

AFC EASTERN DIVISION





CHAOS CUP WINNERS

From 2389-2432 known as the White Skull Challenge Cup and was the playoff tournament for the Oldlands Conference

Chaos Cup Era

Season	Winner
2488-89	Albion Wanderers
2487-88	Chaos All-Stars*
2486-87	Arctic Cragspiders
2485-86	Middenheim Marauders
2484-85	Underworld Creepers
2483-84	Gouged Eye
2482-83	Gouged Eye
2481-82	Dark Renegades
2480-81	Naggaroth Nightwings
2479-80	Dark Renegades
2478-79	Arctic Cragspiders
2477-78	Gouged Eye
2476-77	Khain's Killers **
2475-76	Naggaroth Nightwings
2474-75	Albion Wanderers
2473-74	Gouged Eye
2472-73	Arctic Cragspiders
2471-72	Chaos All-Stars
2470-71	Reikland Reavers
2469-70	Gouged Eye
2468-69	Chaos All-Stars
2467-68	Champions of Death
2466-67	Middenheim Marauders
2465-66	Wuppertal Wotans
2464-65	Dark Renegades
2463-64	Reikland Reavers
2462-63	Champions of Death
2461-62	Reikland Reavers
2460-61	Gouged Eye
2459-60	Champions of Death
2458-59	Dark Renegades
2457-58	Albion Wanderers
2456-57	Khain's Killers
2455-56	Albion Wanderers
2454-55	Gouged Eye
2453-54	Gouged Eye
2452-53	Gouged Eye
2451-52	Gouged Eye
2450-51	Gouged Eye
2449-50	Chaos All-Stars
2448-49	Reikland Reavers
2447-48	Ironcrag Decimators
2446-47	Mongrel Horde
2445-46	Gouged Eye
2444-45	Albion Wanderers
2443-44	Khain's Killers
2442-43	Icecastle Werewolves
2441-42	Gouged Eye
2440-41	Champions of Death
2439-40	Arctic Cragspiders
2438-39	Arctic Cragspiders
2437-38	Arctic Cragspiders
2436-37	Chaos All-Stars
2435-36	Khaine's Killers
2434-35	Chaos All-Stars
2433-34	Albion Wanderers
2432-33	Middenheim Marauders†

Notes

* Qualified for Blood Bowl and Chaos Cup

** Won without playing a game

† First season called 'Chaos Cup'



White Skull Challenge Cup Era

Season	Winner
2431-32	Ironcrag Decimators
2430-31	Arctic Cragspiders
2429-30	Wuppertal Wotans
2428-29	Dark Renegades
2427-28	Reikland Reavers
2426-27	Reikland Reavers
2425-26	Reikland Reavers
2424-25	Reikland Reavers
2423-24	Reikland Reavers
2422-23	Reikland Reavers
2421-22	Wuppertal Wotans
2420-21	Chaos All-Stars
2419-20	Chaos All-Stars
2418-19	Schaffen Stallions
2417-18	Dark Renegades
2416-17	Arctic Cragspiders
2415-16	Khaine's Killers
2414-15	Arctic Cragspiders
2413-14	Dark Renegades
2412-13	Reikland Reavers
2411-12	Arctic Cragspiders
2410-11	Arctic Cragspiders
2409-10	Chaos All-Stars
2408-09	Mortal Remains
2407-08	Crimson Spikes
2406-07	Schaffen Stallions
2405-06	Reikland Reavers
2404-05	Reikland Reavers
2403-04	Reikland Reavers
2402-03	Reikland Reavers
2401-02	Reikland Reavers
2400-01	Reikland Reavers
2399-00	Reikland Reavers
2398-99	Chaos All-Stars*
2397-98	Chaos All-Stars*
2396-97	Reikland Reavers
2395-96	Claws of Chaos
2394-95	Mortal Remains
2393-94	Green Face
2392-93	Claws of Chaos
2391-92	Mortal Remains
2390-91	Daemonettes of Slaanesh
2389-90	Daemonettes of Slaanesh

Notes

* Won tournament before team formed.

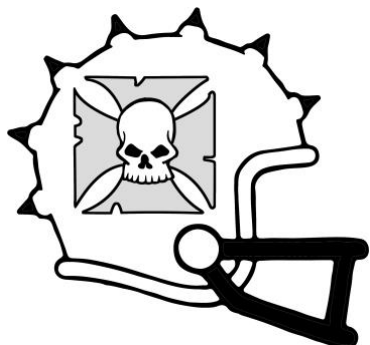
Orcidas Team of the Year

Season	Winner
2488-89	Darkside Cowboys
2487-88	Vynheim Valkyries
2486-87	Dwarf Warhammerers
2485-86	Evil Gits*
2484-85	Dwarf Giants
2483-84	Severed Heads
2482-83	Worlds Edge Wanderers
2481-82	Darkside Cowboys
2480-81	Nurgle's Rotters
2479-80	Lustria Croakers
2478-79	Skaven Scramblers
2477-78	Skaven Scramblers
2476-77	Asgard Ravens
2475-76	Galadrieth Gladiators

Notes

* Disputed by Darkside Cowboys

BRIGHT CRUSADERS



Team Colours: Yellow, Blue and white stripes

Symbol: A cross and skull

Owner: Ingrid the Pious

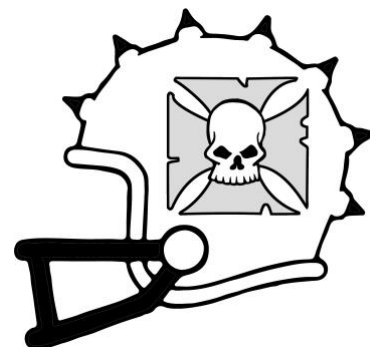
Head Coach: Kurt Heiliger

Home Stadium: Notre Dame de Nuffle,
(Capacity 59,760, surface grass)

Players: Humans

Sponsor: The Church of Nuffle

Cheerleaders: The Choir of the
Unchallenged Call



The Bright Crusaders have veered between the quiet, noble grace of a Knightly Order and the wide-eyed fanaticism of an extreme cult of Nuffle. Neither grace nor undiluted faith however seems to have brought them much luck on the pitch. They play by an extreme code and never, ever, cheat! While other teams are preparing for their next match by bribing referees, the Crusaders are performing charity matches, a fact that will keep them in the middle of their division until they shape up and learn to play dirty.

2417 An orphaned child is adopted by the Order of the Unchallenged Call, a devout sect in the Nuffle faith, she is given the name Ingrid.

2438 Now a young woman, Ingrid goes on the Prime Stadium Circuit Pilgrimage but is appalled by what she saw. The lack of faith troubled her greatly and so she prayed, Nuffle answered her in a vision, telling her to found a team dedicated to propagating His holy word.

2441 Having found financial backers, Ingrid sets up the Bright Crusaders in Nuln, and goes about trying to recruit players who meet her very, very exacting standards.

2449 After 8 long years of recruitment, Ingrid finally has enough players to start a team! Unfortunately, they are placed in the brutal AFC Eastern division where their refusal to break the rules is mercilessly exploited by their opponents and they finish last. Ingrid, however, is delighted, as the Crusaders win the 'fair play' award (and have done so in every subsequent NAF season that they have competed in).

2463 The shock arrival of Peter 'the Paladin' Löwenhart in a transfer from the Rostov Renegades heralds the start of a golden era for the Crusaders. The star Blitzer brings

some actual talent and not just blind faith to the team and introduces the famous "Left Hook" formation which powers them all the way to the Blood Bowl semi-final. Sadly, they fall to pieces against their opponents the Reikland Reavers, who cynically burn copies of the Holy Book of Nuffle in their dug-out to keep warm. The Crusaders are horrified and spend most of the game prostrate on the turf praying to Nuffle for salvation.

2464 The Crusaders win their first, and to date, only, piece of Silverware, the Purity Cup. The tournament is organised by the Church of Nuffle and sticks strictly to the rules. The tournament itself is full of good sportsmanship, teamwork, respect for the referees and absolutely no fouls of any kind, as a consequence the fans stay away in their droves, the final is watched by only 10 clerics and even then, they were only there because they'd won their tickets in a raffle.

2472 The infamous Quagmire incident match takes place against the Elfheim Eagles. The Eagles' wizards cast the Quagmire spell 93 times during the game causing the Crusaders stadium, Pious Field, to sink into the earth and never be seen again. The Colleges of Magic were forced to change the rules, limiting teams to just one wizard per game. Searching for a new home, the Crusaders relocate to Couronne in Bretonnia.

2489 As the Crusaders prepare for their 40th season, few pundits are backing them to do well. Their strict player recruitment policy means they've a very small pool of talent to choose from and their refusal to break the rules always leads them to lose crucial games. However, so long as they keep bringing home the Fair Play award, Ingrid the Pious will be more than satisfied.

TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Ulfric Holzfeller	Blitzer	Veteran
2	Pascal le Pious	Catcher	Veteran
3	Quan Yorbelvit	Catcher	Experienced
4	Egon Saintlyburg	Thrower	Experienced
5	Tyros Bundt	Blitzer	Veteran
6	Franz 'the Judge' Richter	Blocker	Experienced
7	'Clean' Hans Weiss	Blocker	Veteran
8	Clement Goodreich	Blocker	Rookie
9	Thaddeus Whitehoff	Blocker	Rookie
10	Willy Schönfuss	Kicker	Rookie
11	Siegfried Gutmann	Thrower	Veteran
12	Edwin de Vout	Kicker	Veteran
13	Bruder Himmels	Lineman	Veteran
14	Johannes Gerech	Lineman	Rookie
15	Anton Rijkers	Lineman	Veteran
16	Elegast Godziel	Kicker	Veteran

Fame: 6

Team Rerolls: 1

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

Cheerleaders: The Choir of the Order
Of the Unchallenged Call

Cheering Ability: 7

Spike! Magazine Rating: 237

Special Rules: The Crusaders are famous for never breaking the rules. Their coach cannot foul or use any type of dirty trick. In addition, referees are well aware of the Crusaders reputation, add +1 to any roll on the *Ref Alertness* table when one of their players is fouled, also, Referees will never issue a penalty against the Crusaders (*see referee rules on unsportsmanlike conduct and arguing the call*).



NAF Records

Fewest Fouls committed (game):

0, on 624 occasions

Fewest Fouls committed (Season):

0, 2449-2488 (39 seasons)

Fewest Fouls Committed (All Time)

0

Most consecutive league games without committing a foul:

624 games (2449-present)

Least Referee Fatalities (All Time):

1*

* 1 Referee died of a heart attack due to becoming infuriated by Crusaders players constantly quoting the rules to him after every stoppage in play.



Hall of Fame:

Peter 'the Paladin' Löwenhart

Team Honours

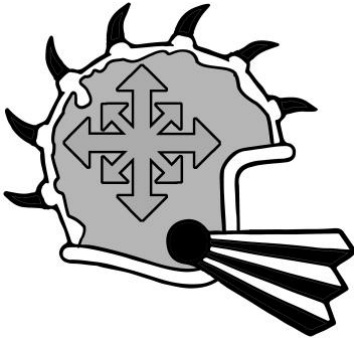
Purity Cup winners, 2464

NAF Fair Play Award: 2449-2488

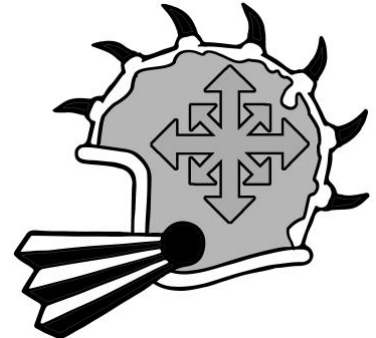
Nuffle's Prayer

*"Hail Nuffle, almighty god,
hallowed be thy game.
Overtime hath come,
foulers be gone,
we smite them in thy name,
Forever and ever.
Amen."*

CHAOS ALL-STARS



Team Colours: Red and green flames
Symbol: Chaos symbol
Owner: Prince Dorian the Lost
Head Coach: Unknown
Home Stadium: The Palace of Eternal Suffering (capacity unknown, surface varies)
Players: Chaos renegades
Sponsor: None
Cheerleaders: The Chaotics



As most folk know the world is a very strange place, full to the brim with weird and wonderful things. Around the turn of the century, some of the weird and wonderful things decided to form a football team. The Chaos All-Stars are a very odd team, but a very successful one too. They are owned by thrice-damned Prince Dorian, the legendary heir to several ancient nations who has thrown it all away and made a pact with the devilish Chaos gods to run their football team for them. The team is a haven for many renegades and outcasts from all walks of the world, as well as a great many Chaos creatures like Ogres and Trolls. Opponents occasionally have trouble coping with the wild magic which infests games against the All-Stars, but since it is officially a natural phenomenon nothing can be done about it; players will just have to learn how to cope with balls that turn to blancmange or grand pianos at a moment's notice!

2402 The Chaos All-Stars are formed through Dorian's eldritch demon-pact, and due to a strange quirk in the time continuum manage to win the Chaos Cup, two years running five years earlier.

2420 Owing to one of the elder demi-gods pressing the wrong button at a crucial moment, the entire team is transported to another plane ten minutes after winning the Chaos Cup for the fifth time. Their epic nine-year quest to return to this world and regain their rightful trophy is too long to be told here; for more details see the over-long Nine Years Knee-deep in Chaos by sports journalist, Royston Vermouth, who was with the team at the time, needless to say, they did it.

2461 The All-Stars play in the very first Blood Bowl final, where they are defeated by the Darkside Cowboys. It's a very sloppy game (literally- the Cowboys used illegal magic to turn most of the All-Stars front row into slugs!),

2467 Under the charismatic captaincy of skilled Snakeman V'hnn Qlls Zzchhtrr (known to commentators the world over as 'Snakey'!), the All-Stars beat, and then eat, the much-fancied Shiretown Stuffers to take Blood Bowl VII. In disgust many Halflings have boycotted their games ever since, forcing regular All-Stars fans to find some other half-time refreshment.

2469 Morg'th N'hthrog joins the All-Stars. No one is sure where he comes from, he simply walked into a practice session one day and signs himself up.

2472 A disastrous year for the All-Stars. Growing egos in the team had led to arguments, feuding and general unrest. The All-Stars implode as rival factions within the team fight one another mid-game! Morg ends up on the winning side and was one of the few to survive the match as 7 of the 11 starting players are killed. This results in a dramatic slump for the All-Stars who are forced to re-build; they begin a 15-year trophy drought.

2475 In a bid to try and find form again, Morg is installed as team captain. However, the team are so infused with raw chaos they cannot prevent the random madness which besets their games occurring. It's not uncommon to rain blood or for balls to grow teeth and attack friend and foe alike.

2487 The year is best remembered by All-Stars fans for two things, firstly, Morg'th N'hthrog manages to 'persuade' NAF boss Nikk Three-Horn to admit him to the Hall of Fame before he retires, using only a pencil sharpener, three carrots and a small desk lamp. And secondly, while he's at it, he also gets Three-Horn to allow the All-Stars to play in the Chaos Cup despite the fact they won their division. True to their freaky form, the All-Stars triumph, finally winning a trophy again.

TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Morg'th N'hthrog	Ogre Blocker	Star Player
2	Duke Luthor Von Hawkfire	Human Thrower	Star Player
3	Garak Grigolson	Human Blitzter	Veteran
4	Laxon Hrull	Dark Elf Catcher	Veteran
5	Dirty Dan	Goblin Catcher	Star Player
6	'Constrictor' Atlanson	Human Mutant (Tentacle)	Veteran
7	Bork Bulge-Belly	Troll Blocker	Veteran
8	Zy-Nox	Minotaur Blitzter	Veteran
9	'Snake' Sanders	Human Mutant (Hypnotic Gaze)	Veteran
10	Sark Four-Eyes	Skaven Mutant (Two Heads)	Veteran
11	Kefft the Despised	Human Thrower	Veteran
12	Jurgen Demonfeeder	Human Blitzter	Veteran
13	'Acid-scarred' Max	Human Lineman	Veteran

Fame: 14

Team Rerolls: 5

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

Cheerleaders: The Chaotics

Cheering Ability: 7

Spike! Magazine Team Rating: 320

Special Rules: The Chaos All-Stars may ignore the rule that all of their Mutant players must start on the pitch. Instead, their coach can treat them just like any other players. All of the players in the Chaos All-Stars can ignore the rules for racial *dislikes*, and can hand-off or throw the ball to any other member of the team.

Hall of Fame

Duke Luthor von Hawkfire, Morg'th N'Hthrog, V'hnn Qllss Zzchhtrr

Team Honours

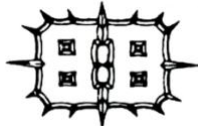
Blood Bowl winners 2467 (VII)

Chaos Cup winners 2397-98, 2409, 2419-20, 2434, 2436, 2449, 2468, 2471, 2487

AFC championship winners 2461, 2467

All-Stars' Cheerleaders' Song

*"Nurgle says he loves us,
Slaanesh thinks we're cool,
Tzeentch is our biggest fan,
And Khorne, he says we rule.
With all the gods behind us,
We'll never lose a game,
and if we do,
don't despair,
Our coach gets eaten, just the same."*



NAF Records

Most player fatalities (season)

269, Engel 'the Exterminator' von Evilstein, (2479-80)

Most player fatalities (All-Time):

824, Engel 'the Exterminator' von Evilstein (2472-2486)

Highest Attendance (All-Time):

495,000 vs the Champions of Death (AFC Semi-final, 2486-87)

Team Records

Passing (Career): Duke Luthor von Hawkfire (3rd incarnation), 326 completions from 588 attempts for 4133 paces



KHAIN'S KILLERS



Team Colours: Black and purple
Symbol: A bloodied arrow
Owner: Hag Queen Hephzibah Whiplash
Head Coach: Ephraim Deathwish
Home Stadium: Coldblood Cavern, Underearth, (capacity 78,540, Surface astrogranite)
Players: Dark Elves
Sponsor: The Temple of Khaine
Cheerleaders: The Stilettoes



Khain's Killers often seem more like a bunch of deranged blood-thirsty zealots than actual players, they treat the game of Blood Bowl not as a sport, but as an act of devotion to the Dark Elves' god of murder. It is perhaps surprising to discover that, despite their Blood Lust, they're actually a pretty good team, having won the Chaos Cup five times in their history. Few teams enjoy playing at the Killers' home stadium, not least because the baths in the locker rooms are all full of blood!

2388 Once football arrives in Naggaroth, the Dark Elves waste no time in making it their own. Hag Queen Hephzibah Whiplash, tired after a millennium of the same old beheadings and disembowelments, sees a novel way to combine cold-blooded murder and a night of entertainment you can take the whole family to, she hurriedly assembles a team, naming them Khain's Killers, lest anyone should get the wrong idea about their true purpose!

2389 The Killers register with the Elven Kingdoms League, upon receiving their application, a scribe corrects what he thinks is a typo in their name by adding an extra 'e' to 'Khain'-Big mistake! When she sees the team's name in print, Hephzibah Whiplash is furious, the ignorant pen-pusher had not realised that amongst the many devotees of Khaine, the spelling of his name was a touchy subject. The Killers' records for the 2389-90 season remains unknown, owing to a sudden shortage of available scribes.

2395 The Killers become the first Dark Elf team to experiment with playing Witch Elves in their line-up. The results are mixed, whilst they are formidable fighters, they have an unfortunate habit of stopping the match to bathe in the blood of beaten opponents. Seeing this, most Dark Elf teams stick to using Blitzers.

2402 The Killers leave the Elven Kingdoms league to join the new Oldlands Conference; the chance to slaughter a new variety of races from across the world is just too tempting for them to resist.

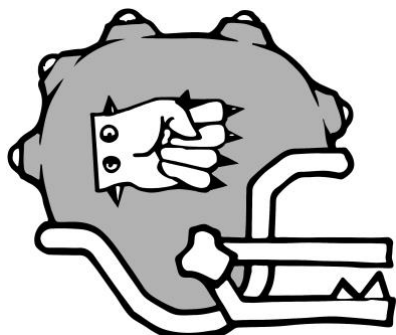
2415 The Killers win their first trophy, triumphing in the White Skull Challenge Cup.

2476 The Killers win their most recent trophy, although many have demanded it be revoked due to the manner of this 'victory'. 2476-77 is best known for the crippling players strike that wiped out almost the entire NAF schedule. During the playoffs, devious Head Coach Harry the Idolator noticed that the NAF still had the Chaos Cup as a live competition, despite there being no teams entered. Taking a chance, he made an application on behalf of the Killers, who were duly awarded the trophy without ever having played a game!

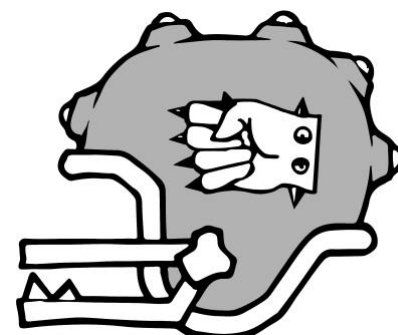
2486 The Killers set an unwanted record when they make 'the World's Worst Tackle' in a game against the Elfheim Eagles. In an effort to bring down Eagles' Star Player Valen Swift once and for all, the whole team piled in on the seemingly helpless Thrower. Finally, after the dust cleared and the bodies were pulled apart, the Elf was the only player to remain standing. Swift protests to this day that rumours that it was only a projection are untrue.

2489 With the surprise signing of Star Player Horkon Heartripper, confidence is growing that the Killers can mount a realistic challenge to the Chaos All-Stars in the AFC Eastern division. Probably the biggest impediment to them achieving this is their obsession with killing the opposition at the expense of scoring.

OLDHEIM OGRES



Team Colours: Red
Symbol: A giant fist
Owner: Rakan Gold
Head Coach: G'rth the Cannibal
Home Stadium: The Trough, Oldheim (capacity 47,640, surface astrogranite)
Players: Ogres and goblins
Sponsor: McMurty's Spamburgers
Cheerleaders: The Earthquakes



This ferocious bunch have found it difficult to find opponents in their conference for two reasons. Most people are afraid of their terrible reputation- tales of how they eat their opponents abound. But more often than not, it's simply a case of them getting lost on the way to the match.

2435 On a business trip to Middenheim, the Ogre Gout T. Bone, proprietor of a successful chain of boutique abattoirs attends his first Blood Bowl match as part of a corporate hospitality package arranged by McMurty's Spamburgers. Mr Bone is so captivated by the all-you-can-eat red meat buffet in the VIP lounge, he resolves to form his own team so he can enjoy similar feasts all season long- the fact that there is also an ultra-violent ball game attached is seen as an added bonus.

2438 The Oldheim Ogres get off to a slow start. Up to now no one has ever fielded an all-Ogre team, and it soon becomes clear why. In their first game, they ignore the ball and concentrate on eating the opposition. They prove totally un-coachable, continuing to see matches as nothing more than a smorgasbord of fresh meat.

2440 With such an awful reputation, no one wants to play the Ogres. Desperate to find regular opponents, they approach the NAL, a league that plays football to Nuffle's original rules. Sadly, the famously limited Ogre intellect prevents them from understanding the said rules. In an exhibition game against the Treetown Wolverines, they dismantled the goalpost by having a player grab each of the uprights and making a wish. They then proceed to do the same to Johnny Atra, the Wolverines' Star Kicker. After this the NAL banned big guys, and the Ogres' application to join was politely declined. In 2450 they are finally accepted into the NAF.

2460 The Ogres eat their playoff opponents, the Haffenheim Hornets... by mistake, so are let off by the authorities. The Ogres get a bye to the next round. The Hornets, unsurprisingly, disband.

2461 Despite not qualifying for the playoffs, the Ogres manage to convince themselves that they are playing in the first Blood Bowl final. They duly arrive at the stadium in full uniform, but wizards for both of the true finalists (The Darkside Cowboys and Chaos All-Stars) cast a holding spell to keep them off the pitch. The Ogres have repeated this tradition at every Blood Bowl final since.

2472 The Ogres bolster their fearsome reputation when Karg Stabneck, of the Evil Gits, has both his legs torn off at the 6-pace line by a rampaging Ogre. They also bolster the perception that they are not too bright, when the legless Stabneck manages evade the Ogres' defense and crawl 94 paces to score.

2475 After spending the past 15 seasons turning up to the Blood Bowl final only to be turned away at the stadium gate, the Ogres finally qualify. Ironically, they get lost on the way to the stadium and almost forfeit the game. The heavily favoured Nurgle's Rotters, sensing an easy win, are staggered when the Ogres (who arrive seconds before kick-off) comprehensively thrash them 3-0. After the match, it's revealed that the lost Ogres stumbled through a nearby antiseptic factory while they were looking for the stadium.

2480 The Ogres' ownership changes hands when Mr Bone's boutique abattoir chain is acquired by the Dark Elf millionaire, Rakan Gold. The Dark Elf's arrival heralds a new era of professionalism and they finally work out the difference between beating the opposition and eating them. They remain challengers in the AFC eastern division.

TEAM PROFILE

2489-90 First Team Roster

No.	Name	Position	Experience
1	Borg'th N'Hthrog 'the Howitzer'	Ogre Blocker	Star Player
2	Hurgurg Kuzkuz	Ogre Blocker	Veteran
3	Grak'Ng Grak Gorthag	Ogre Blocker	Star Player
4	Jeffrey Butcher	Ogre Blocker	Veteran
5	Norg l'Mgung	Ogre Blitzter	Rookie
6	M'Gorg'Gn'Throg	Ogre Blitzter	Star Player
7	Dungbert Fail	Goblin Lineman	Veteran
8	Stinkard Thrips	Goblin Lineman	Rookie
9	'Evil' McWeevil	Goblin Catcher	Veteran
10	Zippo Breakneck	Goblin Catcher	Rookie

Fame: 8 **Team Rerolls:** 2

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

Cheerleaders: The Earthquakes *Cheering Ability: 7*

Spike! Magazine Team Rating: 285



Oldheim Ogres' Cheerleaders' Song

*"We - will,
We - will,
Eat - you!"*



NAF FACTS

NAF Records

Shortest Game:

90 seconds, vs the Hobgoblin Team, (2487-88)

Most Opponents Eaten During a Game:

16, vs Eicheschatten Lipsmackers (2438-39)

Most Opponents Eaten Season:

28, 2460-61 season

Most Paces Conceded to a Player with No Legs:

94 paces, Karg Stabneck, Evil Gits, 2472-73

Most Games Conceded by Getting Lost on the Way to the Stadium (Season):

8, 2453-54 Season

Most Fatalities During Training:

5, Joachim Goadmalice (2479-80)

Team Honours

Blood Bowl Winners 2475 (XV)

AFC championship winners 2475

Hall of Fame:

Joachim Goadmalice (half-Orc), Grrrr M'Grrrr

SCARCRAIG SNIVELLERS



Team Colours: Yellow and black

Symbol: Crescent moon

Owner: Slimy Snivel

Head Coach: Boz Blacklung

Home Stadium: The Stupor Dome,
(capacity 12,184, surface bog)

Players: Goblins

Sponsor: Monies raised by larceny, burglary, murder, pickpocketing, armed robbery, shoplifting, blackmail, extortion, arson, kidnapping and fraud.

Cheerleaders: The Snots



The Snivellers are the AFC's only Goblin team, they have an unhealthy obsession with outdoing their NFC rivals, the Lowdown Rats. This obsession has led to them playing a highly unusual (for Goblins, that is) pure form of the game.

2472 When 'Grimy' Snivel founds the Lowdown Rats, his older brother, the over-competitive Slimy Snivel is absolutely furious. He'd spent his whole life trying to outdo and undermine his sibling in every venture he'd started, but now Grimy, as the owner of the only all Goblin Franchise in the NAF, had surely achieved something well beyond Slimy's slippery grasp.

Spurred into action, Slimy sells his successful Snake Oil company (set up just to spite Grimy's Rat-Gizzard business) and uses the proceeds to buy up a struggling team of Night Goblins playing in the Scar Crag mountains. He then spends a year lobbying NAF commissioner, Nikk Three-Horn to award him a franchise. Three-Horn soon becomes used to receiving bags of rats and chickens in the post (Goblins clearly live by a different set of values to the rest of us!).

2473 When a franchise in the AFC East opens up, Three-Horn awards it to Snivel, just to stop the dead rats clogging up his mailbox. Snivel wastes no time in setting up his new team, he modestly names them the Snivellers (in honour of himself).

2474 In their first season, the Snivellers get routinely thrashed by virtually everyone they play. In a game against the Dwarf Giants, they lose 3 players, the team cook, the chief coach, the deputy coach, the deputy deputy coach, and the deputy deputy deputy coach. After the match, Slimy is strangely happy, the reason being that the Lowdown Rats only

suffered 2 fatalities and a dead accountant when they had played the Giants earlier in the season.

2475 The Snivellers get an angry letter from the Darkside Cowboys' lawyers, telling them to stop using their crescent moon symbol. Unbelievably, Snivel actually agrees to pay them to keep using it, thinking the reflected glory will make his brother even greener with envy.

2478 Finally, the Sock-Exchange arranges the first league fixture between the Rats and the Snivellers. Slimy is so obsessed with getting one-up on his sibling that he kidnaps the Rats' Offensive Language Co-Ordinator. After months of interrogation, the coach was released, only to discover that he had stolen all the details of the Snivellers' own special plays! In the resulting match, the Rats hammer the Snivellers. Slimy's indignation is so intense he vows his team will never use a dirty trick, Troll or secret weapon ever again (although he draws the line at stopping fouling, that would just be perverse!).

2488 When Slimy hears that the Lowdown Rats have raised the prices for a season ticket at the Swampdome, his response is to offer fans a lifetime pass to the Stupor Dome for three chickens and a bag of rats.

2489 Bizarrely, the Snivellers puritan approach doesn't always go as badly as it probably should! Maybe they're blessed by Nuffle, or maybe the other teams take pity on them, or maybe they're just incredibly lucky – no one knows, but somehow, the Snivellers seem to make it from season to season without being utterly wiped out. Good for them!



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.

Bright Crusaders

Team Colours/Symbol: Blood Bowl Rulebook, p.1, Games Workshop (1988)

Owner/Head Coach/Team Honours: Death Zone Season 1, p. 40, Games Workshop (2016)

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

Team History: Blood Bowl Rulebook, p.1, Games Workshop (1988); & Death Zone Season 1, p. 40, Games Workshop (2016); & Companion, p.20, p.59, Games Workshop, (1990); expanded by Knute Rockknee (2022)

Team Records: Knute Rockknee (2022)

Notes: Most of this profile comes from the 2016 Death Zone profile, I have added the 2nd edition mentions of the team and made minor alterations to the 2016 text to better fit the 2nd edition narrative. I have also added the recent revelation that the team are Bretonnian, building this into the existing fluff. I have used some names from the 2016 roster, but since it is set over a decade before, I have had to invent new names in the same style. I added a special rule to reflect the fact they do not foul.

Chaos All-Stars

Team Colours/Symbol/Owner/Head Coach/Home

Stadium/Team Honours: Blood Bowl Handbook, p.18, Games Workshop (1988)

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

Team History: Blood Bowl Handbook, p.18, Games Workshop (1988); Gridiron Gazette Issue 12, p.2, NAF.net (2021)

Team Records: Blood Bowl Rulebook, p.7, Games Workshop (1988); & Companion, p.15, Games Workshop, (1990); Star Players, Star Player Card 'Duke Luthor von Hawkfire' (verso), Games Workshop (1989)

Team Song: Knute Rockknee (2022)

Notes: All information is taken from second edition sources, except an entry in the team history.

Khain's Killers

Team Colours: Blood Bowl Rulebook, p.21, Games Workshop (1988)

Symbol/Owner/Head Coach/Home

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

Team History: Companion, p.6, Games Workshop, (1990); Death Zone Season 1, p.14, Games Workshop (2016)

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

Team Records: Companion, p.6, Games Workshop, (1990); & Knute Rockknee (2022)

Notes: There is very little official information regarding Khain's Killers and I have had to invent a majority of the information and players. Probably the most notable thing about the team is the mystery regarding the spelling of their name. Recent mentions of the team call them 'Khaine's Killers', deferring to the accepted spelling of the God in the Warhammer Fantasy world. Interestingly, this spelling is never used anywhere in the 2nd edition. The team are mentioned only 5 times and the spellings of their name are as follows: 'Khains' (Rule Book p.21); 'Khain's' (Handbook p.8); 'Khan's' (Handbook p.27); 'Khain's' (Star Players p.22); 'Khain's' (Companion p.6). In other Games Workshop publications of the mid-eighties the spelling is 'Khaine' (Warhammer Fantasy Role Play, 1986, p.205); 'Khain' (Warhammer Fantasy Battle, 1987, p.217); 'Khaine' (Warhammer Armies, 1988, p.32); and 'Khaine' (White Dwarf 108, December 1988, p.30). Looking at this evidence, the most likely explanation is that a typo in the Warhammer Fantasy Battle book was replicated by whoever authored the fluff for the 2nd edition rules and handbook. For one reason or another, the typo was retained in subsequent 2nd edition Blood Bowl publications, even though, by this time, the spelling of 'Khaine' was definitively set in the Warhammer setting. I have made a virtue of this 'error' and retained it, incorporating it into the team's history.

Oldheim Ogres

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

Owner: Companion, p.63, Games Workshop, (1990)

Head Coach/Home Stadium/Sponsor/Cheerleaders Team Song:

Team History: Companion, p.40, & p.63, Games Workshop, (1990); & Blood Bowl Handbook, p.28 & p.36, Games Workshop (1988); & Blood Bowl Magazine Issue 6; Blood Bowl Rulebook, p.6, (1988);

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

Team Records: Blood Bowl Rulebook, p.6, (1988); & Companion, p.63, Games Workshop, (1990)

Notes: A lot of the information in this profile comes from official sources. The make-up of their team is explicitly stated on p.42 of Star Players. I allocated many of the freebooter Ogre Star Players from the 2nd edition and made up the Goblin names.

Scarcrag Snivellers

Team Colours/Symbol: Box Art 'Scarcrag Snivellers' Goblin team miniatures, (2017), Games Workshop

Owner/Head Coach/Home

Stadium/Sponsor/Cheerleaders/Team Honours/Team Song

Team Records: Knute Rockknee (2022)

Team History: Blood Bowl Rulebook, p.6, Games Workshop (1988)

Notes: There is very little information available on the Snivellers, so I was free to invent much of this profile. I decided to make the link between the team's name and the

surname of the Lowdown Rats' owner. The sibling rivalry gave me plenty of opportunity to build the existing fluff into the profile in an amusing way. No player names exist, so I had to invent all of them.

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 Eastern

Scarcrag Snivellers: 1st Edition Rulebook, p.15 & Knute Rockknee (2022)

Chaos All-Stars: 2nd edition Endzone Marker (1988)

Bright Crusaders: 2nd edition Endzone Marker (1988)

Khain's Killers: 1st edition Board & Knute Rockknee (2022)

Oldheim Ogres: 2nd Edition Handbook, p.36 (1988), & Knute Rockknee (2022)

4) Notes and References for the Interior Articles

Chaos Cup Winners

I have used the most recent list of Chaos Cup winners as the basis for the information on this page. However, I have had to edit it to remove a few contradictions it raises, they are the following: **2485**- according to the 2nd edition, it would be impossible for the Galadrieth Gladiators to win this because a) they are playing in the wrong conference and b) they are Elves; **2480**- I have removed the Albion Wanderers as joint winners; **2476** I have added a note about the league wide strike; **2467**- I have retained the Champions of Death as the winners (and all other their other wins) even though this contradicts the 2nd edition fluff, because it always seemed strange to me that they'd never won this trophy; **2466 & 2465**- had no winners; **2464**- Dark Renegades only; **2447 & 2446** had no winners, I allocated them to Mongrel Horde (my assumption being that they were once a major NAF team) and Ironcrag Decimators, because the 2nd edition rule book (p.13), mentions them as being a previous winner of the Chaos Cup albeit 2486-87; **2432**- see the entry for the Naggaroth Nightwings; Although it is never mentioned in any of the published background, I have assumed 2432 (the year the conferences were ratified) is the year the White Skull Challenge Cup becomes known as the Chaos Cup. Prior to this I have assumed that it was some sort of final or cup competition for the AFC's forerunner, the Oldlands conference, although this is never mentioned anywhere either; **2431**- The Bright Crusaders cannot have won this for two reasons, one- it's unlikely they'd play in a tournament associated with Chaos, and two- They don't exist until over a decade later; **2418**- had no winner; **2406,2407,2408** had no winners; **2389**- I have this as the first Chaos Cup final. The Companion (p.14) mentions the participants but not the year. The earliest mention of a year in relation to the Chaos Cup is 2389 (Handbook p.13), it's entirely possible the cup had been played for years before this, however, I decided to have this as the first year it was played.

Orcidas Team of the Year (p.74): The Fluff is quite clear that the NFC champion usually wins this but there have been rare occasions that this has not been the case. I have guessed the date that the trophy was first awarded by cross referencing the known NFC champions against the winners of the trophy in the handbook, by this method, we know that the first trophy was awarded between the 2475-76 and 2481-82 seasons, I picked the earlier date as it is quite close to Orcidas giving up the Chaos Cup sponsorship rights, it's not too much of a stretch to imagine they invested in this competition as an alternative.