias Meier	Blitzer	Veteran
12	'Fast' Ben Jansen	Catcher	Veteran
13	Luigi di Passella	Kicker	Veteran
14	Helmut Rokstein	Blocker	Veteran
15	Dieter Blunt	Lineman	Rookie
16	Helmut Headreka	Blocker	Veteran

**Fame:** 22

**Team Rerolls:** 9

**The Fans:** *Chant 3; Hooligans 1; Loyalty 0*

**Cheerleaders:** The Reavettes

*Cheering Ability: 8*

**Spike! Magazine Team Rating:** 324



### NAF Records

*Most Blood Bowl Wins:*

4

*Most Chaos Cup Wins:*

18

*Most Touchdowns Scored in a Game:*

17, vs Dwarf Giants, (2399-00)

*Most Consecutive Chaos Cup Wins:*

7 (2399-2405)

*Most Conference Championships Wins:*

10

*Longest Kick-Off Return:*

62 paces, Ben Jansen vs Elfheim Eagles, (2486-87)

*Most Opponents Bitten in One Match:*

7, Zug vs Darkside Cowboys, Blood Bowl XXIV, (2485-86)

### Team Records:

*Most Paces Rushing (Season):*

7,922 paces, Griff Oberwald, (2487-88)

*Most Fatalities (Single Game):*

42, Zug vs Champions of Death, 2485-86

### Team Honours

Blood Bowl winners 2471 (XI), 2479 (XIX), 2485 (XXV), 2487 (XXVII)

Chaos Cup winners 2396, 2399-2405, 2412, 2422-27, 2448, 2461, 2463, 2470

AFC Champions: 2462, 2463, 2468, 2471, 2472, 2479, 2483, 2485, 2487, 2488

### Hall of Fame:

Walter damm Kempft, Erdrich Holstein, Coach Johann Weissshapt, Jules Winder

### Reikland Reavers' Cheerleaders' Song

*"We've won all that there is to win  
But now we want some more.  
So, duck or bleed,  
We're coming through  
To make another score!"*



# UNDERWORLD CREEPERS



**Team Colours:** Red and black  
**Symbol:** A serpent  
**Owner:** Unknown  
**Head Coach:** Lance Fleshbarb  
**Home Stadium:** The Nether Regions, Underearth, (capacity 18,670, surface, compacted rubble)  
**Players:** Skaven and Goblins  
**Sponsor:** Imperial Mines  
**Cheerleaders:** The Graves



This unlikely pot-pourri of Skaven and Goblins is a juggernaut of innovation in the field of dastardly tactics. If one of their ambitious plans backfires on the Gobbos (who usually get everything wrong, anyway), the Skaven just sit back and watch the stupid creatures hurt themselves- it appeals to their warped sense of humour.

**2424** Neighbouring communities of Goblins and Skaven discover the delights of Blood Bowl as a means of settling boundary disputes. The life expectancy of the average (non-Blood Bowling) underworld denizen increases drastically, much to the approval of both groups, but disappointment to adventuring parties everywhere.

**2440** The shared cave system proves a setback to the two communities' attempts to form teams of their own and one shrewd Goblin suggests forming one team from them both. He is soundly beaten to pulp. A week later (after both teams suffer an embarrassing defeat due to player shortage) the mixed-race Underworld Creepers are officially born. One very bruised and battered Goblin is not amused, though neither is he surprised.

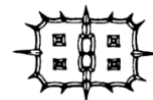
**2453** The Creepers break the record for instigating more riots than any other team in the history of the NAF. Critics rate the infamous 'Bloody Moonsday' riot of '53 to be the best of the bunch. The conflagration begins when frustrated Goblin Catcher Cruzd Rustlicker takes wild swing at a team-mate in the dug-out but accidentally hits a nearby spectator, who falls into the ice cream of the Ogre behind him, who jumps up in surprise and bumps into the Minotaur next to him, who gets annoyed 'cos he just missed the big play, before long the stadium is a sea of carnage.

**2460** After two decades in the NAF, the Creepers have nothing to show for their troubles other than a horrendous casualty list (many of whom were killed in squabbles with their own team-mates). This is partly attributed to the fact that nobody actually knows who owns the team. Board meetings consist of whoever is in the vicinity of the club HQ at the time.

**2470** After decades of under achievement, the Creepers turn to new coach Lance Fleshbarb, his innovative approach of letting the players decide themselves what to do puts an immediate stop to the problem – and the assassinations! Side effects such as the players now killing each other over tactics are considered only a mild nuisance. With injury being an occupational hazard in Blood Bowl, particularly so for the Creepers, it makes no difference who does it to them – it's going to happen anyway!

**2484** The Creepers cause the upset of the season by winning the Chaos Cup. Pundits agree that Fleshbarb has assembled possibly the best Goblin-Skaven team ever (conveniently missing the fact that, at this point, they're the ONLY Goblin-Skaven team in existence!).

**2489** With the huge disappointment that was the 2488-89 season behind them, many believe that this Creepers team has peaked. The previously unassailable coach Lance Fleshbarb enters the new season with many fans calling for his head.. and when this comes Goblins and Skaven, you'd better start running!









# APPENDIX

## CONTENTS

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 2<sup>nd</sup> 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 2<sup>nd</sup> 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 2<sup>nd</sup> 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 2<sup>nd</sup> edition. I decided to break my own rule to keep the newer version, my reasoning being it doesn't contradict their 2<sup>nd</sup> 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 2<sup>nd</sup> edition sources.

### Bluchen Berserkers

**Team Colours:** Star Players, Star Player Cards Insert 'Slarga Fourstike', Games Workshop (1989)

**Symbol/Owner/Head Coach/Home**

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

**Team History:** Knute Rockknee (2022), with additional facts from Rule Book, p.17, Games Workshop (1988); & Companion, p.38, Games Workshop, (1990)

**Team Honours:** Blood Bowl 3<sup>rd</sup> Edition Death Zone, 'Blood Bowl Winners list', Games Workshop, (1994)

**Team Records:** Companion, p.38, Games Workshop, (1990); & Star Players, Star Player Cards Insert 'Slarga Fourstike', Games Workshop (1989); & Knute Rockknee (2022)

**Notes:** The Berserkers are another 'well known' but mysterious team. At first, the evidence appears to clearly favour them being a Norse team- based on their Berserker name and the players Sigurd Tropfentor/Stengard Wolfbeck. However, it is telling that they aren't included on the famous Norse team list in Star Players. It is possible the omission was a simple error, or it could be indicative that they were not originally intended to be a full Norse team. Since their Star Player Slarga Fourstike is a Chaos Human Mutant, the other option is that they were Chaos Humans, (Star Players omits the list of famous Chaos Human teams, meaning the mystery has no obvious solution). I decided to write a profile that incorporates both, I conceived them as being a mixed Norse/Chaos Human team. The Warhammer background supports this, although it is worth noting that in the late 80s (when the 2<sup>nd</sup> edition was written) the Norse were not as

associated with Chaos in the same way they are now. Their team colours are based on the illustration of Slarga Fourstike, the player names are mostly invented.

### Gouged Eye

**Team Colours/Symbol/Owner/Head Coach/Home Stadium/Team Honours:** Blood Bowl Handbook, p.16, Games Workshop (1988)

**Sponsor/Cheerleaders:** Star Players, p.51, Games Workshop (1989)

**Team History:** Blood Bowl Handbook, p.16, Games Workshop (1988) slightly expanded by Knute Rockknee (2022)

**Team Records:** Companion, p.38, Games Workshop, (1990); & Star Players, Star Player Card 'Harg Vainkill' (verso), Games Workshop (1989); & Star Players, p.32, Games Workshop (1989); Blood Bowl Handbook, p.32, Games Workshop (1988) & Knute Rockknee (2022)

**Team Song:** Blood Bowl Handbook, p.39, Games Workshop (1988)

**Notes:** Virtually all of this information comes from 2<sup>nd</sup> edition sources. I transferred Cannonball Bennie to the Evil Gits replacing him with a later edition Thrower.

### Naggaroth Nightwings

**Team Colours:** Blood Bowl Handbook, p.8, Games Workshop (1988)

**Symbol:** Box Art, 'Naggaroth Nightmares', 3<sup>rd</sup> edition minis, Games Workshop (1994)

**Owner/Head Coach/Home Stadium/Team Honours:** Spike! Journal Issue 2, p.10, Games Workshop (2018)

**Sponsor/Cheerleaders:** Knute Rockknee (2022)

**Team History:** Spike! Journal Issue 2, p.9, Games Workshop (2018); &

**Team Records:**

**Team Song:** Star Players, p.23, Games Workshop (1989)

**Notes:** The profile for the Nightwings is the only one where I have had to substantially alter the later background before using it. Changing officially published information was something that I wanted to avoid doing, but in this case, it was unavoidable due to the number of contradictions that the 2018 Spike! Journal profile creates within the 2<sup>nd</sup> edition background. They are as follows: Firstly, the 2018 profile states the Nightwings entered the NAF after the Cowboys, however there is a contradiction here. The Cowboys are said to have joined the NAF in 2438, yet the 2018 profile has the Nightwings entering the NAF in 2433 on the back of their Chaos Cup win in 2432. Second, the Chaos Cup is called an 'Open Tournament', whilst this is possible, much of the 2<sup>nd</sup> edition background implies the White Skull Challenge/Chaos Cup was always a competition for teams from the AFC and its forerunner, the Oldlands conference. Third, in 2456 they are playing in the Elven Kingdoms league, the implication being they were participating in the NAF simultaneously, or that they temporarily withdrew from the NAF due to the intense competition in the AFC Central Division. Fourth, the role of Asperon Thorn creates many contradictions, in the 2018 profile he is said to be a Thrower who began playing for the Nightwings in 2384 and appears to be still on the team nearly a century later in 2480, his career throwing statistics eclipse those of Jeremiah Kool by a huge margin, however, in 1989's Star Players on page 22, Kool's record for throwing paces is described as being an 'eternal' record and one that no one believes can ever be broken. In the 2<sup>nd</sup> edition, Asperon Thorn is unambiguously described as the Darkside Cowboys star Catcher and his stats, whilst good, are not suggestive of a century of competitive play. I had to make a major alteration here, I renamed the Nightwings' Thrower 'Acheron Thorn' and gave him the backstory that he is Asperon's older brother. I have kept the team's early history and have retained the Chaos Cup win, but I have the Nightwings enter the NAF ahead of the Cowboys as an 'expansion team', when the two conferences are ratified in 2432, this then initiates a bitter rivalry between the Cowboys and Nightwings. I ignored the 2450s return to the Elven Kingdoms league but retained their Chaos Cup wins. The roster includes some mentioned players and unattached freebooters, all others are invented to be in line with existing second edition Dark Elf names.

### **Reikland Reavers**

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

Blood Bowl Handbook, pp.13-14, Games Workshop (1988)

**Sponsor/Cheerleaders:** Star Players, p.50, Games Workshop (1989)

**Team History:** Blood Bowl Handbook, pp.13-14, Games Workshop (1988)

**Team Records:** Blood Bowl Handbook, pp.13-14, & 30-31, Games Workshop (1988); & Companion, p.38, Games Workshop, (1990);

**Team Song:** Knute Rockknee (2022)

**Notes:** All of the information comes directly from 2<sup>nd</sup> edition sources.

### **Underworld Creepers**

**Team Colours/Symbol:** Blood Bowl Handbook, p.37, Games Workshop (1988)

**Owner:** Death Zone Season 2, p.100, Games Workshop (2016)

**Head Coach/Sponsor/Cheerleaders:** Star Players, p.56, Games Workshop (1989)

**Home Stadium:** Knute Rockknee (2022)

**Team History:** Star Players, p.56, Games Workshop (1989); & Death Zone Season 2, p.100, Games Workshop (2016); Spike! Journal Issue 9, pp.16-17, Games Workshop (2020) material expanded by Knute Rockknee (2022)

**Team Honours:** Star Players, p.56, Games Workshop (1989); & Death Zone Season 2, p.100, Games Workshop (2016)

**Team Records:** Companion, p.33, Games Workshop, (1990); & Star Players, Star Player Card 'Garbage Throttlesnot' (verso), Games Workshop (1989); & Knute Rockknee

**Team Song:** Death Zone Season 2, p.124, Games Workshop (2016);

**Notes:** The information on this profile is based on the 2016 Deathzone profile with additional elements from the second edition Star Players team profile. The Roster is taken from Star Players.

### **3) Helmet Designs and Endzone Markers**

Another nice touch to the 2<sup>nd</sup> 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.

### **AFC Central**

**Bluchen Berserkers:** Unique design: Knute Rockknee (2022)

**Reikland Reavers:** 2<sup>nd</sup> edition Endzone Marker (1988)

**Naggaroth Nightwings:** Warhammer Dark Elves p.18 (1996)& Knute Rockknee (2022)

**Underworld Creepers:** 2<sup>nd</sup> Edition Handbook, p.37 (1988), & Knute Rockknee (2022)

## **4) Notes and References for the Interior Articles**

### **NAF Schedule 2489-90**

I devised this along the lines of the Sock Exchange, which is described in some detail on page 27 of Star Players (1989). Divisional rivals play each other at least once and no team plays another more than twice. The games were arranged more or less randomly and then I tidied up any inconsistencies (I have tried to allocate the Croakers their requisite games against the tough teams as is mentioned on page 31 of Star Players). My intention is to simulate a full season using this schedule. More details on this project will follow.