

NFC EASTERN DIVISION

The banner consists of six horizontal sections, each with a different background color and theme:

- Blue Bay Drammers:** Green background. Features a logo of a yellow gear with a white stick figure holding a fork and knife. The text "BLUEBAY DRAMMERS" is written in blue, bold, block letters with a white outline.
- Dwarf Drammers:** Yellow background. Features a logo of a yellow gear with a white stick figure holding a hammer. The text "DWARF DRAMMERS" is written in grey, block letters with a white outline.
- Shaven Scramblers:** Red background. Features a logo of a red gear with a white stick figure holding a fork and knife. The text "SHAVEN SCRAMBLERS" is written in green, block letters with a white outline.
- Squid Ink Squids:** Light blue background. Features a logo of a blue gear with a white stick figure holding a squid. The text "SQUID INK SQUIDS" is written in orange, block letters with a white outline.
- Rescendents:** Green background. Features a logo of a green gear with a white stick figure holding a microphone. The text "RESCENDENTS" is written in white, block letters with a black outline.
- NFC Eastern Division:** Dark blue background. The text "NFC EASTERN DIVISION" is written in blue, block letters with a white outline.



TEAM STATISTICS (2488-89 SEASON)

The charts for each conference reveal the following facts about the teams, in this order: Games Won, Lost, Tied (*=match abandoned), Points For, Points Against, Fatalities For, Fatalities Against. Matches WN/LO/TD do not include Blood Bowl championship or Chaos Cup games. Fatalities For include game officials and members of the public.

NFC Conference

Central Division	WN	LO	TD	PF	PA	FF	FA
Darkside Cowboys	13	3	0	42	19	20	4
Athelorn Avengers	10	6	0	39	28	10	7
Evil Gits	7	9	0	30	35	18	10
Everbold Unicorns	6	10	0	27	36	13	8
Greenfield							
Grasshuggers	1	15	0	13	47	1	16

Northern Division	WN	LO	TD	PF	PA	FF	FA
Dwarf Giants	15	1	0	47	12	112	0
Vynheim Valkyries	10	6	0	38	23	34	8
Nurgle's Rotters	9	7	0	29	28	109	3
Asgard Ravens	3	13	0	27	43	21	9
Lowdown Rats	2	14	0	12	45	22	9

Eastern Division	WN	LO	TD	PF	PA	FF	FA
Skaven Scramblers	14	2	0	46	19	41	3
Creeveland Crescents	10	5	1*	37	22	15	5
Dwarf Warhammerers	9	6	1*	34	26	67	8
Southstorm Squids	5	10	1	25	42	4	12
Bluebay Crammers	1	14	1	14	46	3	13

Western Division	WN	LO	TD	PF	PA	FF	FA
Galadrieth Gladiators	11	5	0	37	25	9	5
Orcland Raiders	10	6	0	33	25	36	2
Lustria Croakers	8	8	0	33	33	4	1
Worlds Edge							
Wanderers	7	7	2*	30	33	28	2
Hobgoblin Team	0	16	0	13	48	33	28

Blood Bowl Championship

Quarter Finals

Darkside Cowboys bt. Galadrieth Gladiators 3-2

Skaven Scramblers bt. Dwarf Giants 3-0

Semi Final

Darkside Cowboys bt Skaven Scramblers 3-2

Blood Bowl XXVIII

Darkside Cowboys bt. Reikland Reavers 3-2

Passing: season Athelorn Avengers 2796 paces/
single game Darkside Cowboys 356 paces

Rushing: season Skaven Scramblers 2012 paces/
single game Galadrieth Gladiators 198 paces

Fatalities: season Dwarf Giants 112/
single game Dwarf Giants 67

Orcidas Team of the Year

Darkside Cowboys



AFC Conference

Central Division	WN	LO	TD	PF	PA	FF	FA
Reikland Reavers	13	3	0	41	21	15	1
Gouged Eye	10	6	0	38	24	45	5
Underworld Creepers	7	9	0	30	35	28	16
Naggaroth Nightwings	5	11	0	28	36	10	8
Bluchen Berserkers	5	11	0	26	36	70	10

Northern Division	WN	LO	TD	PF	PA	FF	FA
Champions of Death	11	5	0	38	26	33	-
Middenheim Marauders	10	6	0	38	23	14	8
Albion Wanderers	9	7	0	35	31	10	3
Arctic Cragspiders	7	9	0	32	34	28	6
Icecastle Wolves	5	11	0	23	37	5	12

Eastern Division	WN	LO	TD	PF	PA	FF	FA
Chaos All-Stars	14	2	0	46	18	38	2
Oldheim Ogres	12	4	0	40	26	41	9
Khain's Killers	8	8	0	32	32	35	8
Bright Crusaders	7	9	0	29	36	18	8
Sacrcrag Snivellers	1	14	1*	12	46	2	16

Western Division	WN	LO	TD	PF	PA	FF	FA
Elfheim Eagles	16	0	0	48	20	5	3
Dark Renegades	10	6	0	40	26	16	4
Westside Werewolves	8	8	0	33	31	31	6
Bruendar Grimjacks	6	9	1*	31	32	18	6
Stunted Stoutfellows	0	14	2*	8	45	0	18

Blood Bowl Championship

Quarter Finals

Reikland Reavers bt. Champions of Death 3-0

Elfheim Eagles bt. Chaos All-Stars 3-2

Semi Final

Reikland Reavers bt. Elfheim Eagles 3-0

Passing: season Elfheim Eagles 3577 paces/
single game Elfheim Eagles 327 paces

Rushing: season Reikland Reavers 1976 paces/
single game Middenheim Marauders 201 paces

Fatalities: season Gouged Eye 45/
single game Chaos All-Stars 25

Chaos Cup Games

Quarter Finals

Gouged Eye bt. Underworld Creepers 3-0

Middenheim Marauders bt. Westside Werewolves 3-2

Khain's Killers bt. Oldheim Ogres 3-2

Albion Wanderers bt. Dark Renegades 3-1

Semi Finals

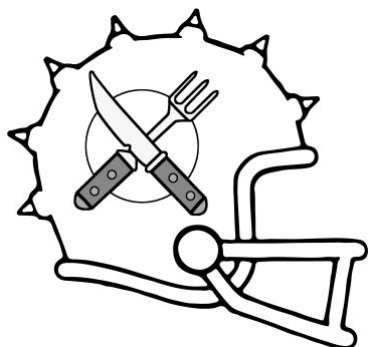
Gouged Eye bt. Middenheim Marauders 3-1

Albion Wanderers bt. Khain's Killers 3-2

Final

Albion Wanderers bt Gouged Eye 3-2

BLUEBAY CRAMMERS



Team Colours: Green, yellow and dark blue
Symbol: Crossed knife and fork
Owner: Jiminy Gallumpher
Head Coach: Ludbig Fatfoot
Home Stadium: The Dinner Bowl (Capacity 13,670, surface grass)
Players: Halflings
Sponsor: Piewhistle's Preeminent Patisserie
Cheerleaders: The Crammettes



The town of Bluebay sits on the banks of the Blue Reach river, a vital trade route through the Moot. It is very cosmopolitan, with a great many eateries populating its winding thoroughfares. The Crammers, named after their love of a good meal and their folks' refusal to leave any leftovers, are in turn a well-travelled and very urbane team. Touring widely and ever eager to visit new places and enjoy local delicacies, they have dined in every corner of the world. They don't often win many games, but they have had a jolly good time all the same. It is little wonder that this team has a firm following of fans eager to accompany them on the road!

2421 Celebrity chef, Jiminy Gallumpher, (famed across the Empire for his 'The Gallumphing Gourmet' cookbooks) founds the Bluebay Crammers. He's actually more of a fan of Nipponese 'Satsumo Wrestling', but soon realises the popularity associated with owning a Blood Bowl team will do wonders for his cookery book sales.

2422 The Crammers earn their reputation for travel and fine dining, when Gallumpher takes them on a tour of Nippon to promote his new book 'Cramming: Halfling Style' and play some exhibition games. All goes well, until an embarrassing post-match incident involving a Treeman in a Carry-Oaky bar, which sees them politely asked to leave and never, ever return. Their visit does have one unexpected outcome, they inspire the formation of the famous Halfling team, the Nippon Nibblers.

2443 The Crammers finally win their first trophy, bringing home the Halfling Thimble Cup.

2455 The Crammers get into hot water with the NAF, after their fans go berserk at the final of the 'Sticky Bun' tournament: An off-colour comment from freebooter Ogre, Bob Bifford, is badly misunderstood by the famished

Halfling supporters, they go on an unprecedented and uncharacteristic rampage. Whilst the final death-toll of 74, was nothing unusual for a Blood Bowl match, it was the fact that the violence spilled into the streets of Altdorf that really made the headlines. The Crammers are banned for three seasons and their supporters forced to go on a strict diet.

2459 Rondo Magoo sets his famous throwing record of 0 completions from 1271 attempts. Pundits agree it's a record that is unlikely to ever be beaten.

2465 The Crammers prove they can dish it out as well as take it, as the Hapless Minotaur, Hef Horngar discovers to his cost. During a game, Horngar was knocked-out cold by the Crammers Treeman. Hef awoke to discover the drawback of being a walking Sirloin Steak... He was the main course in the Crammers' post-game feast!

2479 Halfling super-star, Puggy Baconbreath makes his debut for the Crammers. The secret of his success is his down to the fact that he trains like no other Halfling; his regime sees him exercise for up to 45 minutes each day, plus he never nips off during games to avail himself of a few snacks from the concession stalls. Despite the Grasshuggers making several lucrative and calorie filled bids for his services over the years, Puggy has stayed faithful to the Crammers.



CREEVELAND CRESCENTS



Team Colours: Green and white
Symbol: Two crescents
Owner: Duke Halbmond von Creeveland VIII
Head Coach: Erwin Schmackenheimer
Home Stadium: Sicklehof Stadium, Duchy of-Creeveland, (capacity 69,210, surface grass)
Players: Humans
Sponsor: Cannon Ball Express
Cheerleaders: The See-Sees



The Crescents are a team with a history as long as the NAF itself, they, like the Dwarf Giants, were one of the league's founding members, and, also like the Giants, they changed their name to move with the times. However, this is where the similarities end, the Crescents have won little during their long tenure. Sure, there have been highlights: The recently retired Harry 'The Hammer' Kehry, is regarded as one of the all-time great human Blitzers, and they have won a few NFC championships, but it speaks volumes that their only Blood Bowl win came against the Greenfield Grasshuggers during a league-wide player strike.

2368 The Crescents are one of the 16 founding sects chosen by the sacred commissioner Roze-El that make up Nuffle's Amorical Football League. They are named 'Sacred Half-Moonsday' in honour of Nuffle's commandment that football must be played on that day.

2390 The 'Great Huff', sends shockwaves through the embryonic NAF. Nine of the founding sects resign en masse, in protest at what they see as the creeping modernisation and dilution of Nuffle's sacred word. In reality, many of the changes were forced on NAF commissioner Djimm Thorp due to the league losing popularity to its brash new rival, 'the Oldlands Conference'. The Half-Moonsday's dynamic young owner, Duke Halbmond von Creeveland II, embraces the spirit of the times, updates the team's image and changes their name to the Creeveland Crescents.

2429 The new look Creeveland Crescents prove to be just as unremarkable as Sacred Half-Moonsday. They win the pre-realignment NFC eastern division, four times in a row but find new and unusual ways to lose play-off games. A famous example of which came in the NFC final against the Sartosa Spleenrippers, with a tense game tied at 2-2,

the Crescents' push for the win floundered when their captain 'Mugsy' von Mankdorf was sent off for illegally throttling an opponent. From the resulting penalty, the 'Rippers scored the winning Touchdown. Thereafter the Crescents get a reputation for being chokers in the big games!

2442 The lowest point in the Crescents history. After several seasons in the basement of the newly merged NAF, they are reduced to entering the Halfling Thimble Cup in the search for some morale boosting silverware but are humiliatingly knocked out in the first round!

2454 The legendary Harry 'the Hammer Kehry' joins the team, and soon earns the nickname 'The Hammer'. A great entertainer, his intricate war dances, performed when he scores, soon become a firm fan favourite.

2460 The Crescents enjoy their only period of sustained success, winning the NFC championship three times in five years. Harry Kehry is in his unstoppable prime and Bob Bifford often puts in an appearance to add extra muscle.

2477 The Crescents win Blood Bowl XVI in a season ravaged by a major players' strike. The Crescents actually thought they'd won it a week earlier when they played the Severed Heads, in what was billed as the final. However, after the game, it was quickly noted that none of the 27 players the Heads tried sneaking on were officially registered with the NAF, meaning they were disqualified. The match was replayed against the Greenfield Grasshuggers.

2486 After a monumental 32-year career, Harry Kehry finally hangs up his dancing boots and retires to become a dance teacher. The Crescents have struggled to replace him.

DWARF WARHAMMERERS



Team Colours: Grey and yellow
Symbol: A huge warhammer
Owner: The Last Council
Head Coach:
 'Insane' Thorsson Axeheim
Home Stadium: The Dwarf Dome, Khûlgarr, (capacity 55,600, surface obsidian)
Players: Dwarfs
Sponsor: Metalworkers Guild
Cheerleaders: The Bombshells



Arch-rivals of the Dwarf Giants, the Warhammerers are most interesting to us because of their perpetual insistence on breaking the rules in the most obvious and flamboyant way. Their use of explosives and high-calibre breech-loading cannon as part of their passing play is just one case in point. These guys are plain dangerous!

2399 The Warhammerers are founded by the merger of two of the NAF's original franchises: 'Providence Deathroller' were a sect based in Nuln and were infamous for their fanatical conviction that the Sacred Book of Nuffle actually sanctions the use of steam-powered machineries of destruction. The other team, 'The Righteous Zealots of the Inflated Bladder', were a sect from Khûlgarr and believed that their pious devotion to Nuffle afforded them special permission to flagrantly break all of his rules. The new owners, the Last Council, are unable to agree on where the new team should be based, A compromise is found by situating the team HQ in Nuln and the stadium in Khûlgarr.

2450 The Warhammerers achieve nothing in their first fifty years. This is due in part to the depredations of the 36 year-long underground war, but mainly it's down to their propensity to shoot themselves in the foot (quite literally) with their unreliable secret weapons.

2463 The team's fortunes drastically improve with the appointment of 'Insane' Thorsson Axeheim. His first act is to set up a covert secret weapons factory in the Dwarf quarter of Nuln called 'The Skunkworks'. Which is a mini fortress pretending to be a team shop (they do sell cloth patches!). In reality this is their research and development studio for the next great device they'll create. It gets its

name due to the terrible smell of all the noxious chemicals they use there.

2464 It doesn't take long for the evil geniuses at the Skunkworks to come up with their first major success, 'The Deathroller'. It becomes an instant hit and has been seen on the Blood Bowl field ever since (despite the ongoing efforts by the NAF and the RARG to permanently ban it).

2470 The Warhammerers are pioneers in the so-called 'Golden Age of Secret Weapons'. The boys at the Skunkworks come up with explosive balls, bull-dozers, field mines, dummies packed with explosives, all kinds of cannons and boots strapped with rockets, to name just a few!

2480 Tiring of their antics, the NAF ban the Warhammerers for 2 seasons for their use of a high-calibre cannon to propel players up the pitch.

2486 The Warhammerers' flexible approach to the rules continues to cost them dearly: Finding themselves 2-0 up against The Champions of Death in Blood Bowl XXVI, their legendary trio of Blitzers, the Mjolnir brothers, attempt to reinforce their flying-V tactic with several hundred weight of TNT and a large bag of coach bolts. They certainly burst through the opposition's lines; trouble is, they also burst through the Warhammerers' substitutes bench and wipe out half their own team. The Champs end up winning the game 3-2.

2489 Did they learn from this defeat? Are you kidding? In 2487 the team were suspended for 3 games for illegal use of a bulldozer. From last season, they are required by law to print at the bottom of match tickets, Beware-these guys are kerr-ayzee

SKAVEN SCRAMBLERS



Team Colours: Red
Symbol: A triangle
Owner: The City of Skavenblight
Head Coach: Vytick the Many-Headed
Home Stadium: Skavenblight Stadium, underground, (capacity 105,000, surface grass)
Players: Skaven
Sponsor: Ace Tunnels Inc.
Cheerleaders: The Ratters



Technically, the Scramblers are a communal project, owned by the city of Skavenblight itself and its residents. In practice this actually means the Council of Thirteen who govern the Skaven capital, own and run the team in the shadows. The game has become very popular in all fields of Skaven society- the Skaven love any opportunity for mindless violence. In fact, it has been very difficult to persuade them that there is any other purpose or the game once they are on the field- or even when they are just spectating in the stands!

2442 Clan Rigens decide to pile a disproportionate amount of their resources into one of the twenty teams they run in order to make an impact in the wider world. They choose the Scramblers and it pays off instantly. They start a 5-year winning streak in the Warpstone Bowl.

2448 The Scramblers build a reputation for their maliciously sneaky tactics. They routinely win games when opposing players fall through sink holes in the turf or spring hidden traps. In one notable example, they deliberately force a night cup game against the now disbanded Vampire team Drakfang Thirsters to go into overtime. As the game dragged, dawn soon arrived and with it the entire Thirsters team vanished in a puff of smoke.

2461 The Scramblers play the Potbelly Piemen in an exhibition match on the eve of the new NAF season. The Piemen lose and are hit with an unexpected tax before leaving Skavenblight. Unable to pay it they are sold into slavery. The NAF are left with a gap in the new season line up and are forced to admit the Scramblers as replacements.

2472 Hearing of a huge rat fail in his try out for the Warpstone Wanderers, the Scramblers take a risk and offer a contract to Glart Smashrip.

2475 Glart is a massive hit and builds his own cult following of enormously fat rat fans. The Scramblers are forced to insist that all games they play in have reinforced stands to accommodate them.

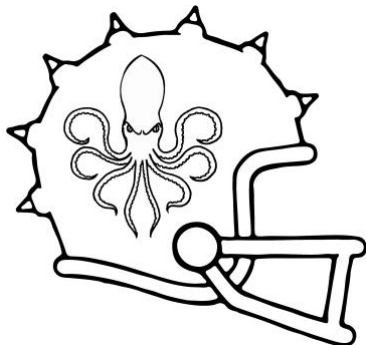
2477 The Scramblers have a historic 15-0-1 season. Glart Smashrip is in the best form of his career, using his massive size to punch holes through opposing defensive lines that their lightning-fast catchers exploit to devastating effect. They win the Blood Bowl by beating the Middenheim Marauders 3-1 in a game that lasts nine hours! Whew!

2478 The Scramblers become the only team to have ever retained the modern Blood Bowl trophy (Well, if you discount the Severed Heads who just refused to give it back). They beat the Gouged Eye 3-2. An NAF commission rules out the possibility that the Scramblers had spent all year at the stadium, rigging it for the game, while a team of substitutes set about qualifying, but the pitch did show some peculiarities on the day- mainly a pronounced slope towards the Eye's End Zone and an abnormal number of bottomless shafts...

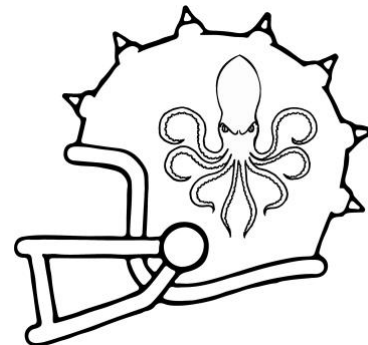
2485 Pushing things too far (down his own throat mostly) Glart is banned for life but when the ban is repealed, he leaves the Scramblers to become a freebooter.

2489 The Scramblers enter the new season as last year's NFC Eastern division winners and hopes are high that they can rediscover the winning ways of the 70s and get back to the Blood Bowl final. Coach Vytick scored a major coup over the summer, spending a small fortune on Kenmucky Fried Chicken to lure back Glart Smashrip. He will surely plug the holes in the Scramblers' leaky defensive line, even if it is just by virtue of his tremendous girth!

SOUTHSTORM SQUIDS



Team Colours: Aqua blue
Symbol: A giant squid
Owner: Krakensnap Shipping Lines
Head Coach: Siri Bel-Acqua
Home Stadium: Five Fathoms Park
 (capacity 18,964, surface saltmarsh)
Players: Mixed: Sea Elves
 and various races (including giant squid)
Sponsor: Trident Shipyards
Cheerleaders: The Sirens



Due to their venturesome nature and trading links to the Old World, the Sea Elves of Ulthuan were the first of their kind to be exposed to football. Unlike their haughtier Elven cousins, they have far less disdain for rough-and-tumble and were quick to embrace the game. The Squids are a team long on history and short on achievement, although nominally Sea Elves, they have none of the aloofness associated with their kin and are famous for playing alongside a variety of other races, including, from time to time, giant Squid!

2400 The Sea Elf mariners of Krakensnap Shipping Lines start playing knock-about football matches against local stevedores on stopovers between journeys. Before long, they become so good at the game they form a semi-pro team, calling themselves the Squids (a reference to the sea monsters their freighters are so adept at avoiding). After a run of minor league success, they are invited to play in the Oldlands Conference.

2414 The Sporting authorities of Ulthuan are horrified by the growing popularity of Blood Bowl amongst the Elves and ban it. The Squids, who see their High Elf cousins as snobbish killjoys, refuse to stop playing. Consequently, the team's playing licence is revoked, and they are forced to go into exile. They re-establish themselves well outside the jurisdiction of Ulthuan, in the Sea Elf Colony of Southstorm, an island in the Southern Sea.

2420 Due to their renegade status, the Squids suffer a recruitment crisis as no Elf is willing to play for them. In desperation, they begin to experiment with playing Giant Squid in the team! The experiment is actually quite successful, provided the field is drenched. It's at this point the Squids proclaim their infamous policy of not playing unless it's raining (although they quietly drop it after

the drought-stricken 2426 season, where they were forced to concede all 16 games!).

2458 The Squids hire the infamous mage Javel Arendil as their magic co-ordinator. He makes an instant impact casting a powerful elemental spell that sinks their stadium on match days and allows them to play underwater. They rename the stadium Five Fathoms park to reflect the depth at which they play that season. After complaints from several visiting teams the practice is discontinued by the NAF.

2465 The Squids lose Blood Bowl V to the Middenheim Marauders, well, sort of... Postmatch, magic co-ordinator Javel Arrendil claims to have cast a spell making everyone present think the result was the opposite of what it was, the NAF's response is to change the result. After protests by Middenheim fans leave Arrendil in fear of his life, he goes on record as saying he only made a spell that made people think their memories had been reversed. Thoroughly confused, the NAF changed it back again. The result has been changed a total of five times with the Marauders the current winners of the game.

2468 Legendary Troll, Rumbel-Gut Rockbelly eats part of the Squids stadium, en route to setting 'the Most Team-Mates Eaten in One Match' record. Reporters later asked him why he didn't also eat the Giant Squids who play for Southstorm, he answered that he wasn't a fan of seafood.



TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Galleos Aquanis	Elf Blitzer	Veteran
2	Malmir Silversail	Elf Catcher	Veteran
3	Vespa Seabreeze	Elf Catcher	Veteran
4	Sandthorn Tempest	Elf Thrower	Veteran
5	Meril Stormtamer	Elf Blitzer	Experienced
6	'Inky' O'Kraken	Mutant Lineman (Tentacles)	Veteran
7	Silas 'the Squid' Sagan	Mutant Lineman (Tentacles)	Veteran
8	Giovanni Calamari	Human Blocker	Veteran
9	Navis Caravel	Elf Thrower	Veteran
10	Goldshoal Wavestrider	Elf Kicker	Veteran
11	Fluvial Goldbarque	Elf Kicker	Rookie
12	Gedarian Oceantruth	Elf Lineman	Rookie
13	Varin Pelagia	Elf Lineman	Experienced
14	Gianfranco Nemo	Human Blocker	Veteran
15	Hector Marinas	Human Blocker	Rookie
16	C'thuloo C'thunk	Giant Squid	Rookie

Fame: -2

Team Rerolls: 0

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

Cheerleaders: The Sirens

Cheering Ability: 8

Spike! Magazine Team Rating: 213

Special Rules: The Sea Elves that make up the Southstorm Squids are less aloof than their Elven cousins and play alongside a variety of different races, in particular, they recruit players from a local population of mutated maritime humans known as 'Squid Men'. Although the Squid Men are outcasts from society, they are not chaotically aligned and are therefore quite happy to play alongside Elves. The Sea Elf players retain the normal *Dislikes* and *Animosities* associated with Elves.

In addition, the team famously uses specially trained Giant Squid as players! The major problem being it can only play when it's raining! If the *Weather Table* result is *Scattered Showers*, The Squid may be set up on the field, otherwise it is kept in a tank of water in the Dugout. The Squid has the following characteristics

	MA	SP	ST	AG	TS	CL	AV
Giant Squid	5	-	8	3	-	-	11

The Giant Squid also has *Tentacles*, *Mighty Blow level 4* and is treated as being a Large Monster (although it only counts as two players when it is on the pitch). It can never hold the ball and can never be tackled.

Team Honours

NFC championship winners 2466

Hall of Fame:

Magic Co-Ordinator Javel Arrendil



Team Honours

NFC championship winners 2466

Hall of Fame:

Magic Co-Ordinator Javel Arrendil



NAF Records:

Most games conceded in a Season:

16, 2426-27

Most Games Played Underwater:

8, 2458-59

Southstorm Squids' Cheerleaders' Song

*"Extra Arms,
We Got Eight,
They'll turn you
Into fish bait"*





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 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.

Bluebay Crammers

Team Colours: Star Players, Star Player Cards 'Puggy Baconbreath', Games Workshop (1989)

Symbol: Star Players, Star Player Cards 'Krug Painspear', Games Workshop (1989)

Owner/Head Coach/Home Stadium/ Cheerleaders: Knute Rockknee (2022)

Sponsor: Spike! Journal Issue 3, p.27, Games Workshop (2019)

Team History/ Team Honours: Spike! Journal Issue 3, p.5, Games Workshop (2019); & Gridiron Gazette Issue 17, p.4 & p.8, NAF.net (2022) Additional material by Knute Rockknee (2022)

Team Records: Blood Bowl Handbook, p. 9, Games Workshop (1988); & Star Players, Star Player Cards 'Puggy Baconbreath', Games Workshop (1989); & additional record by Knute Rockknee (2022)

Team Song: Knute Rockknee (2022)

Notes: The team's background was developed from the information given in Spike Journal Issue 5. The team's symbol is taken from the 3rd edition Halfling symbol, although this was never associated specifically with the Crammers, there is a Halfling featured on Krug Painspear's Star Player card with the symbol on his helmet, but his team is not certain. Several of the players on the roster come from unattached freebooters from later editions, the rest were invented along the lines of existing Blood Bowl Halfling players.

Creeveland Crescents

Team Colours: Star Players, Star Player Card 'Hoshi Komi', Games Workshop (1989)

Symbol/Owner/Head Coach/Home

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

Team History/ Team Honours:

Blood Bowl Handbook, p.7 & p.25, Games Workshop (1988); & Blood Bowl Rule Book (1st), p.12, Games Workshop (1986), additional material by Knute Rockknee (2022)

Team Records/Team Song: Knute Rockknee (2022)

Notes: The Crescents are one of the oldest teams in Blood Bowl, they are mentioned in the 1st edition rulebook as being one of the best teams. However, there is not much actual information available on them, the few sources that exist were the starting point for the profile I wrote. Most of their records and honours are extrapolations based on what has been officially published. No active players are known other than Hoshi Komi, I have added some unattached freebooters and invented the rest. Their sponsor is an actual coaching line from the Warhammer universe, a competitor to Four Seasons and Wolf Runner Coaches.

Dwarf Warhammerers

Team Colours/Symbol/Owner/Head Coach/Home

Stadium/Team Honours: Blood Bowl Handbook, p.26, Games Workshop (1988)

Sponsor: Star Players, p.26, Games Workshop (1989)

Cheerleaders: Knute Rockknee (2022)

Team History: Blood Bowl Handbook, p.26, Games Workshop (1988); & Fanatic Issue 6, p.82-83, (July 2004); Expanded by Knute Rockknee (2022)

Team Records: Companion, p.30, Games Workshop, (1990); & Blood Bowl Handbook, p.26, & p.38, Games Workshop (1988); Knute Rockknee (2022)

Team Song: Knute Rockknee (2022)

Notes: A majority of the information is taken from either the 2nd edition or the 2004 article in Fanatic Magazine. I extended the team history, trying to weave in some of the did you know and NAF facts as well as establish an origin story. The players mainly come from the 2004 Fanatic article, with a few 2nd edition players added, any others were invented.

Skaven Scramblers

Team Colours: Star Players, Back Cover, Games Workshop (1989)

Symbol: Skavenblight Scramblers Miniatures Box Art, Games Workshop (1994)

Owner/Head Coach/Home Stadium/Team Honours: Death Zone Season, p.5, Games Workshop (2016)

Cheerleaders/ Team Song: White Dwarf August 2019, Games Workshop

Sponsor: Knute Rockknee (2022)

Team History: Star Players, p.30, Games Workshop (1989); & Death Zone Season, p.5, Games Workshop (2016); Gridiron Gazette Issue 6, p.2, NAF.net (2021)

Team Records: Gridiron Gazette Issue 6, p.2, NAF.net (2021); & Star Players, p.30, Games Workshop (1989); & Knute Rockknee (2022)

Notes: A majority of the information was taken from either the 2016 Death Zone Profile or 2nd edition sources. The team colours are contradictory in the second edition, the Rasta Tailspike Star Player card shows him wearing all green, however, the back cover of the Star Players book has a photo of the Skaven Scramblers miniatures wearing red. I have picked the red uniform for the reason that the uniforms given on the Star Player cards are, in some cases, unreliable indicators of the team's colours. The player names come mainly from the roster in the August 2019 White Dwarf. I added an in-game special rule for the team regarding pit traps, this is to represent their reputation for traps (such as those they used to win Blood Bowl XVIII). I have kept their name as the Skaven Scramblers, 'Skavenblight' being an addition made with the release of the third edition.

Southstorm Squids

Team Colours/Symbol/Owner/Head Coach/Home

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

Team History: Companion, p.18, & p.23 Games Workshop, (1990); White Dwarf 104, p.57, (1988), Death Zone Season 2, p.95, Games Workshop (2016) all other material by Knute Rockknee (2022)

Team Honours: Companion, p.23 Games Workshop, (1990); & Knute Rockknee (2022)

Notes: The Squids are arguably the most mysterious team of the 2nd edition, there are only 4 references to them in the 2nd edition: The first is their standings for 2487-88; the second is about their stadium in White Dwarf 104; then there are two mentions in the companion- the first stating that they only play in the rain and the second about their Magic co-ordinator and the fact they played in the Blood Bowl final. For many years their official race was ambiguous: Their magic co-ordinator has an Elven sounding name, but this is not a guarantee they are an Elf team; they only play in the rain, which (aside from being a gag) suggests they may be amphibious or sea creatures; finally, being called 'Squids' raises the assumption that they were originally conceived as being a joke team of Squids or a 'Squidmen' (There is precedence for having the race of the team within the team name: Oldheim Ogres/Dwarf Giants/Dwarf Warhammerers/Skaven Scramblers, being notable examples). The third edition had them being 'washed away' as a result of the NAF's collapse, which effectively ended their appearance in any Blood Bowl lore until 2016, when Death Zone season 2 finally resolved the mystery, stating that they were actually Sea Elves who were forcibly taken over by fishmen. No time scale is given for when the takeover happened, but it gave me the basis for how to approach the team's race.

I wanted to join up everything that has been published in a plausible way. I added special mutants to the team as representative of 'Squid Men' and also a large monster Giant Squid, who can only play when it's raining. In this conception the takeover by Fishmen happens after the collapse of the NAF.

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 Eastern

Bluebay Crammers: LRB 4, p.52 (2005), & Knute Rockknee (2022)

Dwarf Warhammerers: 2nd Edition Handbook, p.26 (1988), & Knute Rockknee (2022)

Skaven Scramblers: 3rd edition box Art for 'Skavenblight Scramblers' Miniatures (1994)

Southstorm Squids: Unique design: Knute Rockknee (2022)

Creeveland Crescents: Unique design: Knute Rockknee (2022)

4) Notes and References for the Interior Articles

Team Statistics

The standings are taken from a simulated NAF season I ran, which consisted of 320 games. The team statistics were invented based on the information on page 27 of the 1989 Handbook.