

NFC WESTERN DIVISION

The graphic displays the logos and names of the five teams in the NFC Western Division. Each team's name is written in a stylized font on a colored background, with a logo icon to the right. Below the team names is the text 'THE WESTERN DIVISION' in a blue, outlined font on a dark blue background.

- LUSTRIA CROAKERS**: Logo features a green frog-like creature on a blue background.
- WORLDS EDGE WANDERERS**: Logo features a green, spiky creature with a blue eye.
- ORCLAND RAIDERS**: Logo features a yellow and black circular emblem with a red and white design.
- GALADRIETH GLADIATORS**: Logo features a red and blue circular emblem with a sword and a flower.
- HOBGOBLIN TEAM**: Logo features a green goblin-like creature with a red and white design.

THE WESTERN DIVISION



2489-90 NAF REGULAR SEASON (I)

All games to be played on a Moonsday or Thursday.

Week 1: 1 st Week of Dismember 2489	
Albion Wanderers	vs. Middenheim Marauders
Champions of Death	vs. Arctic Cragspiders
Bluebay Crammers	vs. Icecastle Wolves
Bluchen Berserkers	vs. Gougued Eye
Naggaroth Nightwings	vs. Reikland Reavers
Dwarf Giants	vs. Underworld Creepers
Chaos All-Stars	vs. Oldheim Ogres
Bright Crusaders	vs. Scarcrag Snivellers
Hobgoblin Team	vs. Khain's Killers
Elfheim Eagles	vs. Westside Werewolves
Dark Renegades	vs. Bruendar Grimjacks
Stunted Stoutfellows	vs. Evil Gits
Everbold Unicorns	vs. Darkside Cowboys
Greenfield Grasshuggers	vs. Athelorn Avengers
Creeveland Crescents	vs. Southstorm Squids
Dwarf Warhammerers	vs. Skaven Scramblers
Nurgle's Rotters	vs. Vynheim Valkyries
Lowdown Rats	vs. Asgard Ravens
Orcland Raiders	vs. Galadrieth Gladiators
Worlds Edge Wanderers	vs. Lustria Croakers

Week 2: 2 nd Week of Dismember 2489	
Icecastle Wolves	vs. Albion Wanderers
Middenheim Marauders	vs. Champions of Death
Nurgle's Rotters	vs. Arctic Cragspiders
Underworld Creepers	vs. Naggaroth Nightwings
Reikland Reavers	vs. Gougued Eye
Lustria Croakers	vs. Bluchen Berserkers
Oldheim Ogres	vs. Khain's Killers
Chaos All-Stars	vs. Scarcrag Snivellers
Dwarf Warhammerers	vs. Bright Crusaders
Stunted Stoutfellows	vs. Dark Renegades
Bruendar Grimjacks	vs. Westside Werewolves
Elfheim Eagles	vs. Everbold Unicorns
Evil Gits	vs. Greenfield Grasshuggers
Athelorn Avengers	vs. Darkside Cowboys
Southstorm Squids	vs. Bluebay Crammers
Skaven Scramblers	vs. Creeveland Crescents
Asgard Ravens	vs. Dwarf Giants
Vynheim Valkyries	vs. Lowdown Rats
Galadrieth Gladiators	vs. Hobgoblin Team
Orcland Raiders	vs. Worlds Edge Wanderers

Week 3: 3 rd Week of Dismember 2489	
Middenheim Marauders	vs. Icecastle Wolves
Albion Wanderers	vs. Arctic Cragspiders
Champions of Death	vs. Vynheim Valkyries
Underworld Creepers	vs. Reikland Reavers
Naggaroth Nightwings	vs. Bluchen Berserkers
Gougued Eye	vs. Worlds Edge Wanderers
Khain's Killers	vs. Chaos All-Stars
Oldheim Ogres	vs. Bright Crusaders
Scarcrag Snivellers	vs. Darkside Cowboys
Bruendar Grimjacks	vs. Stunted Stoutfellows
Dark Renegades	vs. Elfheim Eagles
Westside Werewolves	vs. Skaven Scramblers
Athelorn Avengers	vs. Evil Gits
Greenfield Grasshuggers	vs. Everbold Unicorns
Creeveland Crescents	vs. Bluebay Crammers
Southstorm Squids	vs. Dwarf Warhammerers
Dwarf Giants	vs. Lowdown Rats
Asgard Ravens	vs. Nurgle's Rotters
Hobgoblin Team	vs. Orcland Raiders
Galadrieth Gladiators	vs. Lustria Croakers

Week 4: 4 th Week of Dismember 2489	
Icecastle Wolves	vs. Everbold Unicorns
Reikland Reavers	vs. Lowdown Rats
Bruendar Grimjacks	vs. Evil Gits
Albion Wanderers	vs. Underworld Creepers
Stunted Stoutfellows	vs. Arctic Cragspiders
Nurgle's Rotters	vs. Worlds Edge Wanderers
Athelorn Avengers	vs. Dark Renegades
Dwarf Warhammerers	vs. Chaos All-Stars
Bluebay Crammers	vs. Naggaroth Nightwings
Westside Werewolves	vs. Bright Crusaders
Hobgoblin Team	vs. Southstorm Squids
Vynheim Valkyries	vs. Lustria Croakers
Orcland Raiders	vs. Asgard Ravens
Gougued Eye	vs. Scarcrag Snivellers
Elfheim Eagles	vs. Champions of Death
Oldheim Ogres	vs. Skaven Scramblers
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Khain's Killers	vs. Galadrieth Gladiators
Creeveland Crescents	vs. Bluchen Berserkers

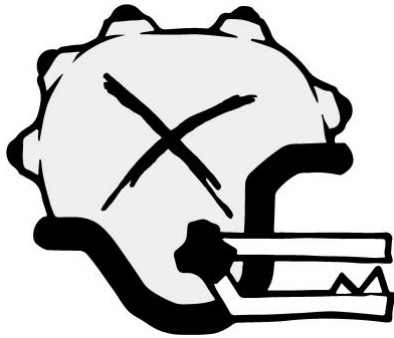
Week 5: 1 st Week of Jabbury 2490	
Icecastle Wolves	vs. Darkside Cowboys
Evil Gits	vs. Athelorn Avengers
Dark Renegades	vs. Vynheim Valkyries
Underworld Creepers	vs. Stunted Stoutfellows
Naggaroth Nightwings	vs. Galadrieth Gladiators
Bluchen Berserkers	vs. Bruendar Grimjacks
Worlds Edge Wanderers	vs. Khain's Killers
Hobgoblin Team	vs. Everbold Unicorns
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Week 6: 2 nd Week of Jabbury 2490	
Darkside Cowboys	vs. Stunted Stoutfellows
Worlds Edge Wanderers	vs. Nurgle's Rotters
Everbold Unicorns	vs. Dark Renegades
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Underworld Creepers	vs. Bruendar Grimjacks
Greenfield Grasshuggers	vs. Bluchen Berserkers

Week 7: 3 rd Week of Jabbury 2490	
Darkside Cowboys	vs. Elfheim Eagles
Dwarf Giants	vs. Everbold Unicorns
Greenfield Grasshuggers	vs. Stunted Stoutfellows
Khain's Killers	vs. Icecastle Wolves
Bright Crusaders	vs. Skaven Scramblers
Arctic Cragspiders	vs. Westside Werewolves
Lustria Croakers	vs. Reikland Reavers
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Southstorm Squids	vs. Creeveland Crescents
Asgard Ravens	vs. Dwarf Warhammerers
Nurgle's Rotters	vs. Bruendar Grimjacks
Oldheim Ogres	vs. Vynheim Valkyries

Week 8: 1 st Week of Ferally 2490	
Stunted Stoutfellows	vs. Nurgle's Rotters
Creeveland Crescents	vs. Worlds Edge Wanderers
Arctic Cragspiders	vs. Icecastle Wolves
Naggaroth Nightwings	vs. Hobgoblin Team
Bluchen Berserkers	vs. Elfheim Eagles
Bruendar Grimjacks	vs. Oldheim Ogres
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Khain's Killers	vs. Middenheim Marauders

THE HOBGOBLIN TEAM



Team Colours: Green and black
Symbol: A hastily scrawled X
Owner: Emperor Mad Grull Starkloon
Head Coach: None
Home Stadium: None
Players: Hobgoblins
Sponsor: Honest Azog's Used Carriages
Cheerleaders: None



Why these guys ever bother turning up for games is quite beyond our comprehension (actually, some of them don't bother turning up some weeks, since it's easy for them to forget they're in the team). No team has had more players sent off or matches abandoned, and as a result of all that violence and indiscipline, in terms of sheer numbers of die-hard fans, they are also the most popular team in history

2468 Emperor Mad Grull Starkloon's dream of owning a football team becomes reality when a vacant franchise becomes available in the NFC western division. They start as they mean to go on and are unable to think of a team name. After a week fist fights and scratching of heads, they plump for 'The Hobgoblin Team' (despite the fact half the players aren't even Hobgoblins!).

2470 The NAF question the wisdom of handing a valuable franchise to this bunch of ultraviolent dimwits; In only two seasons the Hobgobs set new records as the worst ever NAF team. Their record stands at 0 wins, 17 losses, 15 abandoned and an incredible 110 players sent off for foul play. The league needn't have worried, ticket sales and Cabalvision subscriptions for their matches go through the roof!

2473 Finally, after five seasons of futility, the Hobgobs actually win a game. The celebratory post-match fireworks go horribly wrong and their home stadium, Slipshod Arena, catches fire and burns down.

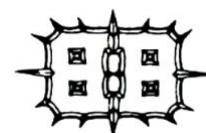
2474 Viewing figures hit an all-time high when their badly rebuilt arena collapses due to shockwaves caused by the visiting Oldheim Ogres' Cheerleading squad leaping up and down.

2475 The Hobgoblin Team see their home stadium destroyed for the third time in as

many years, this time in spectacular fashion. After scoring the winning touchdown, Count Viktor von Dead of the Chaos All-Stars was suddenly transformed into a mile-long tapeworm and was then crushed to death as the Hobgoblin Team's stadium (along with 30,000 fans) collapsed on his writhing body and then promptly caught fire. After this incident, they make the unusually wise decision not to play at a home stadium anymore.

2477 A league wide players strike means the season is a fiasco, with hundreds of fixtures being cancelled due to lack of players. The Hobgoblin Team are unaffected, as their players are too stupid to realise that they're supposed to get paid for playing. With their entire first team available, hopes are high that they will walk the NFC West and finally qualify for the Blood Bowl final. Sadly, the Hobgoblin Teams' brainlessness knows no bounds. Despite the opposition players not turning up, they somehow manage to lose their first 13 games in empty stadiums. When they finally do go on strike and walkout, their form experiences a dramatic improvement, winning the final 3 games of the season!

2488 Despite having their entire starting eleven killed by the Dwarf Giants, the Hobgobs popularity has never been higher, they even have a new stadium for the 89-90 season: Finding their antics particularly hilarious, the city of Marienburg have generously offered them the use of the recently condemned 'Jerry Rigg Memorial' stadium. Another spectacular collapse cannot be far away!



TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Div Scumstuck	Lineman	Experienced
2	Skurfrik Stone-Sucker	Lineman	Experienced
3	Leekboy Shenanigans	Lineman	Rookie
4	Mr Bobby Hob Gob	Lineman	Rookie
5	Rashnak Backstabber	Lineman	Veteran
6	Galak Gognort	Lineman	Experienced
7	Gobstock the Vincible	Lineman	Rookie
8	Geebles the Amazing	Lineman	Rookie
9	The Mighty Zing	Lineman	Rookie
10	Ghengis Khan't	Lineman	Rookie
11	Herman 'Frig It' Backstabber	Lineman	Rookie
12	'Dangerous' Dirk McGrew	Lineman	Rookie
13	Make Up the Numbers Jones	Lineman	Rookie
14	Dodgee Gitface	Lineman	Rookie
15	Smiley Clive	Lineman	Rookie

Fame: -6 **Team Rerolls:** 0

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

Cheerleaders: None *Cheering Ability: 0*

Spike! Magazine Team Rating: 0 (or 90, if players turn up!)

Special Rules: There's a good reason why Hobgoblin players are rarely seen in the NAF, their well-earned reputation for back-stabbing and treachery makes them very poor teammates. The better players are usually signed by Chaos Dwarf teams, leaving the dregs to join the NAF's Hobgoblin Team.

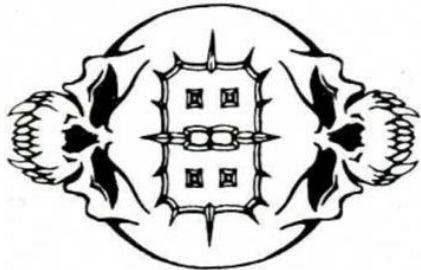
Hobgoblin Player Characteristics

	MA	SP	ST	AG	TS	CL	AV
Lineman	4	+2	3	3	0	0	7

In addition, the Hobgoblin Team are infamously absent minded. At the start of the game, and after each Touchdown is scored, roll a D6 for each player, on a roll of 6 the player has forgotten he's playing and wandered off. Place him in the stunned box until the next Touchdown is scored.



NAF Records:
Shortest Game:
 90 seconds, vs Oldheim Ogres (2487-88)
Most Players Sent-Off (All Time):
 1,118
Most Matches Abandoned (All-Time):
 64



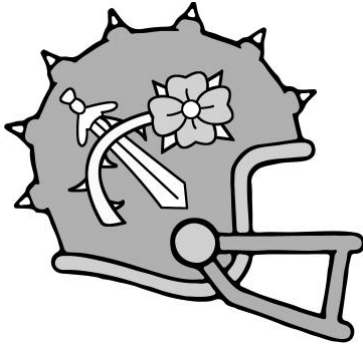
Team Honours:
None

Hall of Fame:
None

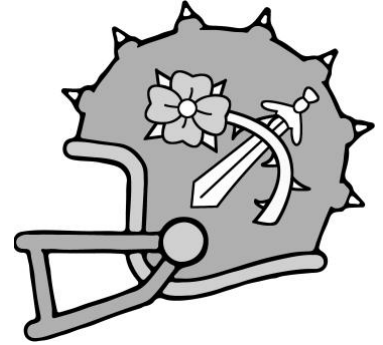
Hobgoblin Team Fans' Chant

""Oggy, oggy, oggy!
 'Ob, gob, gob!
 Oggy, oggy, oggy!
 'Ob, gob, gob!
 "Oggy, oggy, oggy!
 'Ob, gob, gob!
 Oggy, oggy, oggy!
 'Ob, gob, gob!"
 (Repeat constantly for entire match)''

GALADRIETH GLADIATORS



Team Colours: Red and blue
Symbol: Sword and rose
Owner: Gildor Mithraël
Head Coach: Ilithrion Vael
Home Stadium: The Eataine Coliseum, (capacity 86,527, surface grass)
Players: Elves
Sponsor: The Royal Bank of Bretonnia
Cheerleaders: The Galadrieth Gladiatrix



Hailing from the Elven homeland of Ulthuan, the Gladiators are quick to boast that they are the wealthiest team in the NAF, and their players are certainly some of the most pampered. However, don't be deceived, behind the flawless complexions and fine tailoring lie hearts of steel. The Gladiators are rightly renowned as being the first Elf team to have a truly effective running game and they can still pack a surprisingly powerful punch.

2450 After disdaining the sport for decades, three Elf teams are amongst the new franchises awarded when the NAF expands to 40 teams. They are Dar-Ellerath Beechtrees, Ashvale Valar and Laurelorn Lightfooters.

2468 The infamous 'Black Thrudsdays' stock-market crash destabilises the finances of many NAF teams and several file for bankruptcy. The three Elf teams are badly affected and either fold or merge; critics unkindly say it's because they're nothing more than a bunch of daisy sniffing, pastoral weirdos, the truth is probably more to do with their hairdressing bills. One of the vacant franchises is awarded to the larger-than life Ulthuan blade magnate, Gildor Mithraël. He cleverly strikes a deal with Elfheim Eagles supremo, Valahar Galantë, to buy up all the experienced players from the bankrupted teams. His next act is to hire the tough-as-nails Head Coach, Ilithrion Vael to mould these veterans into a team that will prove that there's more to the Elven game than long-bombs and hairspray.

2469 The Gladiators make an immediate statement that they are a different kind of Elf team when they begin fielding the first genuine Elf Blitzter Tharion the Bright. He silences the critics who claim the Elves don't like the physical side of the game.

2470 With a highly effective running game, powered by the one-two punch of Tharion the Bright and a rookie Lucien Swift, the

Gladiators sweep their division and match their opponents blow for blow in the NFC semi-final. They meet the Gougued Eye in Blood Bowl X which is a bruising affair, but the Elves endure the punishment to prevail in a close-fought 3-2 Victory. Although the post-match party goes down in history as one of the most extravagant ever seen, the team are too busy seeing apothecaries and remedial hairstylists to make an appearance themselves. Black eyes and arm slings become the must-have look of the season amongst the nobles of Eataine.

2471 The Gladiators obsession with the running game means they don't make a single pass all season. Off the field, Gildor Mithraël shrewdly capitilises on the Gladiator's success by becoming one of the first owners to realise the potential of selling branded team merchandise. As a result, the team becomes fabulously wealthy.

2480 The wear and tear of leading the line each week takes its toll on team captain Tharion the Bright, and he retires to preserve what is left of his good looks. Fortunately, the Gladiators have a ready-made replacement in Lucien Swift. Nicknamed the 'Silver Bullet' by his fans and the 'Moving Target' by opponents he excels in the new role as captain.

2487 When the Gladiators meet the Elfheim Eagles, Lucien Swift takes the field against his younger brother Valen for the first time. The sibling rivalry boils over in an extremely bad-tempered match. Valen is seriously injured, leaving Lucien full of remorse.

2489 With Swift (arguably the best Elf Blitzter ever) at the helm, and a star-studded line-up including Pierrot Rainforest and Eldril Sidewinder, it can only be a matter of time before the Gladiators return to the Blood Bowl final.

TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Pierrot Rainforest	Kicker	Star Player
2	Lucien Swift	Blitzer	Star Player
3	Alarion Pureheart	Blitzer	Veteran
4	Eldril Sidewinder	Catcher <i>(Hypnotic Gaze)</i>	Star Player
5	Winsom Anglepoise	Catcher	Veteran
6	Forleon Summerdraft	Catcher	Veteran
7	Dawnvale Silkwhisper	Catcher	Veteran
8	Breda Freedom	Thrower	Veteran
9	Elmadil Duskblaze	Thrower	Experienced
10	Oriole Eliander	Kicker	Rookie
11	Galrond Goldleaf	Lineman	Veteran
12	Caeleth Bel-Sirion	Lineman	Veteran
13	Fleet Ar-Khodaris	Lineman	Experienced
14	Glen Spirethorn	Lineman	Experienced
15	Sowthistle Penumbra	Lineman	Experienced
16	Sorel Greensward	Lineman	Rookie

Fame: 12 Team Rerolls: 4

The Fans: Chant 4; Hooligans 2; Loyalty 1

Cheerleaders: The Galadrieth Gladiatrix Cheering Ability: 9

Spike! Magazine Team Rating: 300

Special Rules: The Gladiators are renowned for their running game and their players are just that little bit tougher than average Elves. They can ignore the injury rules that apply to other Elf teams. Treat any KO and Stunned results as normal.



Team Honours

Blood Bowl winners 2470 (X)
 NFC championship winners 2470
 Orcidas Team of the Year 2475

Most Aesthetic Pass 2483
 Best Post Match Party 2470
 Heaviest Match Programme 2471
 Elf Lord's Commendation for Most Spectacular Offensive Magic 2488

Hall of Fame:

Tharion the Bright, Longbark Earthroot (Treeman)

Galadrieth Gladiators Chant

*"We take the field in red and blue,
 Our banner sword and rose.
 We run the ball, we run at you,
 we break your arms and toes.
 We step on hands, we step on heads, we
 never break our stride.
 We play so hard you wish you're dead,
 Or wish you'd joined our side."*



NAF Records:

Most Touchdowns (Season):
 36, Lucien Swift 2477 (2470-present)
Most Player Fatalities in a Season (Elf Players)
 25, Tharion the Bright, 2470 (2468-2480)

Team Records:

Most Career Paces Combined Offense
 28,289 paces, Lucien Swift, (20,295 paces rushing, 2,164 paces passing, 4,110 paces receiving, 1720 paces interception returned)

LUSTRIA CROAKERS



Team Colours: Blue
Symbol: A Slann head
Owner: Mage-Priest Mazdamiata
Head Coach: Tactiq
Home Stadium: Kroak Field, Cotec (capacity 76,651, surface swamp)
Players: Slann
Sponsor: Croak-a Cooler
Cheerleaders: The Leapers



The Lustria Croakers are a team of Slann, an ancient race who once roamed the stuff of chaos in their marvellous silver spaceships. But no longer- the Slann have long since degenerated. So low have they sunk into barbarity that they even (shudder) play Blood Bowl. How uncivilised can you get!

2441 The Great Council of Tlax takes place; all of the ancient Slann Mage Priests commune to try and divine further what the 'Great Plan' of the ancients holds. The Lustria Croakers are officially formed, but for what purpose remains a mystery.

2450 Lord Kroak delegates management of the team to the Mage-Priest Mazdamiata, one of his most powerful living followers and a closet football nut! Having surreptitiously tuned into NAF Cabalvision broadcasts for years, he divines the Croakers true purpose: To play in the biggest league in the world and return glory to the Slann race. Conveniently, the NAF expands to 40 teams that year, and the Slann jump at the chance of purchasing a new franchise!

2460 The Slann prove to be reasonably good players, their only weakness being their poor throwing and kicking ability. This is somewhat compensated by the difficulty many teams have adapting to the sweltering conditions in their home stadium, for example, the Asgard Ravens refused to play when some of their gear melted.

2475 The Croakers experience their best form ever, backed by the discovery of two of the all-time great Slann players: Lottabottol sets a record for the number of interceptions in a season, which soon leads to him being nicknamed 'The Leaper'. The other, the astonishing Catcher, Quetzal Leap, seems to be able to take the ball wherever it is thrown! With the Severed Heads experiencing a dip in form through the mid 70s the Croakers take the NFC West 3 times in 4 years.

2477 The players strike leaves the team's treasury running low, the Croakers become the first Blood Bowl team to use sponsorship as a way of generating extra revenue. Their first deal is with a carriage recovery company whose catch phrase is, "we found a wreck and toad it away").

2479 The Lustrians make their one and only appearance in the Blood Bowl final, they are comprehensively beaten Blood Bowl XIX by the Reikland Reavers, who begin their rise to power. Twice halted at the one pace line, their aerial game finally comes to grief with the loss of one catcher after the other. Or, as they put it at the time: "We croaked!"

2485 Dark Renengades sticky-armed mutant, Pinespite Venge, derails the Croakers promising late season form when a number of the Slann tacklers become hopelessly stuck. Venge dies in the game taking many of the team with him and ruining their playoff chances.

2487 The Lustria Croakers are, once again, this season's most sponsored team. Quite apart from their multi-million deal with Croak-a-Cooler, they have contracts with several running shoe manufacturers, as well as their existing deal with a major carriage recovery company, and the publishers of the banned book 'Fly Catcher' which is making best seller lists everywhere.

2489 There is little to marvel at in the Croakers' game beyond the ability to outjump Storm Giants. Their arrogance makes them pick the hardest games, nearly always including the Cowboys, the Reavers, the Raiders and the Chaos All-Stars in their itinerary. This, and their position in one of the toughest divisions in the NAF- NFC West- makes their chances of success slight.

TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Quetzal Leap	Catcher	Star Player
2	Lottabotol	Blitzer	Star Player
3	Zqidadl	Catcher	Veteran
4	Triqidiqi	Catcher	Veteran
5	Zlapantcl	Blitzer	Veteran
6	Yezyucan	Catcher	Veteran
7	'Flash' Intapan	Lineman	Rookie
8	Botolnec	Lineman	Veteran
9	Hipitihopiti	Lineman	Veteran
10	Hoqi-Poqi	Lineman	Veteran
11	Axalotl Croak	Lineman	Veteran
12	Huchi-Quchi	Lineman	Veteran
13	Teetotl	Lineman	Rookie
14	Turtlneec the Jumper	Lineman	Rookie
15	Tapayaxi Toad	Lineman	Veteran
16	Chuqasiki	Lineman	Rookie

Fame: 2

Team Rerolls: 0

The Fans: Chant 2; Hooligans 1; Loyalty 2

Cheerleaders: The Leapers

Cheering Ability: 7

Spike! Magazine Team Rating: 228



Team Honours

NFC championship winners 2479

Orcidas Team of the Year 2479

Zlatan Cup winners 2477

Gumpta Cup winners, 2462-2488

Hall of Fame:

Lep Inluni

Lustria Croakers' Team Chant

*" You think you're smart,
You think you're a wizz,
Well just remember
Whose planet this is!"*



NAF Records

Most Team Sponsorships:

7 (2488-89)

Most Lucrative Sponsorship (in Gold Crowns):

2,000,000 gold crowns for a 6 season deal with Croak-a-Cooler, (2487-88)

Highest Unaided Leap to Make an Interception:

14 feet, Lottabottol vs Elfheim Eagles, (2482-83)

Highest Unaided Leap:

16 feet, Quetzal Leap vs Oldheim Ogres, (2475-76)



ORCLAND RAIDERS



Team Colours: Black and yellow
Symbol: Orc's head in a circle
Owner: King Ironclaw Faceripper
Head Coach: Crueleye
Home Stadium: Skull Stadium, Orcland, (capacity 81,422, surface mud)
Players: Orcs
Sponsor: Tithes from Lesser Orc tribes
Cheerleaders: Wolfleg Lead Pits Marching Band and Majorettes



The NFC's top Orc team, the Raiders have a proud history of trophies and blood-shed. Their vicious thrower, Grishnak Goblin-Throttler, leads a fearsome offense, capable of both a grinding running game and, unusually for Orcs, spectacular long passes.

2435 After a visit from AFC champions the Gouged Eye, the warriors of the Severed Heads tribe decide that football would be a great way of establishing their supremacy over all the lily-livered Elves and humans who were constantly annoying them with their raids. The team is accepted into the conference in 2437, its owner registered as the Severed Heads tribe.

2459 After a short period of near-misses, the Heads beat off all challengers and meet the Schaffen Stallions in what was then the equivalent of today's Blood Bowl final. Unfortunately, they lose 3-0 in seven minutes. After a lengthy enquiry it's revealed that the Stallions sorcerous coach mindwiped the entire Heads team as they lined up for the kick-off. The result stands, but the Stallions are closed down.

2469 After almost a decade spent carefully rebuilding their ruined team, the Severed Heads finally make it to the top, decimating Middenheim in the Blood Bowl. Player of the match that day was new arrival Grishnak Goblin-Throttler, who got two Touchdowns and three fatalities.

2473 The Severed Heads find themselves on the wrong end of the 'Golden Age of Secret Weapons', when half their Blood Bowl winning team are chopped up by the demented play of Bluebay Crammers' chainsaw loony Tork Smallbones.

2479 The Heads never recover from the loss of so many major players and spend the rest of the 70s in the doldrums. They cap the decade in

fitting style, having their whole team buried by a Killdozer in a challenge match against the Dwarf Anvils.

2480 As the 80s dawn, Head Coach Crueleye and captain Grishnak decide they've had enough of being out-cheated by the opposition and set about devising ways to cheat better. Their new tactic, succinctly described by Grish as 'Dirty Hurty', involves three simple rules: 1) Cheat, 2) Cheat some more, and 3) While yer at it, lay the boot in'.

2483 This new tactic quickly turns around the Heads' fortunes and they win Blood Bowl XXIII, powered by a career-best season for team captain Grishnak Goblin-Throttler. However, the star of the day is the fearsome 'Cyborc' Greaser Geargrinder. Described as being, 'Part Orc, part machine, all git!' He is the result of some top secret (and highly illegal) experiments in *Bioniks*, carried out by a team of renegade Chaos Dwarf engineers.

2487 The Severed Heads unexpectedly go bankrupt after some corrupt dealing by tribal cheiftans and a half-orc property speculator. A short period of uncertainty comes to an end when King Ironclaw of Orcland invests some of the profits from his healthy Elf-stabbling operation and buys himself a football team. He gets a little more than he bargained for when the entire Severed Heads tribe deposes its chiefs and follows the team, but a swift upping of the tax-rate on newcomers soon alleviates his fears.

2489 The Raiders are taking a little time to settle into their new home, but it surely won't be long before they recover the brilliant winning streak they had at the start of the '80s. Under the fierce coaching of Ogre extorturer Crueleye, the Orcland Raiders are on the look-out for their second Blood Bowl title in six years.

TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Grishnak Goblin-Throttler	Thrower	Star Player
2	Killgit Toofrippa	Blitzer	Veteran
3	Grom Mad'Un	Blocker	Veteran
4	Urgash Axe-Biter	Blocker	Veteran
5	Skurf Limbrender	Blocker	Veteran
6	Grunk H'Thon	Ogre Blocker	Experienced
7	'Toothless' Vug	Lineman	Veteran
8	Greaser Geargrinder	Thrower	Star Player
9	Krump Legnicker	Kicker	Veteran
10	Rotten Razfang	Lineman	Veteran
11	Urgar Rancid	Catcher	Rookie
12	Griskar Skullhack	Catcher	Rookie
13	Arnie Ankle-Biter	Lineman	Rookie
14	Boz the Grim	Lineman	Experienced
15	Hakath Skull-Smasher	Blitzer	Veteran

Fame: 9

Team Rerolls: 3

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

Cheerleaders: The Wolfleg Lead Pits Marching-Band and Majorettes *Cheering Ability: 8*

Spike! Magazine Team Rating: 304



Team Honours

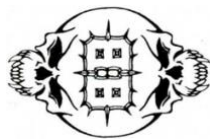
Blood Bowl Winners 2469 (IX) 2483 (XXIII)

Orcidas Team of the Year 2483

NFC championship winners 2459, 2469, 2483

Hall of Fame:

Gorbag 'Rabid' Foamface, Urgar Rancid, Coach Lefthand Wolfstab



Orcland Raiders' Team Song

*"We're mean,
we're green,
we're baaad,
you're dead, you're dead!"*



NAF Records

Most Players on the Pitch During a Match;

27 vs Creeveland Crescents, 2476-77 playoffs

Most Passing Paces (Active Players):

18,940 paces, Grishnak Goblin-Throttler 2469-present

Team Records

Most Paces Passing (Single Game)

321 paces, Grishnak Goblin-Throttler, 2472-73

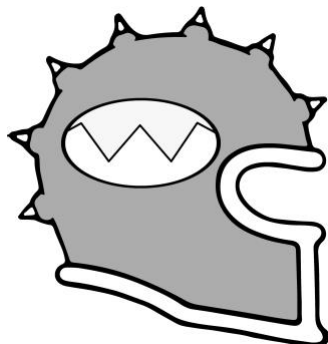
Most Touchdowns (Career):

102, Grishnak Goblin-Throttler, 2469-present

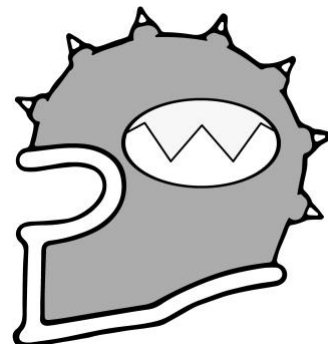
Most Interceptions (Career)

27, Greaser Geargrinder, 2484-present

WORLDS EDGE WANDERERS



Team Colours: Green and gold
Symbol: Mountains in the shape of W
Owner: Dowager Valaya Grimtrek
Head Coach: Stanislav Ironbrender
Home Stadium: The Iron Dome, Karak Azul, (capacity 50,140, surface stone)
Players: Dwarfs
Sponsor: Shangri-La Flying Carpets
Cheerleaders: The Ramblers



Dwarfs were one of the very first races to play Blood Bowl, and the Worlds Edge Wanderers, like many Dwarf teams, can trace their history to the early years of the game. They are notable for being one of the first teams not to be formed from a Nuffle Worshipping sect, a template that soon became the norm. Despite being such an old team, their trophy cabinet is relatively bare; their recent poor form on the field suggests that this situation won't be changing anytime soon.

2367 The elderly Roze-El visits an Iron Mine in Karak Azul to spread the Nuffle's word and give a proselytising sermon. Truth be told, most of the miners couldn't care less about the finer points of the sacred commissioner's theological arguments and they sleep through most of it, but soon perk up when Roze-El gets to the bit about spikes and blocking. Sounding like their kind of game, the miners form a team, and with typical Dwarf bluntness, call themselves the Dwarf Miners.

2368 They apply to join the original NAF but Roze-El flatly rejects their application due to the fact they aren't members of the church of Nuffle. Undeterred, they continue to play outside of the league and become very successful, so much so that they are the first team to actually start paying their players for playing (much to Roze-El's chagrin).

2380 New commissioner Djimm Thorp is more accommodating to the Miners, and when one of the founding sects withdraw from the NAF, he personally invites them to join in their place. The Miners are the true pioneers of the game, being the first recognised professional team. Other teams in the league, such as the Illuminated Seers of Nuffle's Sacred Orb, quickly follow their lead and rebrand as the Dwarf Giants. Within a decade the religious roots of the NAF are all but forgotten.

2400 A major Dwarf-Goblin underground war breaks out. Fighting is particularly bad in Karak Azul, where the mines are invaded, the Miners' stadium is destroyed, and the players wiped out in the fighting. Although the owners are sent into exile, they stubbornly vow to keep the team playing. They lead a nomadic existence, playing their games wherever they find a stadium and a community of Dwarfs. It is at this point they change their name to the Worlds Edge Wanderers.

2436 With the war over, the Wanderers finally return home to Karak Azul. Despite calls to change the team's name back to the Dwarf Miners, they choose to remain the Worlds Edge Wanderers, so they never forget the thirty-six years of exile and hardship the team endured.

2447 The Wanderers win the NFC championship for the second time in ten years, capping what is arguably the best period in the team's history.

2475 The Wanderers relative lack of success in comparison to their NAF Dwarf rivals, the Warhammerers and the Giants, stings their players and fans. They begin to take pride in their status as the 'third' Dwarf team in the league and develop a unique (for Dwarfs) style of play that uses surprise passing plays to catch the opposition unaware. It also helps that Thrower Berni Harthunter has the exceptionally tall Dwarf Blitzzer 'Leggy' Lofarr Grimgrip as a target.

2482 The Wanderers appear in the final of Blood Bowl XXII, but lose to the Bluchen Berserkers. Long serving Head Coach Bifur Boulderhewn decides to retire after 45 years in the job, his replacement Stanislav Ironbrender inherits a team in decline.

TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Berni Harthunter	Thrower	Veteran
2	Bardin Ironglove	Blocker	Star Player
3	Digger Novgorod	Thrower	Star Player
4	Goren Steamroller	Blitzer	Star Player
5	Grimran 'the Guvnor'	Blitzer	Rookie
6	Grabgold Tightfist	Blocker	Veteran
7	Magnum Hardcastle	Blocker	Veteran
8	Drill Elfgouger	Blocker	Rookie
9	Burly Hammerson	Blocker	Rookie
10	Rocky Upheave	Blocker	Rookie
11	Brace Thunderthigh	Kicker	Veteran
12	Okri Hardyhand	Lineman	Veteran
13	Goldheap McKarat	Lineman	Star Player
14	Ivor Azril	Lineman	Rookie
15	Gramli Dorfsson	Lineman	Veteran
16	Rockpunt Shortcannon	Kicker	Rookie

Fame: -2 Team Rerolls: 0

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

Cheerleaders: The Ramblers *Cheering Ability: 4*

Spike! Magazine Rating: 223

Team Honours

NFC championship winners 2482, 2447, 2437

Hall of Fame:

Coach Bifur Boulderhewn,
'Leggy' Lofarr Grimgrip



NAF Records

Most Different Home Stadiums:

32 between 2400-2436

Most Passes Caught, Career (Dwarfs):

252, 'Leggy' Lofarr Grimgrip (2459-82)

Team Records

Most Passes Completed, (Season):

52, Berni Harthunter, (2482-83)

Worlds Edge Wanderers' Cheerleaders' Song

"Heia-Ho!

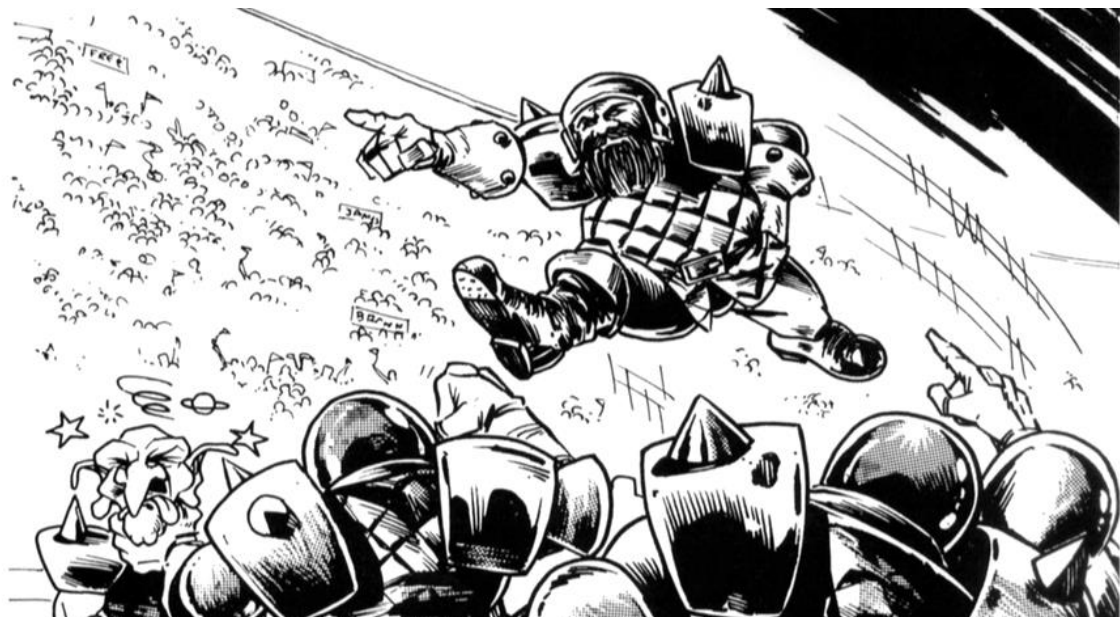
Heia Ho!

To the ball game we will go.

Heia-Hey!

Heia-Hey!

We'll smash and maim and slay."



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 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.

Galadrieth Gladiators

Team Colours/Symbol: Blood Bowl Handbook, p.40, Games Workshop (1988)

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

Head Coach/ Team Honours: Death Zone Season 1, p.13, Games Workshop (2016)

Team History: Death Zone Season 1, p.13, Games Workshop (2016); & Companion, p.23 Games Workshop, (1990); & expanded by Knute Rockknee.

Team Records: Knute Rockknee (2022)

Team Song: Star Players, p.20, Games Workshop (1989)

Notes: I based the profile on the one published in the 2016 Deathzone supplement, adding elements from the 2nd edition fluff. The change of ownership occurs after the fall of the NAF, so I had to invent the Gladiators original owner. The records are my own invention, I looked at published records and made educated guesses that Lucien Swift would hold several records, since he is constantly referred to as an all-time great player (despite not having a Star Player card!!!). I have added a few unattached freebooters to the roster and invented the rest along the lines of the existing 2nd edition Elf names. I added a special rule relating to their use of the 'running' game.

The Hobgoblin Team

Team Colours/Symbol/Owner/Home Stadium/Team Honours: Blood Bowl Handbook, p.19

Sponsor/Cheerleaders/Team Song: Knute Rockknee (2022)
Team History: Blood Bowl Handbook, p.19, Games Workshop (1988); & White Dwarf 105, Chaos Players insert, Games

Workshop (1988); & White Dwarf 104, p.65, Games Workshop (1988); expanded by Knute Rockknee (2022)

Team Records: Blood Bowl Handbook, p.19, Games Workshop (1988); & Knute Rockknee (2022)

Notes: There are several mentions of the Hobgoblin team in the 2nd edition, and I have incorporated these into the team profile. The Roster comes from one that was printed in the 3rd Edition Deathzone (1994) supplement, other names were invented. The special rules are an attempt to reconcile the fact that there were no rules for fielding Hobgoblins in the second edition, despite them being in the 1st and 3rd editions. I have transposed the 3rd edition Hobgoblins to 2nd edition player characteristics, using the Human Lineman's characteristics as the baseline to work from.

Lustria Croakers

Team Colours/Symbol/Owner/Home Stadium/Team Honours: Knute Rockknee (2022)

Sponsor/Team Song: Star Players, p.31, Games Workshop (1989)

Team History: Star Players, p.31, Games Workshop (1989), & Companion, p.7, & p.18, Games Workshop, (1990), & Gridiron Gazette Issue 15, p.2, NAF.net (2022); expanded by Knute Rockknee (2022)

Team Honours: Star Players, p.31, Games Workshop (1989); & Gridiron Gazette Issue 15, p.2, NAF.net (2022)

Notes: The Slann of the 2nd edition are very different to later incarnations in Games Workshop Media. Most of the information for the team had to be invented around the existing 2nd edition background, which is fairly thin. I have added elements from the more recent Lustria Croakers profile, despite them being Lizardmen. I could not find any reference to their colours in any of the 2nd edition literature and therefore had to rely on a contemporary reference to the Slann (in the 1987 3rd edition Warhammer Fantasy Battle Bestiary, p.232) as wearing colours such as light blue. The roster includes Quetzal Leap and Lottabottol, the only Slann players mentioned by name in the 2nd edition, I have invented the rest, using the accepted convention of puns based on the Nahautl language.

Orcland Raiders

Team Colours/Symbol/Owner/Home Stadium/Team Honours: Blood Bowl Handbook, p.17, Games Workshop (1988)

Sponsor/Cheerleaders: Knute Rockknee (2022)

Team History: Blood Bowl Handbook, p.7, & p.17, Games Workshop (1988); & Death Zone Season 2, p.42, Games Workshop (2016), Star Players, p.30, Games Workshop (1989) expanded by Knute Rockknee (2022)

Team Records: Blood Bowl Handbook, p.7, & p.34, Games Workshop (1988); & Star Players, 'Star Player Card: Greaser Geargrinder (verso)', Games Workshop (1989)

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

Notes: Most of the information comes from the Handbook, I have added relevant bits of information from across the 2nd edition publications and also added parts from the 2016 Deathzone team profile. The Roster is primarily based on the one published in the 2016 Deathzone supplement. I have edited it to be 2nd edition compliant, and also added some of the players mentioned in the 2nd edition publications. I also took the liberty of altering their team colours, canon says black, however, the painted miniatures are unambiguously black and yellow.

Worlds Edge Wanderers

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

Symbol/Owner/Home Stadium/Sponsor/Cheerleaders/Team History/Team Honours/ Team Records/ Team Song: Knute Rockknee (2022)

Head Coach: Companion, p.60, Games Workshop, (1990)

Notes: There are only 4 pieces of information regarding the Worlds Edge Wanderers in the entire 2nd edition: Their 2487-88 league performance; their team colours; their Head Coach's name and their Thrower's name. The only other things we know is that, in the late 80s they are in poor form and can't pay all of their players. There is nothing mentioned about their history. To write their profile, I started with the statement on

page 19 of 1989's Star Players book that 'many Dwarf teams can trace their history to the early years of the game'. This gave me the opportunity place them back at the formation of the NAF (although not a founder member) and to give a date to the NAF's first season (I made an educated guess based on the year the Dwarf Giants changed their name and Roze-El's age at the time of his death). I invented a few honours for them and used them as the unnamed losing finalist in the 2482 Blood Bowl. I have added unattached freebooters to the roster, all other names are invented, with the exception of Thrower Berni Harthunter, who found there was less demand for a Dwarf Thrower on the open market than he imagined! (Companion, p.60 (1990))

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 Western

Lustria Croakers: Warhammer Armies, p.114, 1988 & Knute Rockknee (2022)

Worlds Edge Wanderers: Unique design: Knute Rockknee (2022)

Orcland Raiders: 2nd edition Endzone Marker (1988)

Galadrieth Gladiators: White Dwarf 101, p.37 (1988)

Hobgoblin Team: 2nd Edition Handbook, p.19 (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. (Part II follows in the next issue)