

AFC NORTHERN DIVISION




ARCTIC CRABS

CRABSPIDERS




CHAMPIONS OF DEATH



ALBION WANDERERS




ACCRINGTON STANLEY



MIDDLESBROUGH

MARRAUDERS



ROBERT HERRINGTON

ROBERT HERRINGTON



NAF CHAMPIONSHIP FINALS

'Blood Bowl' Era Finals (2461-Present)

Season	Winner	Loser	Score	Fatal's	Venue
XXVIII (2488-89)	Darkside Cowboys	Reikland Reavers	3-2	0-0	Empire Stadium, Altdorf
XXVII (2487-88)	Reikland Reavers	Vynheim Valkyries	3-2	1-0	Altdorf Old Bowl, Altdorf
XXVI (2486-87)	Champions of Death	Dwarf Warhammerers	3-2	7- -	Empire Stadium, Altdorf
XXV (2485-86)	Reikland Reavers	Darkside Cowboys	3-0	0-1	Empire Stadium, Altdorf
XXIV (2484-85)	Dwarf Giants	Middenheim Marauders	3-2	2-0	Empire Stadium, Altdorf
XXIII (2483-84)	Severed Heads	Reikland Reavers	3-1	1-0	Empire Stadium, Altdorf
XXII (2482-83)	Bluchen Berserkers	Worlds Edge Wanderers	3-2	2-1	Empire Stadium, Altdorf
XXI (2481-82)	Darkside Cowboys	Arctic Cragspiders	3-0	1-1	Empire Stadium, Altdorf
XX (2480-81)	Elfheim Eagles	Nurgle's Rotters	3-2	0-0	Empire Stadium, Altdorf
XIX (2479-80)	Reikland Reavers	Lustria Croakers	3-1	1-0	Empire Stadium, Altdorf
XVIII (2478-79)	Skaven Scramblers	Gougued Eye	3-2	3-0	Black Gulf Stadium, Barak Varr
XVII (2477-78)	Skaven Scramblers	Middenheim Marauders	3-1	2-2	Middenheim Stadium, Middenheim
XVI (2476-77)***	Creeveland Crescents †	Greenfield Grasshuggers	3-0	5-0	Sicklehof Stadium, Creeveland
XV (2475-76)	Oldheim Ogres	Nurgle's Rotters	3-2	1-0	Notre Dame de Nuffle, Couronne
XIV (2474-75)	Vynheim Valkyries	Gougued Eye	3-1	11-0	Longship Stadium, Vynheim
XIII (2473-74)	Gougued Eye	Dwarf Warhammerers	3-1	3-2	Darkside Cavern, Naggaroth
XII (2472-73)	Arctic Cragspiders	Reikland Reavers	3-2	0-0	Altdorf Old Bowl, Altdorf
XI (2471-72)	Reikland Reavers	Dwarf Giants	3-2	0-1	Altdorf Old Bowl, Altdorf
X (2470-71)	Galadrieth Gladiators	Gougued Eye	3-2	0-0	The Eataine Coliseum, Ulthuan
IX (2469-70)	Severed Heads	Middenheim Marauders	3-0	12-0	The Dwarf Dome, Khûlgarr
VIII (2468-69)**	Evil Gits	Reikland Reavers	3-2	0-4	Skull Stadium, Orcland
VII (2467-68)	Chaos All-Stars	Shiretown Stuffers	3-0	16*-0	Darkside Cavern, Naggaroth
VI (2466-67)	Champions of Death	Vynheim Valkyries	3-1	1- -	Altdorf Old Bowl, Altdorf
V (2465-66)	Middenheim Marauders	Southstorm Squids	3-2	1-0	Middenheim Stadium, Middenheim
IV (2464-65)	Gougued Eye	Dwarf Giants	3-1	3-0	Notre Dame de Nuffle, Couronne
III (2463-64)	Vynheim Valkyries	Reikland Reavers	3-0	2-0	Longship Stadium, Vynheim
II (2462-63)	Dwarf Giants	Reikland Reavers	3-2	1-0	Altdorf Old Bowl, Altdorf
I (2461-62)	Darkside Cowboys	Chaos All-Stars	3-1	5-0	Altdorf Old Bowl, Altdorf

Footnotes: * Entire team eaten after match. Fatalities officially recorded

** Players strike during season

*** League-wide Players strike during season

† Only time 2 teams playing in the same conference have met in the final

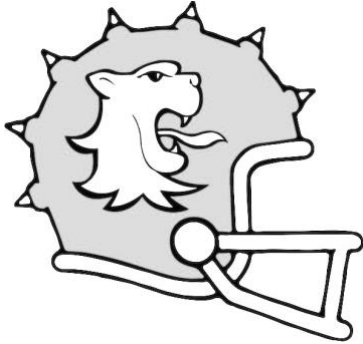
'Hellhound Era' Finals (2432-2460)

Season	Winner	Loser	Score	Fatal's	Venue
2460-61	Creeveland Crescents	Oldheim Ogres	3-2	2-3	Altdorf Old Bowl, Altdorf
2459-60	Schaffen Stallions	Severed Heads	3-0	0-0	Darkside Cavern, Naggaroth
2458-59	Creeveland Crescents	Crimson Spikes	3-2	1-0	Altdorf Old Bowl, Altdorf
2457-58	Crimson Spikes	Dar Ellerath Beechtrees	3-2	5-0	The Eataine Coliseum, Ulthuan
2456-57	Naggaroth Nightwings	Creeveland Crescents	3-2	1-0	Altdorf Old Bowl, Altdorf
2455-56	Schaffen Stallions	Kishargo Werebears	3-0	4-1	Skull Stadium, Orcland
2454-55	Parravon Penetrators	Arctic Cragspiders	3-1	0-0	The Icebowl, Frostheim
2453-54	Crimson Spikes	Greenboyz	3-0	10-1	Altdorf Old Bowl, Altdorf
2452-53	Schaffen Stallions	Parravon Penetrators	3-2	0-0	Notre Dame de Nuffle, Couronne
2451-52	Parravon Penetrators	Mirkheim Mages	3-1	0-0	Notre Dame de Nuffle, Couronne
2450-51	Mirkheim Mages	Dwarf Giants	3-2	0-1	Three Towers Stadium, Calagarth
2449-50	Kishargo Werebears	Middenheim Marauders	3-2	0-0	Middenheim Stadium, Middenheim
2448-49	Middenheim Marauders	Parravon Penetrators	3-2	0-0	Notre Dame de Nuffle, Couronne
2447-48	Mongrel Horde	Worlds Edge Wanderers	3-0	0-0	Altdorf Old Bowl, Altdorf
2446-47	Champions of Death	Sartosa Spleenrippers	3-1	2- -	Skull Stadium, Orcland
2445-46	Deaths Heads	Claws of Chaos	3-2	0-0	Skull Stadium, Orcland
2444-45	Schaffen Stallions	Parravon Penetrators	3-1	1-0	Notre Dame de Nuffle, Couronne
2443-44	Nurgle's Rotters	Claws of Chaos	3-2	2-1	The Rotbowl, Pusadena
2442-41**	Ironcrag Decimators	Bluebay Crammers	3-0	13-0	Skull Stadium, Orcland
2441-42	Icecastle Werewolves	Kishargo Werebears	3-2	0-0	The Icebowl, Frostheim
2440-41	Albion Wanderers	Haffenheim Hornets*	3-1	1-0	Altdorf Old Bowl, Altdorf
2439-40	Ironcrag Decimators	Parravon Penetrators	3-1	0-0	Skull Stadium, Orcland
2438-39	Dwarf Giants	Wüppertal Wotans	3-2	1-0	Three Towers Stadium, Calagarth
2437-38	Claws of Chaos	Worlds Edge Wanderers	3-0	0-0	Altdorf Old Bowl, Altdorf
2436-37	Wüppertal Wotans	Subterranean Slimeballs	3-0	1-2	Altdorf Old Bowl, Altdorf
2435-36	Gougued Eye	Zhufbar Marktag	3-2	9-1	Skull Stadium, Orcland
2434-35	Subterranean Slimeballs	Arctic Cragspiders	3-2	2-0	The Rotbowl, Pusadena
2433-34	Arctic Cragspiders	Deaths Heads	3-1	2-0	Altdorf Old Bowl, Altdorf
2432-33	Zhufbar Marktag	Ironcrag Decimators	3-1	1-0	Altdorf Old Bowl, Altdorf

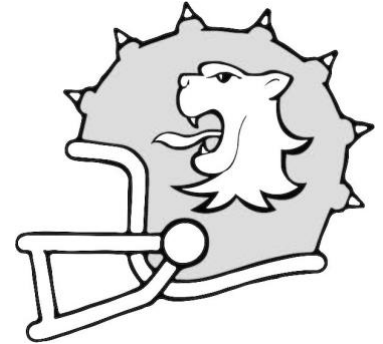
Footnotes: ** League-wide Players strike during season

* Substitute team. NFC conference winner boycotted final

ALBION WANDERERS



Team Colours: Red and blue with yellow spots
Symbol: A lion's head
Owner: The Council of Far Albion
Head Coach: Bob Berobsson
Home Stadium: White Horse Stadium (capacity 71,205, surface grass)
Players: Humans
Sponsor: Barfley's Counting House,
Cheerleaders: The Lionesses



The Albion Wanderers are the self-confessed gentlemen of the sport; never a bad word to say about any of the other teams. When they're wiped out by foul play, they put it down to 'bad luck, chaps' and 'health problems'. But when they win, they're so sickeningly magnanimous and humble, whole stadiums become lynching mobs.

2066 Renegade Bretonnian Duke William the Dastard launches an invasion of the wild, mist-shrouded Island of Albion. Like previous invaders he meets stiff resistance from the locals, but after the Battle of Wastings, he is able to conquer the south east corner of the Island. The Bretonnian's bring their rigid class system, reducing the woad-wearing natives to the status of peasants.

2425 Four centuries later, the colony's population has developed its own identity. Its nobles are famed for their impeccable manners and stiff upper lip, both of which are taught from an early age at their elite schools of Beaten and Harrowing. At these seats of learning, sport is a major part of the curriculum and as a result many former pupils are also keen sportsmen. With the advent of cabalvision, they become avid football fans and soon decide to make their own team, named the Old Beatonians in honour of their alma mater.

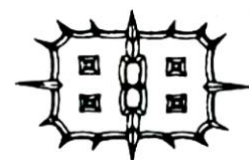
2428 The Old Beatonians eagerly go on a grand tour of the Old World, looking to sharpen their skills in exhibition matches against the best NAF teams. The results are catastrophic, it soon becomes apparent they are playing a completely different code; they can't work out why the ball isn't round, and nobody passes it with their feet! After a disastrous match against the Gouged Eye, they return to Albion in disarray. In desperation, they hire an expert as their Head Coach, the Sea Elf Sir Aelth

Rammedsea, who is tasked with rebuilding the shattered team. They change their name to the Albion Wanderers as a memorial to their ill-fated grand tour.

2433 Rammedsea's tactical acumen transforms the Wanderers. They are accepted into the new-look NAF, playing in the AFC North. Whilst they rarely win their division, they become a hugely effective cup team, sweeping the Chaos Cup 5 times during Rammedsea's 30-year reign.

2452 The Wanderers experiment with making games more civilised by adding a tea break to their home fixtures. The first attempt at this is a success, when the enthusiastic Greenfield Grasshuggers bring 12 hampers laden with cake, tea and cucumber sandwiches, however, the next game against the Oldheim Ogres is a total disaster, the Ogres get completely the wrong idea and assume they're supposed to eat the opposition. The practice is quietly dropped before the next home game.

2488 The Wanderers pull-off a shock and win the Chaos Cup by beating the red-hot favourite Gouged Eye in the final. The win is all the more surprising as the Wanderers had no idea there were any Chaos tainted players on their team. At the season's end, when half the team were on holiday, reserve Blocker, Kilmore McMurder admitted he was actually a secret Khorne worshipper. Head Coach, Bob Berobsson later said, "We did wonder why he was so angry all the time, we just thought it was because he didn't like our uniforms!"



TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Perceval Lambert	Catcher	Experienced
2	Geoffrey Astaire	Catcher	Veteran
3	Lucas de Beaumanners	Blitzer	Veteran
4	Gilbert Fitznoble	Thrower	Veteran
5	Jerome Faux-Humble	Blitzer	Veteran
6	Joscelin de la Bash	Blocker	Experienced
7	Horace Pillory-Maul	Blocker	Veteran
8	Neville d'Etiquette	Blocker	Veteran
9	Perkin de Bludgeon	Blocker	Rookie
10	Johann von Wilkins	Kicker	Veteran
11	Jack Drudge	Lineman	Veteran
12	Louis Politesse	Kicker	Experienced
13	Yeoman Tom	Lineman	Experienced
14	Jervis Son of John	Lineman	Veteran
15	Pete the Knife	Lineman	Veteran
16	Auberon le Suave	Thrower	Rookie

Fame: 9

Team Rerolls: 3

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

Cheerleaders: The Lionesses

Cheering Ability: 6

Spike! Magazine Team Rating: 233

Hall of Fame:

Coach sir Aelth Rammedsea,
Bob B. Morr

Team Honours:

Chaos Cup winners 2433, 2444, 2454, 2457, 2474,
2488



NAF Record

Most Paces Kicking single season:
401 paces, Johann von Wilkins, 2488

Most Free Kicks:
127, Bob B. Charredtown

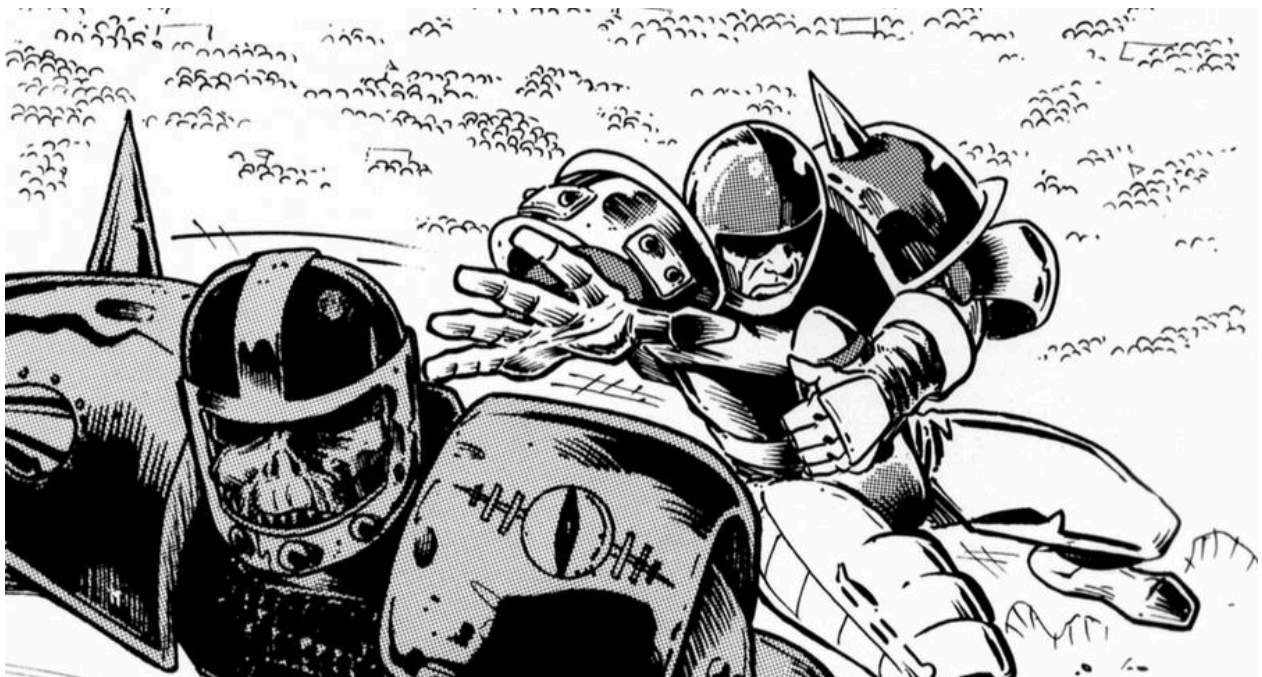
Most Goals:*
45, Sir Geoffrey D'Urst, 2460-2475

** A goal is an archaic rule rarely used in the modern game, for some reason the Wanderers are obsessed with scoring them.*

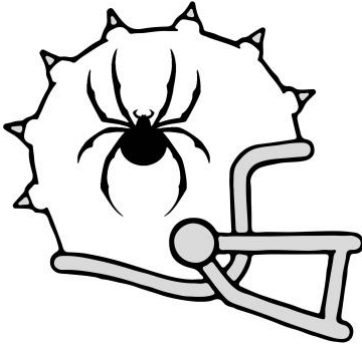
The Albion Wanderers Team Song

*"Jolly fighting weather,
Punches fly on the breeze,
Swing, swing together,
Smash them in the knees,
Swing, swing together,
Smash them in the knees"*

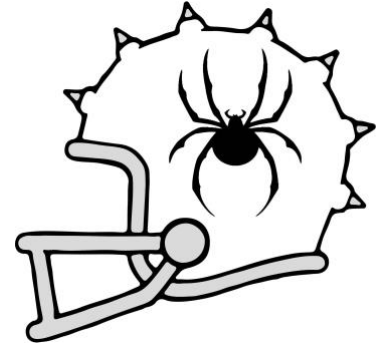
*The Beaten College
Fighting Song (Verse 1 of 20)*



ARCTIC CRAGSPIDERS



Team Colours: White and Blue
Symbol: A spiders
Owner: King Håkan Eighthlimb
Head Coach: Skarth Thrudstrøm
Home Stadium: The Ice Bowl, Frostheim (capacity 66,450, surface pack-ice)
Players: Norse
Sponsor: Loot from Norscan raids
Cheerleaders: The Black Widows



The Arctic Cragspiders are the oldest and, in terms of titles, most successful Norse team. They rarely hire star players, preferring to rely on the resources available to them locally. What they lack in star power they make up for in their unselfish teamwork and unbreakable team spirit.

2385 As the nights begin drawing in, the fierce raiders of the Cragspider tribe return to their home in the Frostheim mountains after a busy summer looting and pillaging the Old World. Growing tired at hearing the same old sagas during the long winter break, their King, Ivar Eightlimb, commands his bard to come up with some new stories. In fear of his life, the bard rifles through the goods the tribe have looted over the summer and finds a strange book called "The Beginner's Book of Blood Bowl". Thinking that his boss will appreciate a story that has 'blood' in the title, he takes it to him and begins reading. The King and his warriors are enthralled, over the course of the winter they become experts in the finer points of the game and resolve to form their own team in the spring.

2386 With the arrival of spring, the Arctic Cragspiders are formed. Like all good Norse teams, their players are strictly part-timers, balancing their sporting achievements with their busy day-jobs of ransacking towns, looting monasteries and getting blind drunk. That summer they tour the old world, raiding towns and then playing their local football teams (not always in that order!).

2387 By the time they return home, the Cragspiders team have a fearsome reputation, so much so that when the Oldlands Conference is formed, they are invited to join as one of the founders.

2410 In this era, Blood Bowl games were primitive, violent things. Skill rarely came through, which suits the Cragspiders and

their team of homicidal lunatics down to the ground. Their legendary Norse ferocity powers them to their first title, winning the White Skull Challenge Cup. When they successfully defend the trophy the next year, allegations fly that their players are taking Yhete blood enhancements. The league investigates but never draws a conclusion due to all those pursuing the case mysteriously vanishing!

2430 As teamwork becomes the norm, the rugged individualism of the Cragspiders is badly exposed and they suffer some humiliating defeats. However, thanks to the fact their players are all warriors from the same clan, they quickly develop their own brand of co-ordinated brutality and embrace teamwork to such an extent it will go on to become their trademark. They once again become a dominant cup side, winning the White Skull Challenge Cup three times in the '30s.

2472 The Cragspiders win Blood Bowl XII, beating the Reikland Reavers. They do so as an NFC team, having changed conference in the 2468, they move back to the AFC again in 2473.

2483 Moving with the times, the Cragspiders take a chance by hiring a star player, Wormhowl Greyscar. Under the young Greyscar's stern leadership they win the Chaos Cup again in 2486.

2487 The Cragspiders break the record for Most Decapitations during a match, when they take an astonishing 26 skulls from the Magralath Mutants' starting line-up. Some critics argue that since several of the heads belonged to the same body, the record shouldn't stand, however, they are careful to never say this within earshot of the Cragspiders' Berserkers!

TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Goti Stonefisten	Catcher	Experienced
2	Egil Borg	Catcher	Experienced
3	Sven Breakarmson	Blitzer	Veteran
4	Ulfric Kaster	Thrower	Veteran
5	'Thumper' McSorely	Berserker	Veteran
6	Valgar Angerstein	Berserker	Veteran
7	Wormhowl Greyscar	Blocker	Star Player
8	Olaf Fisticuff	Blocker	Veteran
9	Steingard Coldbeck	Kicker	Veteran
10	Skjold the Vexed	Blitzer	Rookie
11	Knud Firegaard	Thrower	Rookie
12	Floki Harmer	Lineman	Experienced
13	Vigo Fjordson	Lineman	Experienced
14	Lucan Pillage	Lineman	Rookie
15	Gruk the Bear	Werebear	Veteran
16	Lenni Larsson	Lineman	Rookie

Fame: 3

Team Rerolls: 1

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

Cheerleaders: The Black Widows

Cheering Ability: 7

Spike! Magazine Team Rating: 250

Team Honours:

Blood Bowl winners 2472 (XII)

Chaos Cup winners 2410-11, 2414, 2416, 2430, 2437-39, 2478, 2486

AFC championship winners 2433, 2434, 2454, 2481

NFC championship winners 2472

Hall of Fame:

(Owner/player) King Ivar Eighthlimb I, Ragnarok Jones, Erik the Irked



NAF Records

Most decapitations:

26, vs Magralath Mutants (2487-88)

Most Major Honours (Norse Team):

11 (1 Blood Bowl, 10 Chaos Cups)

Team Records

Rushing Paces (Single Game):

140 paces, Wormhowl Greyscar (2485-86)

The Cragspiders' Cheerleaders' Song

*"Blitz their line, smash a hole,
Make their Thrower fall!
Stomp his face, break his arms,
Run off with the ball."*



CHAMPIONS OF DEATH

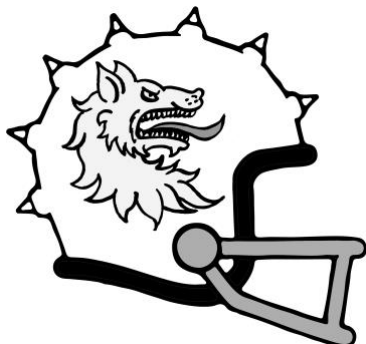


Team Colours: Black (what else!)
Symbol: A skull
Owner: Tomolandry the Undying
Head Coach: None
Home Stadium: Pain Park, Underearth
 (capacity unknown, surface crushed bone)
Players: Undead
Sponsor: The Temple of Morr
Cheerleaders: Dem Bonez



- 2425** Tomolnady the Undying, a hard-working Necromancer, becomes bored with all that tedious mucking about with corpses and coffins. He uses his skills to tune into what other mages were doing, but he soon finds himself patched into the broadcasting net of the Necromancers Broadcasting Circle, and is delighted to discover football! Tomolandry's becomes so enthusiastic about the new sport that he finally takes the plunge and starts his own football club. But instead of hiring players away from other clubs, he simply resurrects a dozen skeletons, cast a spell of his own devising which gives them a rudimentary knowledge of the rules of the game- and the Champions of Death are (re) born!
- 2439** In their first season in the AFC the Champs attract much opposition from all the other teams. Tomolandry, in a rare interview with Spike! Magazine, declares that the other teams are jealous because their players have to stop playing when they die, and because he doesn't have a weekly wage bill to pay! In their first few seasons, the team do reasonably well, winning their first trophy in 2440, though they have a tendency to go to pieces in rough scrambles for the ball.
- 2451** Tomolandry is accused by the Dwarf Giants of kidnapping one of their players, when it is revealed that the skeleton of ex-Giant lineman, Skrull Halfheight, has been resurrected and is now playing for the Champs! Most teams bring in player contracts stating that players' bodies are still team property even after their death!
- 2459** The Champions win the Chaos Cup again and will win it twice more in the following 3 years. However, league success evades them (they only made the play-offs once) and so Tomolandry starts looking for ways to add more 'muscle' to the team to aid a longer campaign.
- 2464** Tomolandry finds the solution and signs a secret pact with Tomb King Match-Ra. In the deal the Champions get the services of Ramtut III, in return any kills Ramtut makes are sent to Match-Ra. Ramtut is an unwilling element of the deal and although he goes along with it, he resists Tomolandry's controls. In a double swoop he also signs Vynheim Valkyries star ball handler Stefan Helmhand after he met his untimely end, falling through a crack in their winter pitch and freezing to death in a block of ice.
- 2466** With a team captained by Ramtut the Third, the Champs, storm to victory in Blood Bowl VII against the Vynheim Valkyries. The team are the raised undead versions of the Middenheim Marauders who all mysteriously died in a flying carpet accident last year
- 2474** The Champs' bitter rivalry with the Westside Werewolves is born when they play for the first time. Over the years, the Werewolves have run off with essential parts of over 200 of the Champions' Skeletons, ruining their championship chances on several occasions. In recent seasons, Tomolandry has refused to even play against the Westside team, claiming that he would rather forfeit one game against them than have his entire team decimated for the remainder of the season.
- 2486** After a decade spent re-finding lost body parts, the Champs win Blood Bowl XVII against the Dwarf Warhammerers. The triumph is all the more sweet for beating their bogey team the Westside Werewolves in the quarter final, despite a Werewolf player going berserk, and running off with a star catcher's leg bones!

ICECASTLE WOLVES



Team Colours: White and grey
Symbol: A wolf's head
Owner: Wulfric Wolfshape
Head Coach: Olaf 'Cracker' Fisk
Home Stadium: The Lair
 (capacity 55,825, surface pack-ice)
Players: Norse
Sponsor: Wolf Runner Coaches
Cheerleaders: The She-Wolves



The Icecastle Wolves were originally a team of Norse Ulfwereners, who, over time became a more conventional Norse berserker team. They disbanded after most of their players were wiped out in the early 70s but made a comeback a decade later. Aside from early success, they are perennial underachievers in the AFC Northern Division.

2421 In Norsca, Werereatures are not hunted and persecuted, as they are elsewhere, but are often encouraged to join the Berserkers in battle. It did not take long before they were also being included in the many Norse Blood Bowl teams that sprang up after the success of the Arctic Cragspiders. By the 2420s, they were so well established, that a group of them began formally playing as a team, taking the name 'Icecastle Werewolves'. In 2421, they join the Norse Premier Division.

2431 The Werewolves avoid the pitfalls that have hamstrung previous attempts to field all Werewolf teams, they scrupulously avoid livestock and steer well clear of Treemen. Their form becomes so good that they are invited to join the newly merged NAF.

2441 The Werewolves enjoy their only period of NAF success. They win the White Skull Challenge Cup, and then in 2442, go one better winning the AFC championship.

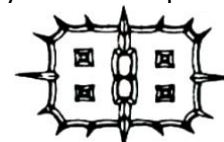
2459 The unreliability of the Were players mean they see less and less playing time. Their influence on the team eventually becomes so slight, that they drop the 'Were' from their name and start to be known simply as the Icecastle Wolves.

2473 Morg'th N'Hthrog has a career best game as the Chaos All-Stars defeat the Wolves:

He rushes for 72 paces, scores 1 Touchdown and causes an extraordinary 176 fatalities, including 13 Icecastle players. The loss of so many first team players is a mortal blow against the team; lacking the funds to replace them, they complete the season using makeweights (basically any talentless lunatic they can find in the vicinity of the stadium on a match day). Results and attendances collapse as do their finances. On the last day of the season the Wolves are forced to disband.

2483 Who says lightning doesn't strike in the same place twice? On the eve of the AFC quarter finals, every single member of the Wüppertal Wotans team (including their owner, who was at home in bed at the time) is, very suspiciously, struck by lightning. The All-Stars inadvertently gave the Wolves a route back into the big league. Knowing that the NAF have a policy of trying to maintain the racial and geographic balance of the league, former player, Wulfric Wolfshape heads a successful bid to resurrect the team. The Wolves live to howl another day!

2487 The new owner, Wolfshape, scores a major coup when he convinces the Middenheim Stagecoach firm, 'Wolf Runner Coaches' to sponsor the team in a lucrative multi season deal. However, the 2487-88 season is a terrible disappointment, with the Wolves posting only four wins; by the season's end, the corporate boxes at the Ice Castle stadium are as empty as Wolfshape's promises.



TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Ulrik Wulfson	Werewolf	Veteran
2	Fang	Werewolf	Veteran
3	Jamerik Bashgrim	Blitzer	Experienced
4	Regan 'the Rocket' Ness	Thrower	Veteran
5	Karl-Ove Clobberson	Berserker	Rookie
6	'Crazy' Joe McKill	Berserker	Rookie
7	Kjartan Rager	Blocker	Veteran
8	Skolgarth Crowbar	Blitzer	Rookie
9	Viktor Dementev	Blocker	Experienced
10	Goran Kertesh	Kicker	Experienced
11	Sweyn Spikeshaft	Thrower	Rookie
12	Rathbarth Krol	Lineman	Rookie
13	Holman Skoger	Kicker	Rookie
14	Brodder Hardvigsen	Lineman	Experienced
15	Sigurd Tragtor	Lineman	Rookie
16	Loki Klang	Lineman	Rookie

Fame: -3

Team Rerolls: 0

The Fans: Chant 1; Hooligans 3; Loyalty 1

Cheerleaders: The She-Wolves

Cheering Ability: 8

Spike! Magazine Team Rating: 209



Team Records

Most Fatalities Sustained (Single Game):

13, vs Chaos All-Stars, 2473-74 season

Biggest Sponsorship Deal:

Wolf Runner Coaches, 5 years, est. 1,000,000 gold crowns

Most Fatalities Career

210, Harald Greypelt 2438-2455

Passing Paces, Single Game:

195 paces, Regan 'the Rocket' Ness, vs Scarcrag Snivellers (2486-87)



Team Honours

Chaos Cup winners 2442

AFC championship winners 2441

Norse Premier Division winners 2423, 2425, 2431

Hall of Fame:

None

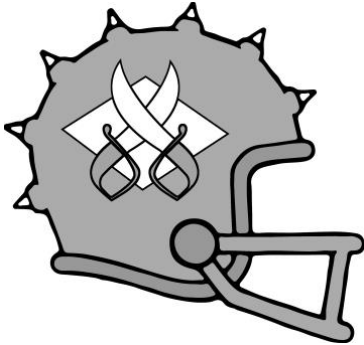
Icecastle Wolves' Cheerleaders' Song

*"We come from the north,
Where it's very, very cold,
But you'll probably freeze with
fear.*

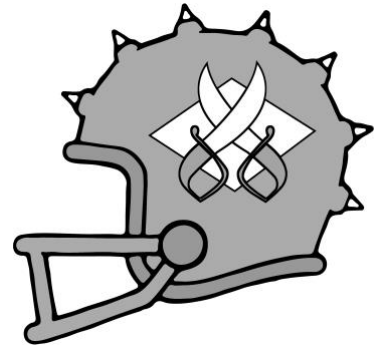
*When you get the ball,
The wolves will pounce,
And will make you disappear!"*



MIDDENHEIM MARAUDERS



Team Colours: Red and White
Symbol: Crossed swords on a diamond
Owner: Captain Gebhard von Trauma
Head Coach: Goran Slaver
Home Stadium: Middenheim Arena,
 (capacity 83,000, surface astrogranite)
Players: Humans and chaotic renegades
Sponsor: Castle Rock Coaches
Cheerleaders: The Blades



The Marauders were formed as the city of Middenheim's response to the success of the Reikland Reavers of Altdorf. For much of their history they have been in the shadow of the team from the Imperial capital, but since the arrival of their new owner in the 60s, they have developed their own distinct, chaos-tinged identity.

2402 As football mania sweeps the Empire, the sports fans of Middenheim grow jealous of Altdorf's Reikland Reavers and demand their own team. Seeing an opportunity to boost civic pride, the city's authorities quickly buy up the rights to one of the new franchises in the Oldlands conference and set about recruiting players.

2432 The first three decades of their existence are a lean time for the Marauders, the ascendent Reavers constantly beat them on the pitch and in bidding wars for the best players. However, when Reikland are decimated in a costly match against Nurgle's Rotters, a path to glory is cleared for the Marauders and they win their first trophy in the same year.

2465 The Marauders finally become world champions when they beat the Southstorm Squids to win Blood Bowl V... or do they? The Squids' magic co-ordinator later claims he cast a spell that altered the memory of those present at the game. As a result of this mischief, a confused NAF has changed the result six times, with the Marauders currently holding the title. Sadly, the celebrations are short-lived, the entire winning team are killed in a flying carpet accident. With no players, coaches or owner, the team are thrown into disarray. Salvation comes in the form of Captain Gebhard von Trauma, a recently retired mercenary soldier with a shadowy background. He pours considerable sums of his ill-gotten wealth into rebuilding the team.

2469 With this influx of cash, the Marauders quickly regroup, new Head Coach Goran Slaver is not a man renowned for his patience and he rapidly forges a team in his own image... that is, a bunch of homicidal maniacs. They mercilessly crush all comers in the AFC, but their blood lust gets the better of them in the final of Blood Bowl IX against the Severed Heads. Their minotaur 'Hungry' Massif Bofine goes berserk killing several of his teammates and the Orcs easily win 3-0.

2472 Whilst their Minotaur Bofine undergoes anger management training, the Marauders hire Bob Bifford to replace him for a crunch game with the Chaos All-Stars. The match is billed as the battle of the Ogres as the Biff faces off against Morg n'Thorg. In the end Bifford comes out on top, flattening Morg and scoring the winning touchdown while whistling the Middenheim city anthem.

2480 Rumours persist that the Owner and Head Coach of the Marauders were once part of a notorious Chaos War-Band. Suspicions increase with some of their recruitment decisions: Half-Orc, Uthar Hagg and Mutant renegade, Withergrasp Doubledrool both join the notorious Minotaur, Hungry Massif Bofine in the first team.

2486 The Marauders sign the promising rookie Blitzter Karla von Kill after she makes an astoundingly quick recovery from a potentially career ending injury at the hands, hooves and horns of a Minotaur Blocker.

2489 The Marauders always show signs of greatness, especially in the ultraviolent excesses of arch-maimer Uthar Hagg but face strict competition from the Reavers and Gouged Eye. Still, 2489-90 could be their year, many Blood Bowl pundits are tipping them as the team to watch!

TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Karla von Kill	Blitzer	Star Player
2	Uthar Hagg	Half-Orc Blocker	Star Player
3	'Hungry' Massif Bofine	Minotaur Blocker	Veteran
4	Gulden von Sulkhof	Thrower	Veteran
5	Heckle Flurburgh	Catcher	Veteran
6	Withergrasp Doubledrool	Blitzer	Star Player
7	Roight Claene	Blocker	Veteran
8	Punt O'Hamlet	Kicker	Veteran
9	Stanwell 'the Spike' De Witt	Lineman	Veteran
10	'Big' Gunn Schonn	Catcher	Star Player
11	Spencer von Lankyburg	Blocker	Veteran
12	Jager Haffa	Thrower	Experienced
13	Jameus Kaiser	Kicker	Experienced
14	Heinz Ostwald	Lineman	Rookie
15	Luthor Micklewitz	Lineman	Rookie

Fame: 8

Team Rerolls: 2

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

Cheerleaders: The Blades

Cheering Ability: 8

Spike! Magazine Rating: 291

Special Rules: The Marauders' captain Uthar Hagg is notorious for his habit of punching-out referees during the pre-match coin-toss. If Uthar Hagg is in the team, the Marauders' coach rolls a D6 once both teams set up. If the result is 2-5, Uthar has restrained himself, if the result is 6, the referee has been injured, follow the normal rolls for injured refs. If the result is 1, Hagg has been penalised, roll on the penalty table adding +1 to the result.

Team Honours

Blood Bowl winners 2465 (V)

Chaos Cup winners 2432, 2485, 2466

AFC championship winners 2448-49, 2465, 2469, 2477, 2484

Hall of Fame:

Coach Vimmy Gloam, Hansel Breakbach

Middenheim Marauders' Team Chant

*" Red and white,
stand and fight,
We're gonna make you
bleed tonight "*



NAF Records

Most Referees Punched during the Pre-Match Coin-Toss:

4, Uthar Hagg (2485-86)

Longest Ever Blood Bowl Final:

9 hours, Blood Bowl XVII (2477-78)

Heaviest Player to Play in a Blood Bowl Final:

410 lbs 'Hungry' Massif Bofine, Blood Bowl IX (2469-70)

Most teammates injured or killed in a Blood Bowl Final:

7, 'Hungry' Massif Bofine, Blood Bowl IX (2469-70)

Largest Transfer Fee Paid for a Goblin:

20,000 for Speccy McGroan of the Evil Gits (to play for the Chaos All-Stars)





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.

Albion Wanderers

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

Head Coach: 1st Edition Death Zone (1986)

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

Team History/ Team Honours: Blood Bowl Handbook, p.37, Games Workshop (1988); & Gridiron Gazette Issue 1, p.3 NAF.net (2020) Mostly written by Knute Rockknee (2022)

Team Records: Knute Rockknee (2022)

Notes: The background of the Albion Wanderers is one of the clearest points where the Blood Bowl world diverges from the closely related Warhammer one. The 'Albion' that the Wanderers represent is loosely based on the 'Albion' that Games Workshop developed in the mid-80s in the RPG scenarios 'The Web Eldaw (1985)' and 'The Tragedy of McDeath (1986)'. Since this project takes the 2nd edition as canon, the Wanderers were developed along these lines rather than the more recent 'Mythic Britain' version that is currently the official iteration of Albion in Warhammer. I based their profile on the short introduction to the team in the 2nd edition handbook and their profile in the 1st edition Death Zone, where they were written as more of a proto-Brettonnian team of Knights and Peasants. Since the Blood Bowl world's Albion is ambiguously defined and clearly different to the current Warhammer one, I was relatively free to take the team's background in a direction that develops the 1st and 2nd edition mentions of the team. The only player who is mentioned by name is Johann von Wilkins and coach Bob Berobsson, all the others have been invented, I gave them punning Anglo-

Norman names, that have a hint of Victorian sportsmen. (There's also an in-joke regarding the game's creators).

Arctic Cragspiders

Team Colours: Blood Bowl Handbook, p.5, Games Workshop (1988)

Symbol/Owner/Head Coach/Home

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

Team History: Star Players, p.32, Games Workshop (1989); & Spike! Journal Issue 14, Games Workshop (2022); extended and developed by (Knute Rockknee 2022)

Team Honours: Gridiron Gazette Issue 11, p.2, NAF.net (2022)

Team Records: Blood Bowl Facebook Page; & Spike! Journal Issue 14, Games Workshop (2022); & Star Players, Star Player Card 'Wormhowl Greyscar' (verso), Games Workshop (1989)

Notes: Most of the information is drawn from recent sources. The players on the roster, aside from Wormhowl Greyscar, are either unattached freebooters who could have been playing for the team or invented by myself.

Champions of Death

Team Colours/Symbol/Owner/Head Coach/Home Stadium: Blood Bowl Handbook, p.23, Games Workshop (1988)

Sponsor/Cheerleaders: Star Players, p.57, Games Workshop (1989)

Team History/Team Honours: Blood Bowl Handbook, p.23, Games Workshop (1988);

Team Records: Star Players, Star Player Card 'Ramtut III' (verso), Games Workshop (1989); & Companion, p.32, Games Workshop, (1990)

Team Song: Knute Rockknee (2022)

Notes: All the information for this team comes from 2nd edition sources with additional material from Spike! Journal issue 4 and recent publications. I have added the Chaos Cup wins from the post second edition list of Chaos Cup winners, even though this is an explicit contradiction of the 2nd edition canon, it always seemed odd to me that the Champions of Death had never won this trophy, despite being one of the AFC's most successful teams.

Icecastle Wolves

Team Colours/Symbol/Owner/Head Coach/Home

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

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

Team History: Blood Bowl Handbook, p.35, Games Workshop (1988); & Companion, p.48, Games Workshop, (1990); & Star Players, p.26, Games Workshop (1989), mostly written by Knute Rockknee (2022).

Notes: The Wolves are another of the 2nd editions mysterious teams. It is never stated explicitly that they are Norse in the 2nd edition, they aren't included in the 'famous' Norse teams list. Also, there is a seeming contradiction in the 2nd edition literature, in the Companion they are said to have entered the league in 2483, but in the handbook Morg'th N'hthrog's best game is said to be against them in 2473. A later edition list of Chaos Cup Winners lists them as winning the 2442 competition as the Icecastle *Werewolves*. My solution was to merge all 3 bits of information: they were an Ulfenwerener team that transitioned to a mainly Norse one (hence the name change), they were virtually wiped out by Morg in '73 and folded, but ten years later reformed (like the Grasshuggers) to re-enter the league as a Norse/Were team. There are no players ever mentioned so they have all been invented.

Middenheim Marauders

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

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

Head Coach: Blood Bowl Magazine Issue 9

Home Stadium: Spike! Journal Issue 9, p.27, Games Workshop (2020)

Team History: Star Players, p.44, Games Workshop (1989); & Companion, p 23, Games Workshop, (1990); & Spike! Journal, Issue 8, (2019), Inaugural Blood Bowl Almanac (2017); & Blood

Bowl Handbook, p.40, Games Workshop (1988); all other material by Knute Rockknee.

Team Honours: Blood Bowl 3rd Edition Death Zone, 'Blood Bowl' Winners List, (1994); & Chaos Cup winners list; & Knute Rockknee (2022)

Team Records: Star Players, p.24, p.30, p.44, Games Workshop (1989) & Knute Rockknee (2022)

Notes: Despite being one of the more notable 2nd edition teams, and having several mentions across the various publications, there are not many hard facts about the Marauders to work from. In subsequent years they have undergone several transformations, I have ignored these and instead focussed on their rather paradoxical identity in the 2nd edition as being a Human team, playing in a major Imperial city, who make a virtue of hiring Chaos aligned players. A majority of the player names are taken from sources after the 2nd edition. Their sponsor is an actual coaching company from the Warhammer world and a rival to Four Seasons Lines (the Reavers' sponsor).

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.

AFC Northern

Arctic Cragspiders: Unique design: Knute Rockknee (2022)

Champions of Death: 2nd edition Endzone Marker (1988)

Albion Wanderers: 2nd Edition Handbook, p.37 (1988), & Knute Rockknee (2022)

Icecastle Wolves: Unique design: Knute Rockknee (2022)

Middenheim Marauders: 2nd Edition Handbook, p.40 (1988), & Knute Rockknee (2022)

4) Notes and References for the Interior Articles

NAF Champions

The Blood Bowl era winners are all based on the list that was originally published in the 1994 3rd Edition Death Zone, however, due to my project prioritising 2nd edition information I have altered the finals to avoid them contradicting the information given. The most notable change is Blood Bowl VIII. There were several missing finalists who I added for the sake of completeness, to choose them, I looked for teams where there was no record of their honours and picked finalists from that group based on guesswork.

A few of the scores are known, but I have invented scorelines where the official record is empty, using the 3 Touchdowns for a win rule. There are a few official references to the number of fatalities, but mainly I had to invent these statistics. I did this by making reference to the 'Fatalities Against' column on the NAF standings (Handbook p.27).

There is very little information regarding the pre-Blood Bowl NAF finals, other than they had the status of a 'friendly' match and are not recorded as being an official title. I started recording these 'finals' from 2432-33, this is the year that the 2 conferences were 'ratified' by commissioner Jorge Hellhound (1988 Handbook p.6) I have taken this to mean that the Oldlands conference and NFC finally decided to merge, after initially being rival leagues who slowly grew closer thanks to the common rule-set published in 2409 (p.6). All the finalists are all taken from 2nd edition sources.