



# AFC WESTERN DIVISION



**BRENDAR GRIZZLIES**




**DARK KENEKADES**




**ELFHEIM EAGLES**



**WESTGATE VENGEANCE**



**STOUTFELLOWS**



**THE WESTERN DIVISION**



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# NAF QUESTIONS

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And now on ABC, it's 'Question Time'. Bob Bifford and Jim Johnson answer viewers' questions about the world's greatest game...

*"Boy oh boy, Jim! That postbag is fuller than a Halfling's belly. There sure are a lot of clueless viewers out there."*

*"I think you meant to say, 'curious', didn't you, Bob?"*

*"Nope."*

*"Ok. Well, let's dive straight in. Here's a nice juicy one for starters."*

Dear Jim and Bob,

If the NFC stands for 'New World Football Conference' and AFC stands for 'Auld World Football Conference', how come there are teams from Naggaroth (which, last time I looked, is in the New World) playing in the AFC? To be frank, this glaring contradiction has completely ruined my enjoyment of Blood Bowl, I have cancelled my Cabalvision subscription until further notice.

Miroslav Pedantic, Praag

*"Oooh, a real toughie to begin with, Jim. I 'aint got a clue. I always thought they were supposed to be the sounds players make when you smash 'em real good in the face. You know, kind of like, "Nnnfc" and "Arffffc"."*

*"Nice guess, Bob, but you're wrong. The 'New' and 'Auld' worlds referred to in the conference names aren't places in the Known World, they're both actually locations mentioned in the Book of Nuffle. Roze-EI himself chose the name NFC for its religious symbolism when he founded the league, and years later, when the Oldlands Conference merged to form the modern NAF in 2432, commissioner Jorge Hellhound named the new conference Auld World, after another mythic realm mentioned by Nuffle. Moving on. Here's one specially for you, Bob."*

Dear Mr Bifford,

My Dad says that you're a cannibal.

Reginald Morsel Jr., the Moot

*"By Morr's Trousers! This one never goes away, does it? First thing anyone asks when they find out you're an Ogre is, 'are you a cannibal?' If, I had a gold crown for every time I've been asked this question, sheesh!... Listen, kid, it's just one of them cultural things, Dwarfs have their beer, Elves have their fancy-dan poetry and Ogres eat each other, simple as that. Seriously, don't knock it until you've tried it. Read the next letter, Jim."*

Dear Jim,

Last season the Darkside Cowboys played an away game against the Worlds Edge Wanderers in Karak Azul, according to my gazetteer, the Cowboy's journey should have taken approximately six months, yet by the next week they were back in Naggaroth for their next home game. How do the teams manage to travel such long distances so quickly?

Ambrose De Nurd, Marienburg

*"Great question Ambrose! Believe it or not, they use magic. Teleporters to be precise. 24 years ago, the colleges of magic patented an amazing new spell called, 'the Aetherial Interstice Roaming Line or 'AIRline', for short. It can transport large numbers of people over incredibly long distances in the blink of an eye. Although it's prohibitively expensive, the NAF have signed an exclusive deal with the Teleporting Wizards Association, so the only journey teams need to make is to their local branch of the TWA and the mages do the rest."*

*"And I can tell you, Jim, it's one heck of an improvement on the flying carpets we used back in my playing days, those things were plain dangerous, just ask the Middenheim Marauders, all of 'em wiped out in a flying carpet crash on the way home from Blood Bowl V."*

*"You know what, Bob, I actually did get a chance to ask them, because they all got signed up to play for the Champions of Death the next season... they were convinced they'd been stiffed!*

*Right, we've got time for one last question. Gee, the handwriting on this one looks familiar!"*

Yo, Biff!

You are so great; you are totally cool, and you are without a doubt the most handsome and crusimatic Ogre Blocker turned commentator ever. I heard you will be releasing some exciting merchandise in 2490, can you tell the viewers at home all about it?

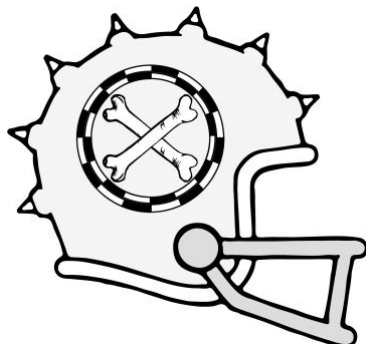
Mr B. Biff Forde, Oldheim

*"Yep, it's true! I've been working with the boffins at Eclectic Arts to develop one of those new-fangled Conned-Soul games that all the kids seem to be playing nowadays. It's a sports simulation called Bifford '90 and will be available on the Slayga or Grimtendo systems. With the holiday season just round the corner it'll make the perfect gift for any-"*

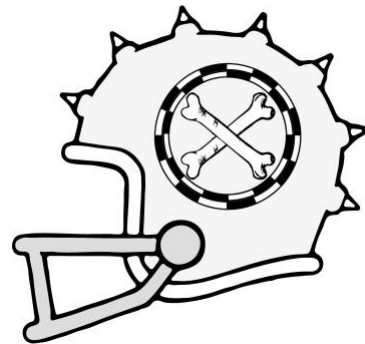
*"Bob. You wrote that letter, didn't you?"*

*"Well, uh... It was kind of... err. Hey, 'aint it time we heard from our sponsors! We'll be right back!"*

# BRUENDAR GRIMJACKS



**Team Colours:** Green and Orange  
**Symbol:** Crossed bones in a circle  
**Owner:** Jorchalas the Ever-Living  
**Head Coach:** Heinrich Müller.  
**Home Stadium:** Sinister Field,  
 (Capacity 49,211, surface astrogranite)  
**Players:** Humans and macabre outcasts  
**Sponsor:** ACME Monster Company  
**Cheerleaders:** The Shades



The Grimjacks have a short but complicated history. Originally formed as a human team playing in the heart of the empire, the team has recently changed ownership and have relocated to the eerie backwater of Sylvania, speculation is rife that the NAF may soon have its second undead team.

**2468** The fact that Blood Bowl is one of the few places you can commit mass murder in civilised society without drawing attention to yourself, does not go unnoticed by the many secret societies of Khorne Worshipers across the Empire. One such group based in Nuln take a gamble and form a team as a novel way to worship the God of Blood in plain sight. They name the team the Grimjacks after an obscure Champion of Khorne, but their cover story for the outside world is that their accountant's a particularly unfriendly fellow called Jack.

**2481** The team's owners become dissatisfied with the Grimjack's paltry 0.5 fatalities per game and decide to look for ways to pep up the body count: Their first idea of shooting any player that gets a broken leg is vetoed by the coach, who reminds them that players aren't racehorses. Instead, he suggests taking advantage of the Chainsaw craze currently sweeping the league. They strike gold when they find Helmut Wulf, a player so in love with his Chainsaw, he takes it to bed with him!

**2482** A major Scandal breaks, when the true nature of the Grimjacks' owners is revealed. The Witch-Finder General has them summarily garotted, then burned at the stake (Which, being Khorne worshippers, pleases them immensely!). Ownerless, the team are put up for sale.

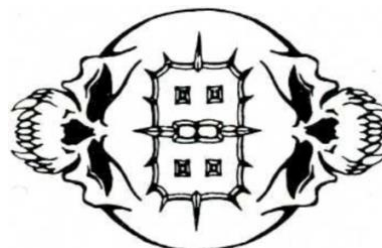
**2483** The Grimjacks are bought by the reclusive Necromancer Jorchalas the Ever-Living, Tomolandry's former roommate at Woebetide University (class of 2215, trivia

fans). In a rare interview with Spike! Magazine, he angrily denies the accusation that he intends to restart the Grimjacks as an undead team, saying "there are rules against that sort of thing". However, his decision to relocate the team to Bruendar in Sylvania, does nothing to dampen the rumours.

**2485** The move to Sylvania continues to unsettle many of the 'Jacks long serving players. The suspicion that Jorchalas is not being entirely honest with them regarding the team's future direction is increased when he replaces the showers with acid baths and their training facility is littered with booby-traps. When confronted, Jorchalas says they're only there to ward off intruders.

**2486** Jorchalas makes more strange signings over the summer. Werewolf Rover McKarloff joins the ghoulish catcher J. Earlice, and the lugubrious blocker DK Fester on the team. But the outstanding signing is the hulking monster of a blocker Frank N. Stein. No one knows where Frank came from, some say he was a gift from an admiring sorcerer, others have noted that players Franklyn Smyth and Steiner S. Scottward mysteriously disappeared shortly before his arrival.

**2487** Despite Jorchalas's vehement protestations, the Bruendar Grimjacks are looking more and more like an undead team. The fact that every time one of their players die, his body goes conveniently missing in the mortuary, leads many to believe that Jorchalas is trying to change the team by stealth.



# TEAM PROFILE

## 2489-90 First Team Roster

No.	Name	Position	Experience
1	Rover McKarloff	Werewolf	Veteran
2	'Blazes' Demonschnell	Catcher	Veteran
3	J. Earlice	Catcher	Veteran
4	Moloch Arcaneson	Thrower	Veteran
5	Igor Bialystuck	Kicker	Experienced
6	Viktor Morose	Blocker	Veteran
7	Helmut Wulf	Lineman <i>(Chainsaw)</i>	Star Player
8	D.K Fester	Blocker	Veteran
9	Jekyl the Changeling	Werewolf	Veteran
10	Luger Unheimlich	Blocker	Veteran
11	Frank N. Stein	Blocker	Star Player
12	Thom Glum	Thrower	Rookie
13	Ivan Griefswald	Lineman	Veteran
14	Werner Gloomstein	Lineman	Rookie
15	Carlo Sombre	Kicker	Rookie
16	Grak Gormless	Orc Lineman	Veteran

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

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

**Cheerleaders:** The Shades *Cheering Ability: 6*

**Spike! Magazine Team Rating:** 223



### Team Honours

None

### Hall of Fame:

None



#### NAF Records

*Most Limbs Severed (Season):*

15 Helmut Wulf (2483-84)

*Most Blood Spilled (Season)*

3 gallons, Helmut Wulf, (2488-89)

#### Team Records

*Rushing (single game):*

150 paces Frank N. Stein vs Stunted Stoutfellows, 2486-87

*Most Decapitations in One Swipe:*

4, Helmut Wulf vs Evil Gits, 2482-83

***Bruendar Grimjacks'***  
***Cheerleaders' Song***  
*" Grimjacks! Grimjacks!*  
*They'll give you a fight!*  
*Grimjacks! Grimjacks!*  
*They're creatures of the night!"*

# DARK RENEGADES



**Team Colours:** Yellow, black and white  
**Symbol:** Snake and dagger  
**Owner:** Lord High Executioner Salem Drax  
**Head Coach:** Gideon Dour  
**Home Stadium:** Hellmouth Cavern, underground, (capacity 85,332, surface astrogranite)  
**Players:** Dark Elves  
**Sponsor:** The Executioners Association  
**Cheerleaders:** The Daggers



The Dark Elf teams in the NAF have a well-earned reputation for being amongst the most malicious and sadistically violent in the known world: The Cowboys have their vicious glamour, the Nightwings have their spiteful running game and the Killers are, well, they're just Killers. But the Dark Renegades see themselves as artists amongst these savages. A kill isn't worthy of applause unless it's done with style, likewise, a touchdown won't be celebrated, unless it aspires to an aesthetic standard that even Elves would struggle to attain. Before the meteoric rise of the Darkside Cowboys in the 60s, the Renegades and their brand of savage connoisseurship were the NAF's premier Dark Elf team. It surely won't be long before their brand of football, pithily called 'The Beautiful Maim', wins them another major honour.

**2381** The good Elves of Laurelorn may have taken their time forming their football teams, but this certainly wasn't the case with the Dark Elves of Naggarth. Their twisted, degenerate culture is infamous for its worship of weird and deviant violence, and Blood Bowl fits into their religious beliefs very well indeed. The Ulthuan Renegades are formed by the Lord High Executioner of Karond Kar, Salem Drax.

**2387** The Renegades have the honour of being the first Dark Elf side to become known to the Overearth society when they are one of the 10 founding teams of the Oldlands Conference, a brash new professional league set up to challenge the stuffy dominance of the NAF. Their brutal artistry takes opponents' breath away, and quite a few never breath again!

**2403** The team change their name to the Dark Renegades, after becoming tired of constantly getting mail intended for the Ulthuan Renegade Shoe Company, a High Elf fashion label.

**2413** The Dark Renegades become one of the strongest teams of the period, regularly challenging the Reikland Reavers and Arctic Cragspiders for the league title. They win their first trophy, the White Skull Challenge Cup twice in quick succession in 2413 and 2417. Their legendary captain Melee calls their unique brand of football "The beautiful maim".

**2479** The Renegades assemble another strong team, with captain Tuern Redvenom proving the catalyst to winning trophies. Whilst their despised divisional rivals, the Elfheim Eagles, may keep qualifying for the playoffs at their expense, the Dark Elves hone their skills in the Chaos Cup, winning it twice in a 2479 and 2481.

**2485** Star Catcher Pinespite Venge causes a sensation when a convenient mutation means anything he touches sticks to his hands. Sadly, he meets with a 'sticky' end against the Lustria Croakers. A poorly timed tackle leads to the Croaker's entire defence sticking to him. Being well versed in the Renegades' tradition of aesthetic perfection, Venge dies in an extraordinary blaze of glory taking the Croakers' defence with him. Venge is posthumously awarded the Most Entertaining Death of the Year award; accepting the trophy on the deceased Catcher's behalf, coach Gideon Dour said, "If you gotta go, go in style!"



# TEAM PROFILE

## 2489-90 First Team Roster

No.	Name	Position	Experience
1	Panther Facile	Blitzer	Veteran
2	Kendal Storm	Thrower	Star Player
3	Jadus Macarbis	Catcher	Veteran
4	Draelas Foe	Blitzer	Experienced
5	Scion Corvass	Catcher	Veteran
6	Jodiah Spite	Lineman	Star Player
7	Petro D'Arvill	Kicker	Star Player
8	Ebony Sinn	Lineman	Experienced
9	Irka Darkblade	Catcher	Experienced
10	Morak Hydra	Catcher	Rookie
11	Prince Nightstalker	Thrower	Veteran
12	Uri Purgedawn	Lineman	Rookie
13	Tuern Redvenom	Lineman	Star Player
14	Malachi Gall	Lineman	Rookie
15	Vex Crimsongore	Lineman	Rookie
16	Esau Mordant	Kicker	Rookie

**Fame:** 6

**Team Rerolls:** 2

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

**Cheerleaders:** The Daggers

*Cheering Ability: 9*

**Spike! Magazine Team Rating:** 235

## Team Honours

Chaos Cup winners 2413, 2417, 2428, 2458, 2464, 2479, 2481



## NAF Records

*Longest Team Song:*

210 verses

*Most Aesthetic Mauling (Highest Ever Rating):*

6.0, Melee, 2415-16, (As voted for by a panel of 10 independent NAF judges)

*Most Wins in the 'Most Beautiful Bloodletting'*

*Competition:*

Melee for 10 consecutive seasons (2412-22)

## Hall of Fame:

Melee, Autavic 'Auto' De Fey

## Dark Renegades Cheerleaders' Song

*"Fire of a long pass  
Give the Gods a thrill,  
Let loose your arrows lads,  
Kill, kill, kill.*

*Crush the defense, boys  
Never mind the ball,  
catch the Stunties from behind,  
Maul, Maul, Maul.*

*Call an elemental, coach,  
To blow the foe away,  
Leave their bones upon the pitch,  
Slay, slay, slay"*

*Verses 1-3 of 210*



# ELFHEIM EAGLES



**Team Colours:** Purple and orange  
**Symbol:** An eagle's head  
**Owner:** Valahar Galantë  
**Head Coach:** Perellian Ashblade  
**Home Stadium:** The Vale, Laurelorn  
 (capacity 68,822, surface grass)  
**Players:** Elves  
**Sponsor:** Star Insurance, Nuln  
**Cheerleaders:** The Eaglets



The Elves were slow to take up Roze-El's challenge, but once they saw how popular the game made their Dwarf, human and Halfling allies they hastily formed several teams. The Eagles developed out of two of these, and their win in the final of Blood Bowl XX remains the greatest achievement to date for this young team (that's young in terms of Elves, of course; many players are 250 or over!).

**2468** The Dar-Elerath Beechtrees and the Ashvale Valar combine to form the new-look Elfheim Eagles after some clever business moves by half-Elven entrepreneur Galantë (the standard joke is that his mother was an Elf and his father was a Cost Accountant), foreclosing on a mortgage and engineering a successful hostile takeover (non-accountants would call it a war) gave him controlling interest in both teams. He bought the Vale Arena from a third Elven team following the collapse of an Elven insurance cartel. He then sold his most experienced players to another new Elven team (the Gladiators), auctioned off both of the other stadiums (which were converted into open-air markets) and hired Perellian Ashblade to build a strong, young team. Finally, he spared no expense in acquiring a powerful mage to act as the team 'masseur'.

**2470** The Eagles do nothing to change the impression that Elves are effete pushovers when they insist on having delightful orange and purple marigolds grown around the borders of their dugout.

**2471** Scandal breaks when the Eagles are thrown out of the Chaos Cup for no other reason than that they are Elves, when the competition's sponsorship is taken over by Orcidas. After a lengthy court battle- and not a little warfare besides! the NAF rule that Orcidas were wrong. The company pass up the chance to renew sponsorship in the following season, but Elfheim vow never to play in the Chaos Cup again.

**2472** The infamous Quagmire incident match takes place when the Eagles visit the Bright Crusaders. 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 are forced to change the rules, limiting teams to just one wizard per game.

**2480** Many Elves make absolute fortunes by betting on their team when the Eagles beat the revolting Nurgle's Rotters in Blood Bowl XX. How they actually managed this incredible feat- and without a single fatality either- is still being investigated by an official NAF committee. The investigation is unfortunately being hampered by the fact that investigators keep dying after interviewing the relevant Rotters players, but it has uncovered evidence of widespread use of Elven high magic, animated grass, a huge vat of antiseptic and a covert team of troubleshooters from the Acne-Clear corporation.

**2487** The Eagles controversially refuse to play a game against the Bright Crusaders. In a post-match press conference, Head Coach Perellian Ashblade explains that they did not take the decision lightly, but there were three very serious reasons why they couldn't play: "1, it was raining; 2, the field was muddy; and 3, the Crusaders had shiny new uniforms on, which looked, quite frankly, absolutely horrible!"

**2489** The investigation into Blood Bowl XX is concluded in the Eagles' favour. With their historic win secure, the Eagles' are now looking to become the first Elf team to win the trophy twice. With a talented young team and Valen Swift hitting the best form of his career, the Eagle's enter the new season with a growing confidence that this may be the year they do it.

# TEAM PROFILE

## 2489-90 First Team Roster

No.	Name	Position	Experience
1	Valen Swift	Thrower	Star Player
2	Soaren Hightower	Thrower	Star Player
3	Ibrahim Golddawn	Catcher	Star Player
4	Highelm Lyrpadre	Catcher	Star Player
5	Fanafriel Cleardawn	Catcher	Veteran
6	Harelyon Tallelm	Catcher	Star Player
7	Pinedweller Cumulus	Catcher	Veteran
8	Ffarren Branchstrength	Blitzer	Veteran
9	Kerredith Morr	Kicker	Veteran
10	Opaldawn Mardieil	Kicker	Veteran
11	Tall Erreden	Lineman	Veteran
12	Sussurrus Morr	Lineman	Veteran
13	Fennel Tallelm	Lineman	Veteran
14	Oakwarmth Salladrien	Lineman	Veteran
15	Lithoryl Palesilver	Lineman	Experienced
16	Ullerien Morr	Lineman	Experienced

**Fame:** 15 **Team Rerolls:** 8

**The Fans:** *Chant 4; Hooligans 1; Loyalty 3*

**Cheerleaders:** The Eaglets *Cheering Ability: 9*

**Spike! Magazine Team Rating:** 301

**NAF Records**

*Most Completions Without an Interception:*  
65, Valen Swift 2484 (2484-Present)

*Most Spells Cast in a Single Game:*  
93, vs Bright Crusaders, (2473-74)

*Most Antiseptic Used in a Match:*  
10 gallons, vs Nurgle's Rotters, Blood Bowl XX

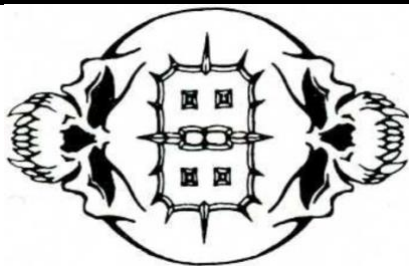
**Club Records**

*Rushing paces (Career):*  
11,800 paces, Valen Swift (2484-present)

*Passing Paces (Career):*  
20,133 Ruatha Tembilin (2468-80)

*Interception Paces Returned (career):*  
982, Ibrahim Golddawn, (2486-present)

*Receiving Paces (Career):*  
6,022 Erewine ar-Khorrigan (2468-82)



### Team Honours

Blood Bowl winners 2480 (XX)  
AFC championship winners 2480

Most aesthetic pass (2484-87); Heaviest Match Programme (2481); Elf Lord's Commendation for Most Spectacular Offensive Magic (2473, 2480)

### Hall of Fame:

Erewine Ar Khorrigan, Rowan 'Rootstem' Elderbranch, Ruatha Tembilin

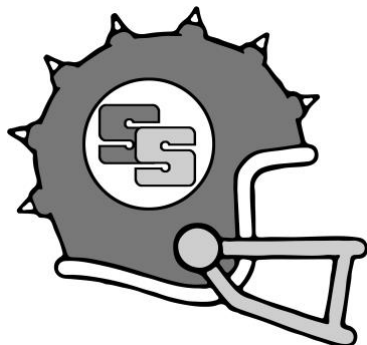
### Elfheim Eagles' Cheerleaders' Song

*"Pass the ball! Pass the ball!  
Eagles make it fly!  
Throw it long! Throw a bomb!  
Hit the Bull's Eye!"*





# STUNTED STOUTFELLOWS



**Team Colours:** Green and yellow  
**Symbol:** Two interlocked S  
**Owner:** 'Big' Lud Shortbottom (Interim), Wilbert Stoutfellow (in-absentia)  
**Head Coach:** 'Spotted' Dick Dinewell  
**Home Stadium:** Candy Stick Park, (capacity 11,300, surface grass)  
**Players:** Halflings  
**Sponsor:** Satrioli's Sausage Shops  
**Cheerleaders:** The Stunted Stoutfillies



Even by Halfling standards, the Stoutfellows are a poor team; they can't run very far, they can't throw, and fatalities every match are quite horrendous. However, a recent change of ownership may mean better times are around the corner.

**2463** Wilbert Stoutfellow, the proprietor of a successful chain of sausage shops, leads a bid to bring professional football to the Mootland capital of Eiches Schatten. Stoutfellow is a tremendously popular figure, famed for his generously proportioned sausages and optimistic outlook on life. He soon has enough backers to form a team, and since he's such a thoroughly nice chap, everyone insists that they be named after him- the Stunted Stoutfellows.

**2470** When the Marienburg Fishers quit the league in a principled stand against the NAF's substandard half time catering arrangements, Wilbert Stoutfellow sees a chance for his team to hit the big time. Stoutfellow's jolly demeanour charms Commissioner Three-Horn into letting them join the league and complete the rest of the Fishers' schedule.

**2475** The Stoutfellows sense the chance of an easy win when their opponents the Chaos All-Stars fail to arrive in time for the start of the game. When the All-Stars do finally arrive at half-time, the plucky Stouts are only 2-1 down!

**2481** Star Catcher Warmglow Vindaloo has a break-out season. His surprisingly nimble hairy feet and ability to keep hold of the ball as though it were a fresh iced bun is the one bright spot in an otherwise poor season for the Stouts.

**2483** The Stoutfellows get the unwanted record of worst tackle ever. Five Halflings tackle a

Treeman who carries all of them and the ball to the endzone to score. Luckily for them, this record was later broken by Khain's Killers.

**2484** Unknown to everyone, Wilbert Stoutfellow has a dark secret. His generously proportioned sausages caught the attention of the Mootland underworld, in particular 'Big' Lud Shortbottom, a member of Nuln's notorious Lowhaven Clan who makes Stoutfellow an offer he can't refuse, telling him "It'd be a shame if something nasty happened to those big sausages of yours". As a result, Stoutfellow begins to pay 'protection' money each month to the Lowhaven Clan and tells nobody for fear of his life.

**2486** Crisis hits when the so-called 'Boar war' sees sausage meat prices crash. Unable to pay the Lowhaven's their protection money, Wilbert Stoutfellow is last seen being escorted into an unmarked carriage by a Halfling and two Ogres. The next day a press conference is held, where the new owner- none other than 'Big' Lud Shortbottom- says, that due to stress, Mr Stoutfellow has gone on a 'long holiday' and has appointed him to run the team for the duration. Changes are instant, unsettled Star Catcher, Warmglow Vindaloo, quickly withdraws his transfer request, after waking up to find the severed head of his pet gerbil lying next to him in his bed.

**2487** The new owners use their, ahem, influence, to get the Stoutfellows an extremely favourable schedule at the annual Sock-Exchange meeting. The 2487-88 season is the Stoutfellows' best ever, they actually win 5 games. Scale that up three or four times and you can see how the Stouts may become a force in the AFC west in, say, three or four decades.

# TEAM PROFILE

## 2489-90 First Team Roster

No.	Name	Position	Experience
1	Warmglow Vindaloo	Catcher	Star Player
2	Mustard Kernel	Catcher	Experienced
3	Fatolph Shortbreath	Catcher	Veteran
4	Tully Warmglow	Catcher	Veteran
5	Largo Chubbychap	Catcher	Rookie
6	Roscoe Bigfeet	Catcher	Experienced
7	Willow Barkskin	Treeman	Veteran
8	Diddly Squat	Lineman	Experienced
9	Herbert Hugebelly	Lineman	Veteran
10	Bingo Shortwick	Lineman	Rookie
11	Mungo Éclair	Lineman	Rookie
12	Tolman Softgirth	Lineman	Experienced
13	Dweebe Nelcon	Lineman	Rookie
14	Gamble Cokey	Lineman	Rookie
15	Chunk Hamfist	Lineman	Veteran

Fame: -3

Team Rerolls: 0

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

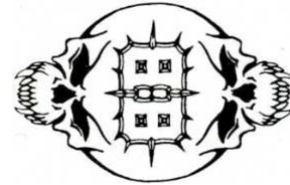
Cheerleaders: The Stoutfillies

Cheering Ability: 8

Spike! Magazine Team Rating: 134

### Stunted Stoutfellows' Cheerleaders' Song

*"Let's get ready to Crrrrrumble!!!"*



#### NAF Records

*Biggest Ever Sausage in a Hot-Dog Eaten of the Field of Play:*

4 feet, consumed by Warmglow Vindaloo vs Bruendar Grimjacks (2485-86)

*Most Receiving Paces Career (Halfings):*

2657, Warmglow Vindaloo, 2481-present

*Most Touchdowns Career (Halfings):*

48, Warmglow Vindaloo

#### Team Honours

None

#### Hall of Fame:

None



# WESTSIDE WEREWOLVES



**Team Colours:** Red  
**Symbol:** Claw marks  
**Owner:** The Company of the Wolf  
**Head Coach:** Lucian Mordere  
**Home Stadium:** Westside Arena, Drakwald (capacity 32,409, surface grass)  
**Players:** Werewolves  
**Sponsor:** The Trans-Sylvanian Express  
**Cheerleaders:** The Shapeshifters



Westside Werewolves are currently the NAF's only all-Werewolf team, and despite their split personality, they've actually been playing well in recent years, running the Elfheim Eagles a close second in the AFC Western Division. Their success is dependent on star player and captain Wilhelm Chaney, one of the greatest Werewolf players ever.

**2473** When both the Kishargo Werebears and the Icecastle Wolves disband within weeks of each other, their few remaining players and staff band together, calling themselves 'the Company of the Wolf'. They relocate to the west side of Drakwald forest, a place notorious for harbouring many Werereatures, and begin recruiting players. In no time at all, they have the nucleus of a strong team and immediately apply to the NAF. Thanks to the league's policy on maintaining racial balance, the Westside Werewolves are hurriedly accepted into the league.

**2474** In only their second season in the league, the Werewolves claim a huge scalp (and several other body parts, actually) when they beat the mighty Champions of Death. The game is notable for the devastation Westside's players wreak upon Tomolandry's skeletons, they run off with so many body parts, the Champs' players fall apart, in a very literal way. Later, Tomolandry even goes as far as to say that he would rather concede a game than have his team ruined by playing the Werewolves again. (NAF statisticians now estimate that the Werewolves have run off with over 200 different parts of the Champions over the years!)

**2478** The risk to skeletons of playing against Werewolves is once again made apparent when the undead freebooter Ricardo Ferminelli's is buried by Westside's Max Fullmoon. The tragedy is, Ferminelli was just 3 teams short of having played for all 40

NAF teams. The world is still waiting for Ricardo to reappear.

**2486** The Werewolves discover a genuine star in Wilhelm Chaney. Despite a few rough edges (in early matches he has a habit of returning caught balls to the thrower), he displays an amazing level of discipline when in wolf form, and, despite his youth, becomes the leader of the pack they've always been lacking. Chaney's ability to get the other Were-players in the team to focus on winning sees them edge out the Elfheim Eagles for the AFC West title, which set up a Quarter final match against none other than the Champions of Death! Sadly, Tomolandry's game plan involving rubber bones and frisbees works a treat, and the Champs finally avenge all those missing femurs by winning the game and going on to win Blood Bowl XXVI.

**2487** The Werewolves strengthen their team over the summer by signing the notorious freebooter, Erik "the Dog" Jorgson. It is testament to Captain Chaney's leadership skills that the formerly untameable Jorgson is now eating out of his hand rather than biting the hand that feeds him, as was the case on his previous teams.

**2489** After an impressive season, there is a growing confidence that the Werewolves can start challenging the Elfheim Eagles to become the top dogs in the AFC western division. The combination of Head Coach Lucian Modere's obedience training and the on-field leadership of Wilhelm Chaney has seen the Werewolves pull off impressive wins against many of the NAF's top teams. So long as they can avoid playing too many teams with Treemen, bookies are tipping them as one of the teams to watch in 2489-90.

# TEAM PROFILE

## 2489-90 First Team Roster

No.	Name	Position	Experience
1	Dirk Hundsleib	Were Lineman	Veteran
2	Max Fullmoon	Were Lineman	Veteran
3	Caspar Zorn	Were Lineman	Veteran
4	Ivar Wolfstruck	Were Lineman	Veteran
5	Erik 'the Dog' Jorgsson	Were Lineman	Star Player
6	Sven Fangface	Were Lineman	Experienced
7	Johnny Lycan	Were Lineman	Veteran
8	Marc de Lassie	Were Lineman	Rookie
9	'Howling' Peter	Were Lineman	Rookie
10	Oswald the Stray	Were Lineman	Veteran
11	Achim von Stalker	Were Lineman	Veteran
12	Hrolf Shapeshifter	Were Lineman	Experienced
13	Ulric Barker	Were Lineman	Veteran
14	Jacques Roussel	Were Lineman	Rookie
15	Wilhelm Chaney	Were Lineman	Star Player
16	Thor Doomhowl	Were Lineman	Rookie

Fame: 2

Team Rerolls: 0

The Fans: Chant 2; Hooligans 1; Loyalty 4

Cheerleaders: The Shapeshifters

Cheering Ability: 8

Spike! Magazine Team Rating: 240



### NAF Records:

*Most Opposition Body Parts Stolen During a Game:*  
35, vs the Champions of Death, (2474-75)

*Most Balls Returned to the Player that Threw them (Single game):*

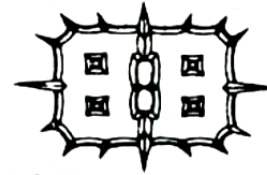
7, Wilhelm Chaney, vs Elfheim Eagles, (2486-87)

*Most Referees Buried (Career):*

32, Steffen Valkies (2474-present)

*Most Treemen Inconvenienced (Single Game):*

5, Ulric Barker, vs Bluebay Crammers, (2480-81)



### Westside Werewolves' Team Anthem

*"Howl to the Werewolves!  
Howl Victory!  
Dogs on the warpath  
Lycanthro-o-py"*

### Team Honours

None

### Hall of Fame:

None





# APPENDIX

## CONTENTS

1. **Methodology used**
2. **Notes and references on the teams**
3. **Notes and references on the team symbol designs**
4. **Notes and references on the interior articles**

### 1) Methodology Used: Unifying the Sources.

The aim of this project was to collect together all of the available information on the 40 NAF teams mentioned in the 1988 Blood Bowl Handbook and present them in the conventional format for Blood Bowl teams (Team Details; Timeline; Team Honours; Team Roster; Hall of Fame). There has never been a cohesive strategy for unifying all of the Blood Bowl background/'fluff', this has led to some contradictions between new and old material. For this project to work, I had to unify 36 years of background. This was the main reason I chose the setting of 2489, it meant I could use the 2<sup>nd</sup> edition as the primary canon and work all subsequent fluff around this. For example, the winner of Blood Bowl VIII is officially recognised by the Games Workshop as being the Nurgle's Rotters, however, in the second edition it was the Evil Gits, since this book prioritises the 2<sup>nd</sup> edition I have gone with the 'unofficial' option. Likewise, the participants in Blood Bowl V were changed, despite having a considerable write up in the 2<sup>nd</sup> edition.

Surprisingly, there were very few occasions where I had to disregard the newer fluff. A major example of this is the profile for the Naggaroth Nightwings, the recent (2018) profile on them is substantial but creates several contradictions (see my notes for the Nightwings below for a full explanation). The only other notable deviation is with regards to the honours won by the Champions of Death. Recent fluff says they are previous winners of the Chaos Cup, but this was not the case in the 2<sup>nd</sup> edition. I decided to break my own rule to keep the newer version, my reasoning being it doesn't contradict their 2<sup>nd</sup> edition identity as a major team in the league.

### 2) References and Notes on the Team Profiles

What follows is an extensive list of which official sources I have used to compile the team profiles and articles.

The information is laid out as follows:

Text in **Bold** is the part of the profile that the references relate to.

The information in the references is set out as follows:

Publication title, page number, (year) publisher.

Unless otherwise stated, all the artwork is by Pete Knifton and taken from various 2<sup>nd</sup> edition sources.

### Breudard Grimjacks

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

**Symbol:** Blood Bowl 2<sup>nd</sup> Edition Box Art, Games Workshop (1988)

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

**Head Coach:** Star Players, p.57, Games Workshop (1989)

**Sponsor:** Star Players, p.35, Games Workshop (1989)

**Team History:** Spike! Journal Issue 11, p.10, Games Workshop (2021)

**Team Records:** Star Players, Star Player Card 'Frank N Stein' (verso), Games Workshop (1989)

**Notes:** The Grimjacks have evolved considerably since the 2<sup>nd</sup> edition and are now well established as being a Necromantic team. In the 2<sup>nd</sup> edition we only know the following: They have a Star Blocker called Frank N. Stein, they have a human chainsaw wielding loony, they have human players, and their coach is called Heinrich Müller (it's also very probable that they are one of the teams featured on the box art for the 2<sup>nd</sup> edition board game, as they have the Grimjacks Green/Orange team colours; if so, this reveals their symbol as being crossed bones in a checkered circle). Finally, the name 'Grimjack' appears in a contemporary Games Workshop publication 'Realm of Chaos: Slaves to Darkness (1989) p.153' as a champion of Khorne. Since there was so little official fluff, I felt able to try and tie together the 2<sup>nd</sup> edition information with their subsequent transformation into a Necromantic team. The Chainsaw Loony, Frank N. Stein and Grimjack name, all hint at them being a Chaos Human team (the list of 'famous' Chaos

Human teams was omitted from Star Players, so there can be no definitive answer). Taking that as a starting point, I have them being recently bought by Tomolandry's former classmate and rival Jorchalas (Chicago Bears fans may recognise the name!), who is rather unsubtly trying to change them to an undead team by stealth (hence Frank N. Stein). The collapse of the NAF will accelerate this transition in the 90s. I have added several unattached players from the 2<sup>nd</sup> edition fluff who are nominally 'Necromantic' but have never been officially linked to the Grimjacks. All other names on the roster were invented.

### Dark Renegades

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

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

**Team History:** Blood Bowl Handbook, p.21, Games Workshop (1988); & Companion, p.7, & p.15, Games Workshop, (1990);

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

**Notes:** There is very little information available regarding the Renegades, I have invented a lot of the team's history. The players on the roster are either existing unattached freebooters who could have plausibly played for them in 89-90 or names I have invented. I have used the team profile as a chance to clear up a 'mistake' in the 1988 rule book, on page 21, a Dark Elf miniature, in the colours of the Dark Renegades is captioned 'Ulthuan Renegades', I have made this the team's original name.

### Elfheim Eagles

**Team Colours/Symbol/Owner/Home Stadium/Team Honours:** Blood Bowl Handbook, p.22, Games Workshop (1988)

**Sponsor/Cheerleaders:** Star Players, p.52, Games Workshop (1989)

**Team History:** Blood Bowl Handbook, p.22, Games Workshop (1988); & Star Players, p.20, p.52, Games Workshop (1989); & Companion, p.20, Games Workshop, (1990)

**Team Records:** Star Players, Star Player Card 'Valen Swift' (verso), Games Workshop (1989)

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

**Notes:** All the information for this team (with the exception of their team song) comes from 2<sup>nd</sup> edition sources.

### Stunted Stoutfellows

**Team Colours:** Star Players, Star Player Card 'Warmglow Vindaloo' (verso), Games Workshop (1989)

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

**Team History:** Blood Bowl Handbook, p.16, Games Workshop (1988); & Companion, p.6, Games Workshop, (1990); Star Players, p.26, Games Workshop (1989)

**Team Records:** : Star Players, Star Player Card 'Warmglow Vindaloo' (verso), Games Workshop (1989)

**Notes:** There is almost no information on the Stoutfellows, meaning a majority of the profile was invented. Likewise no players other than Warmglow Vindaloo are ever mentioned, so the roster is comprised of later edition unattached Halfling players, all other names are invented.

### Westside Werewolves

**Team Colours:** Star Players, Star Player Card 'Wilhelm Chaney' (verso), Games Workshop (1989)

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

**Head Coach:** Spike! Journal Issue 11, p.15, Games Workshop (2020)

**Team History:** Spike! Journal Issue 11, p.15, Games Workshop (2020); Companion, p.50, p.53, Games Workshop, (1990)

**Notes:** There isn't much information about the Werewolves in the 2<sup>nd</sup> edition. The profile is based on their rivalry with the Champions of Death and Spike Journal's 2020 profile on Wilhelm Chaney. I have made a connection between their

founding and the disbanding of the Kishargo Werebears in the same year. Wilhelm Chaney is the only known player, but I have added freebooter Erik 'the Dog' Jorgsson. All other players are invented.

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

Another nice touch to the 2<sup>nd</sup> edition was the 'Endzone' markers that came with the game. Each one had a famous team's name in an appropriate design with their helmet and team symbol on it. I felt it was important to extend this to all 40 NAF teams, not least to give 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 Western**

**Bruendar Grimjacks:** 2<sup>nd</sup> Edition Box Art (1988) & Knute Rockknee (2022)

**Dark Renegades:** Unique design: Knute Rockknee (2022)

**Elfheim Eagles:** 2<sup>nd</sup> edition Endzone Marker (1988)

**Stunted Stoutfellows:** Unique design: Knute Rockknee (2022)

**Westside Werewolves:** Unique design: Knute Rockknee (2022)

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

#### **NAF Questions With Jim and Bob**

I used this format to answer a few of the 'contradictions' in the 2<sup>nd</sup> edition fluff in a light and humorous way.