

BLOOD BOWL

NAF



FACT BOOK

BLOOD BOWL®

NAF

FACT BOOK

INTRODUCTION

This book is an attempt to solve a mystery that has intrigued Blood Bowl fans ever since the publication of the second edition in 1988, namely, ‘what did the NAF’s member teams actually look like?’ When it comes to the more famous ones, like the Reikland Reavers, Darkside Cowboys or Gouged Eye, we know a lot, thanks to the comprehensive profiles and rosters that were published at the time, but for a majority of the 40 teams, there is relatively little information beyond the odd star player, a handful of statistics and various bits of trivia. The aim of this book is to collect everything that has been published about the NAF teams and give each one a profile outlining their history, team honours, current roster and a selection of their records. The format I have adopted is taken directly from the team profiles published in the ‘Blood Bowl Hand-Book’ (1988), and ‘Star Players’ (1989). Taken as a whole it gives a speculative snapshot of what the league may have looked like in that fateful year of 2489, just before the NAF collapsed into oblivion.

The title, ‘NAF Fact Book’, is a reference to the ‘NAF Facts’ that peppered the various publications of the second edition. Whilst these little boxes were often amusing bits of trivia (‘Fluff’ to use the technical term), they played an enormously important role in adding to the richness of the Blood Bowl setting and were one of the many things that made the game so unique. That said, ‘Facts’ in this case is probably a bit misleading, because in making this book, I have frequently had to fill in the gaps between what little official information there is by inventing my own material. I took pains to maintain a consistency with the official literature and ensure each profile was written in a style that feels as close to the second edition as possible. Ultimately, I wanted this book to seem like a plausible third volume, following on from ‘Star Players’ (1989) and the ‘Companion’ (1990), and to that end, I have used the same design and layout as those books, and I have reused Pete Knifton’s fantastic illustrations (a second edition publication without his iconic work seems unthinkable). **There are extensive notes, references and citations for every team in the appendix (pp.98-105)**

Finally, you will notice that the 2489 covered in this book is slightly different to the 2489 outlined in the official Blood Bowl timeline. In this timeline, the events leading to the league’s demise have not happened, the NAF is still thriving, and the commissioner remains the shady Nikk Three-Horn. My reasoning was two-fold. Firstly, I needed the freedom of an alternate universe to invent the new material that many of the teams required, but secondly, and most importantly, Blood Bowl has always been a ‘multiverse’, the most obvious example of which is the way game’s background has subtly changed with each new edition that has been published. The concept of multiple realities is what makes Blood Bowl compelling; anyone who’s ever created a team, invented its players, and taken to the field in pursuit of glory (which, let’s face it, is all of us!) has created their own unique splinter of the main timeline adding to the richness of the setting. The genius of what Jervis Johnson, Marc Gascoigne and Stewart Parkinson did all those years ago, was to create a big, anarchic, infinitely expandable universe, that captured the player’s imagination and encouraged us all to dive in and make it our own. This book is an expression of that joyful creative permission, it is a book by a fan for other fans. I hope you enjoy it.

Knute RockKnee, 2023

CONTENTS

| | |
|---|----|
| 2489-90: THE NEW SEASON | 2 |
| NFC CENTRAL DIVISION | 3 |
| ATHELORN AVENGERS..... | 4 |
| DARKSIDE COWBOYS..... | 6 |
| EVERBOLD UNICORNS..... | 8 |
| EVIL GITS..... | 10 |
| GREENFIELD GRASSHUGGERS..... | 12 |
| THE BLOOD BOWL CALENDAR | 14 |
| NFC NORTHERN DIVISION | 15 |
| ASGARD RAVENS..... | 16 |
| DWARF GIANTS..... | 18 |
| LOWDOWN RATS..... | 20 |
| NURGLE’S ROTTERS..... | 22 |
| VYNHEIM VALKYRIES..... | 24 |
| 2488-89 SEASON REVIEW | 26 |
| NFC EASTERN DIVISION | 27 |
| BLUEBAY CRAMMERS..... | 28 |
| CREEVELAND CRESCENTS..... | 30 |
| DWARF WARHAMMERS..... | 32 |
| SKAVEN SCRAMBLERS..... | 34 |
| SOUTHSTORM SQUIDS..... | 36 |
| NAF SCHEDULE 2489-90 (PART 1) | 38 |
| NFC WESTERN DIVISION | 39 |
| THE HOBGOBLIN TEAM..... | 40 |
| GALADRIETH GLADIATORS..... | 42 |
| LUSTRIA CROAKERS..... | 44 |
| ORCLAND RAIDERS..... | 46 |
| WORLDS EDGE WANDERERS..... | 48 |
| NAF SCHEDULE 2489-90 (PART 2) | 50 |
| AFC CENTRAL DIVISION | 51 |
| BLUCHEN BERSERKERS..... | 52 |
| THE GOUGED EYE..... | 54 |
| NAGGAROTH NIGHTWINGS..... | 56 |
| REIKLAND REAVERS..... | 58 |
| UNDERWORLD CREEPERS..... | 60 |
| NAF CHAMPIONSHIP FINALS | 62 |
| AFC NORTHERN DIVISION | 63 |
| ALBION WANDERERS..... | 64 |
| ARCTIC CRAGSPIDERS..... | 66 |
| CHAMPIONS OF DEATH..... | 68 |
| ICECASTLE WOLVES..... | 70 |
| MIDDENHEIM MARAUDERS..... | 72 |
| CHAOS CUP WINNERS | 74 |
| AFC EASTERN DIVISION | 75 |
| BRIGHT CRUSADERS..... | 76 |
| CHAOS ALL-STARS..... | 78 |
| KHAIN’S KILLERS..... | 80 |
| OLDHEIM OGRES..... | 82 |
| SCARCRAIG SNIVELLERS..... | 84 |
| NAF QUESTIONS WITH BOB BIFFORD AND JIM JOHNSON | 86 |
| AFC WESTERN DIVISION | 87 |
| BRUENDAR GRIMJACKS..... | 88 |
| DARK RENEGADES..... | 90 |
| ELFHEIM EAGLES..... | 92 |
| STUNTED STOUTFELLOWS..... | 94 |
| WESTSIDE WEREWOLVES..... | 96 |
| APPENDIX (SOURCES AND REFERENCES) | 98 |

2489-90: A NEW SEASON



And now on the ABC, Bob Bifford and Jim Johnson look forward to the upcoming 2489-90 NAF season...

"Can you feel it, Jim?"

"Gee, Bob, maybe we should save that until after the show. I don't think the viewers really want to see-..."

"No, Jim! I mean, can you feel the excitement of the all-new NAF season!!! "

"Oh, you bet I can! It's been a roller coaster of an off-season, there've been more twists and turns than a High Elf's hairdo! Every team has strengthened their squads over the summer- well, maybe not the Hobgoblin Team- but other than that it's been a frenetic few months, and I think we're going to see carnage on an industrial scale when we kick-off next week."

"Ah, nothing says 'new season' like some good old fashioned gratuitous violence dressed up as sporting achievement!
Which teams do you like this year, old buddy?"

"Well, Bob, the Scramblers have really caught my eye. They've been splashing the Warpstone over the summer and have developed some new mutations that are, to be perfectly honest, terrifying; I can't wait to see them take the field! Then there's the continuing transformation of the Evil Gits. Coach Whipdeath has been cutting their underperforming players left right and centre- so much so that he actually broke his knife! But It hasn't taken him long to sweep away the remains and he's replaced them with some of the evillest gits in the Known World. In fact, many pundits are now tipping them as the team to watch this season! How about you, Bob, what caught your eye over the summer break?"

"Well, since you're asking, Jim, I managed to get two weeks away at the Cobracopana beach resort on the

sunshine coast of Lustria. Great food, beautiful beaches, but those Amazon gals- boy-oh-boy -can they ever rock a swimsuit! What a sight for an old Ogre's eyes!"

"Umm... well, thanks for that, Bob."

"Y'Know what else I found out while I was on vacation, Jim? I got talking to this one guy, a mage who's real high-up in one of them colleges of magic, anyway, he thinks that we're now living in a parallel universe!"

"A parallel, what?"

"A Parallel Universe. He called it an incredibly rare phenomyn... phonomern... phunoman, ah I dunno what he called it, but he said it was a one in a billion occurrence and that it happened right before last season's Blood Bowl final. I 'aint big on the technical stuff, but he said that just before the kick-off our reality sprouted off from the dimension that we'd all been living in and formed a whole new Universe!"

"Wow, you don't say! Actually, I think I've read about this back when I was researching the Chaos All-Stars. If I remember rightly, it's called an 'Eldritch Hiccup', it means we are just one reality amongst countless billions."

"..."

"Bob! Bob, are you okay?"

"wha... oh, sorry, Jim. I was just thinking about all those other universes and it suddenly made me realise the ultimate futility of our existence. Whoo-eee!"

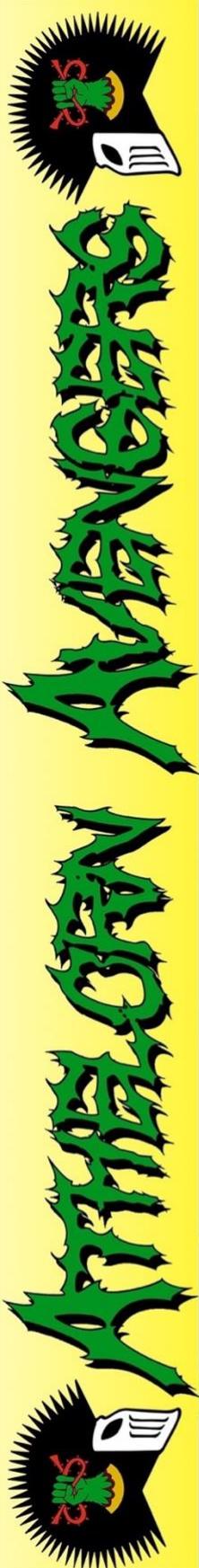
"Oh, I don't know, Bob, look on the bright side: At this exact moment, there's probably another Jim and Bob sitting right where we are, but instead of previewing the new season they're crying into their microphones because commissioner Three-Horn has run off with everyone's money and bankrupted the league! Ha, ha, ha!"

"Ha, Ha, Ha! You got some imagination, you old bloodsucker! Honestly, can you really see good old Nikk doin' somethin' like that?"

"Well, Bob, as the man himself says, 'this is Blood Bowl, buddy, anything can happen!'"



NFC CENTRAL DIVISION



ATHELORN AVENGERS



Team Colours: Green and red
Symbol: Fist clutching thorns
Owner: Caesyn Dyn-Athron
Head Coach: Aed Hothriss
Home Stadium: Great Tree stadium
 (Capacity 51,230, surface grass)
Players: Wood Elves
Sponsor: The Kindreds of Talu
Cheerleaders: The Sprites



On paper, the Avengers look like contenders; their offense is capable of lightning-fast scores, and they are led by the great Jordell Freshbreeze, however, their time in the NAF has been one of constant underachievement, the reason for this becomes apparent as soon as they fall behind- their temperament is as fragile as their lightly armoured players. Stories of them refusing to play in wet weather for fear of muddying their uniforms abound, but it is their Central division rivals, the Darkside Cowboys, who really make them fall to pieces.

2428 Unlike their cousins in Laurelorn or Ulthuan, the Wood Elves of Athel Loren are quicker to embrace football. The Athelorn Arrows are formed as an amateur side and begin entering local competitions.

2429 The Arrows get their first shot at the big time when they make their debut in the Elven Kingdoms league, they make an impressive start, winning their first few games. Their impressive winning streak comes to an end when they take to the field against the powerhouse Darkside Cowboys. After forty-three increasingly foul-fuelled minutes, the Arrows end up conceding, having lost over half of their starting line-up to what the press release later called "career-limiting injuries". They swear vengeance, changing their name to the Athelorn Avengers, and one of Blood Bowl's most famous rivalries is born.

2437 The Avengers become the first team to use Wardancers as players in their team. In particularly brutal match against the newly formed Orc team the Severed Heads, the Avengers are taking a severe beating. With their casualties piling up and morale beginning to flag, a troupe of Wardancers, who were supporting the team from the sidelines, take matters into their own hands and get involved in the match. The Orcs can barely lay a glove on them as their intervention sees the Avengers rally for a

famous win. Since then, Wardancers can regularly be found playing as Blitzers on Wood Elf teams

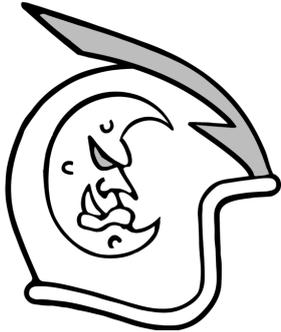
2440 The physical and psychological damage caused by constantly losing to the Cowboys is immense, what is worse, with the Dark Elves now playing in the NAF, their quest for vengeance cannot be fulfilled. Disillusioned, they withdraw from the Elven Kingdoms League and spend two decades in the wilderness, which, being Wood Elves, is just how they like it.

2461 When they finally reappear, the Avengers are a changed team. Refreshed from their sabbatical, they return to the Elven Kingdoms League and win it at the first attempt.

2472 When the Kishargo Werebears disband, following their marathon match against, coincidentally, the Darkside Cowboys, a vacancy opens up in the NFC central division. The Avengers are awarded it due to their dominance in the Elven Kingdoms League. The Avengers start to get noticed but are stuck in the same division as their bitter Dark Elf rivals. The Cowboys realise that their presence is just about the only thing that can shake the Avengers' otherwise limitless confidence and are quick to inform their fans. The Avengers suffer a number of embarrassing losses when Cowboys fans start turning up to their games to jeer, chant and generally be as much of a nuisance as possible.

2489 The Avengers have the makings of a very strong team and with Jordell Freshbreeze in the line-up they will always be competitive, but despite the potency of their offense they still have to beat the newly crowned world champion Cowboys to stand any chance of winning the division. Few believe that this will be the year they break the jinx.

DARKSIDE COWBOYS



Team Colours: Blue and yellow
Symbol: Crescent moon
Owner: Prince Derren ar-Lolovia
Head Coach: Luxen Tuentir
Home Stadium: The Darkside Cavern, underground,
 (capacity 90,000, surface astrogranite)
Players: Dark Elves
Sponsor: Imperial Clothiers Guild
Cheerleaders: The Shadows



The Cowboys are a cruel, ultra-violent team, and consequently do very well at the game. The combination of high intelligence, natural grace, degenerate violence and a hatred of all other living beings has helped them to the top several times.

2379 The Dark Elves of Naggaroth are quick to embrace the savage joys of Blood Bowl, none more so than Prince Derren ar-Lolovia, who boasts he has read all 1000 pages of the book of Nuffle (and not just the gory bits, like everyone else). His enthusiasm is such that he forms one of the first Dark Elf teams, the Darkside Cowboys, naming them after a sect of some repute mentioned in Nuffle's holy book.

2422 The Overearth (Dark Elf word for the surface world) first learns of the existence of the Darkside Cowboys when the Halfling Pinkfoot Panthers visit them for a friendly match and don't return.

2438 Several teams threaten to boycott the Cowboys when they apply to join the NFC, but the pale-skinned assassins were admitted anyway. Instantly, sordid revelations started to appear about their peculiar habits, such as using small trussed up Troglodytes as balls to save wear on expensive imported ones. These only seem to heighten the Cowboys' mystique with the thrill starved fans.

2461 The Cowboys play in the very first Blood Bowl, beating the Chaos All-Stars in a very sloppy game (literally- the Cowboys used illegal magic to turn most of the All-Stars front row into slugs!). The Cowboys carried on using shape changing magic and were eventually banned by the NAF which forces them to give it up, well that and a barrage of contract killings by jealous rivals.

2473 Darkside nearly disband after the infamous match against the Kishargo Werebears (which lasted 19 days before being abandoned at 2-2 on the death of the last player from either side). The Cowboys manage to reform and rebuild their team under the skilled leadership of Jeremiah Kool. Their drive culminated in glory when they win Blood Bowl XXI, during which Kool set his unbroken passing record.

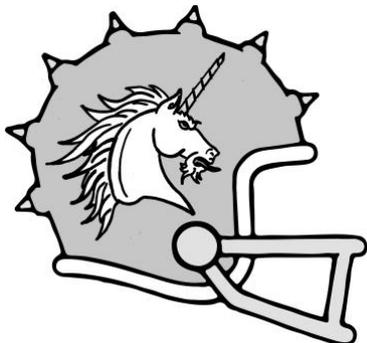
2479 Unfounded allegations of illegal magic use continue to bedevil the Cowboys, despite having given up the practice years earlier. Tiring of being accused of something they've not done, they hit on the genius idea of starting to use magic again! Kool teams up Underearth University in Naggarond to develop a variety of new spells.

2482 Hubris Rakarth is signed in the 2482 Crush from Darkside Academy. The only other team bidding for his services is, incredibly, the Bright Crusaders, but he wouldn't have fitted in there!

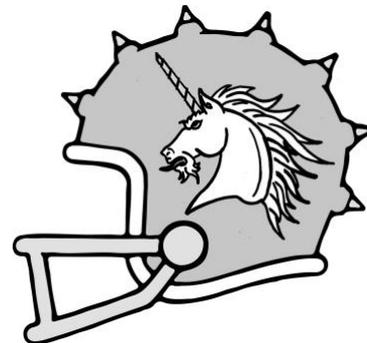
2485 The Cowboys lose in the final of Blood Bowl XXIV to the Reikland Reavers, the game is famous for a young Griff Oberwald scoring the winning Touchdown and beginning his march to fame. Also, in this year, the Cowboys become the first team to switch to an Astrogranite surface – it's easier than growing grass underground!

2489 Kool retires in 2487 to make way for Hubris Rakarth, the latest in a long line of glamorous Darkside players. Rakarth seals his place in football history when one of his big plays win Blood Bowl XXVIII for the Cowboys against the Reikland Reavers. Returning an End Zone interception 100 paces for a dramatic winning Touchdown.

EVERBOLD UNICORNS



Team Colours: Silver and gold
Symbol: A unicorn's head
Owner: Lady Elise Silvertongue
Head Coach: Cyan Eldarin
Home Stadium: Ensorcell field, Avelorn
 (capacity 65,438, surface grass)
Players: Elves
Sponsor: The Elven Hairdressers Guild
Cheerleaders: The Rainbows



The Unicorns are one of the newest teams admitted to the NAF, and in most respects they are a wholly unremarkable Elven team, they play a precision passing game, are fastidious about their appearance and steer well clear of the rough stuff. There is, however, one thing that sets them apart from the other Elf teams, and that's their home stadium! For the Unicorns hail from the enchanted realm of Avelorn, a place awash with ancient magic and where creatures of legend still stride the land. Their stadium is an extraordinary place, and barely a match passes without some uncanny event occurring- often to the home team's advantage!

2470 Amongst the court of Ulthuan's Everqueen, there is much heated gossip about the Galadrieth Gladiators' big win in the Blood Bowl final. It doesn't take long for a wild rumour to spread that the Everqueen herself actually owns a signed autograph of Gladiators' star Blitzter, Lucien Swift. On hearing this, the ambitious courtier, Lady Elise Silvertongue thinks she has found the perfect opportunity to ingratiate herself with the Everqueen and invests much of her family's fortune in founding a football team.

2471 An ultraviolet sport like football is quite alien to the flowerchildren of Avelorn and Silvertongue struggles to find enough locals willing to play for the team. When the Unicorns finally take the field, they are an unlikely collection of out-of-work dancers, acrobats and actors. In a warm-up match against a touring Goblin side, it soon becomes clear they haven't a clue about how to play the game, instead of trying to score, they begin an interpretative dance performance called 'The Paradox of the Pigskin'. Despite losing, they amazingly do cause a fatality, when an opposition Goblin Catcher dies laughing!

2478 After a bumpy start, the Unicorns hire some proper players and enter the Elven Kingdoms League. When they move into

their new stadium, Ensorcell Field, their home record experiences a dramatic improvement. Incredible strokes of bad luck plague the opposing teams: Every time a catcher gets clear downfield, they find themselves shrouded in a thick mist; clear runs to the Endzone become blocked by the sudden eruption of Oak trees, and the nastier opponents find it impossible to foul, as their boots become hopelessly stuck in a conveniently placed bog. It's all the more amazing that none of these phenomena ever seem to affect the Unicorns.

2481 The Unicorns dominate the Elven Kingdoms League, to such an extent they are invited to join the NAF. Opposing teams accuse them of using illegal magic and threaten a boycott. The charges are so serious that there is a lengthy investigation by the Colleges of Magic, who ultimately clear the Unicorns. Their report does mention that the stadium is built on a particularly powerful Leyline, but this being a natural phenomenon, there's nothing they can do about it.

2485 Star Blitzter Ferrestrial Goldhoove gets into trouble with the league authorities for sneaking a potent magic item onto the field in a must win game against the Bruendar Grimjacks. He would have probably got away with it had he not chosen to use them against the Grimjacks' star Frank N. Stein. Seeing the hulking blocker go down like a sack of potatoes, the referee immediately suspected magical interference and sent Goldhoove off for violation of rule 119.9267/B. Goldhoove has the last laugh as he wins that year's *Elf Lord's Commendation for Most Spectacular use of Offensive Magic*.

2489 As the new Elves on the block, the Unicorns are taking a while to find their feet in the big league. But with a good home record, they may start challenging soon.

TEAM PROFILE

2489-90 First Team Roster

| No. | Name | Position | Experience |
|-----|----------------------|----------|-------------|
| 1 | Valerius Rush | Blitzer | Star Player |
| 2 | Yorken Soar | Blitzer | Experienced |
| 3 | Che-Wai | Catcher | Star Player |
| 4 | Loctite Quickfinger | Catcher | Veteran |
| 5 | Zephyr Shimmyleaf | Catcher | Experienced |
| 6 | Patricio Arce | Catcher | Veteran |
| 7 | Pern Faction | Thrower | Veteran |
| 8 | Larholen Swift | Thrower | Rookie |
| 9 | Elmer Blackroot | Treeman | Veteran |
| 10 | Nathanaël Whiteflame | Lineman | Veteran |
| 11 | Swain Alabaster | Lineman | Experienced |
| 12 | Dolfar Longstride | Kicker | Star Player |
| 13 | Vestal Mossmoon | Kicker | Rookie |
| 14 | Moraes Quickstem | Lineman | Veteran |
| 15 | Greenfast Islebard | Lineman | Rookie |

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

The Fans: *Chant 4; Hooligans 0; Loyalty 2*

Cheerleaders: The Rainbows *Cheering Ability: 9*

Spike! Magazine Team Rating: 234

Team Records

Passing Paces (Career):
7,238 paces Pern Faction (2480-present)

Receiving Paces (Career):
3,922 paces Che-Wai

Rushing Paces (Career):
1,564, Valerius Rush (2482-present)

Most Player Fatalities:
36 Elmer Blackroot (2484-present)

Hall of Fame:
None

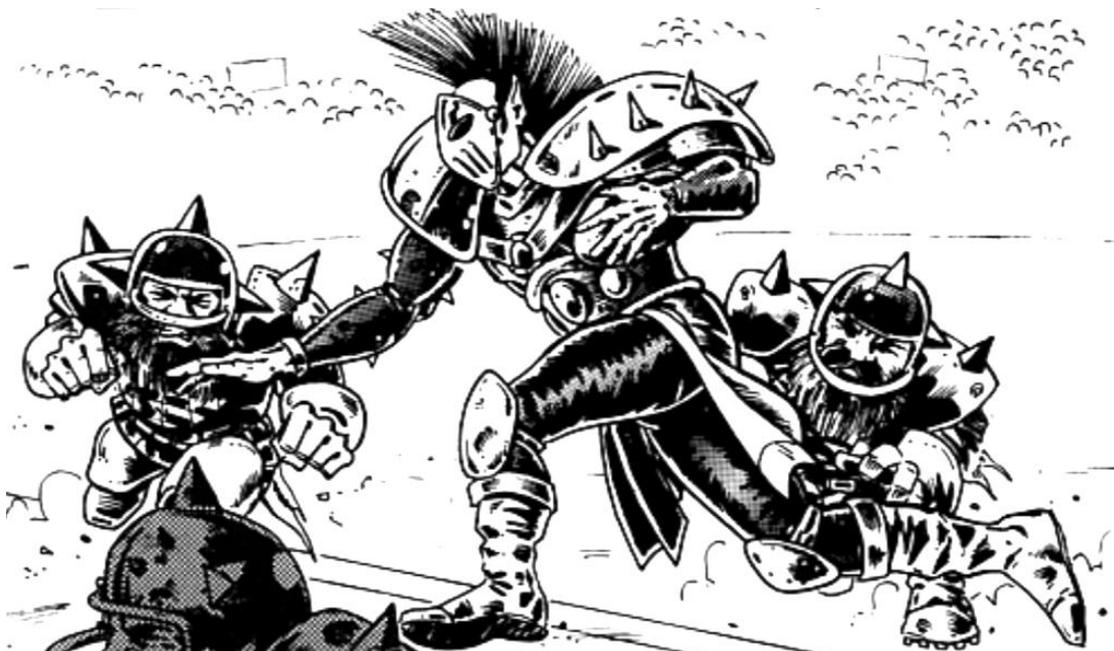
Team Honours

Elven Kingdoms League 2478, 2479, 2480,

Elf Lord's Commendation for Most Spectacular Use of Offensive Magic (2485); Best Post Match Party (2484)

Everbold Unicorns' Cheerleaders' Song

*"U. N. I.
C. O. R. N. S!
People say we don't exist
But we know we're the best!"*



EVIL GITS



Team Colours: Black and yellow
Symbol: A flaming skull
Owner: Evilheim and Evilstein Associates
Head Coach: Bargull Whipdeath
Home Stadium: The Evil Dome,
 (capacity 44,732, surface astrogranite)
Players: Mixed evil races
Sponsor: Nickit and Scarpa Lawyers, Nuln
Cheerleaders: The Gitettes



On a sliding scale of slightly naughty to outright evil, the Gits have it all covered. If it's bad, then they are all over it! Now under new management, the Gits have recruited heavily in the off-season and hopes are high they can soon build a team capable of challenging the Cowboys for the Central Division title.

2400 You'd think that with so much evil in the world, it wouldn't be difficult to find a despicable wrongdoer when you needed one, but in reality, this isn't quite so straightforward. Think about it, how do you actually hire that Hobgoblin assassin to knock-off your hated business rival? Where are you going to find a burly Orc warrior to bolster your own private militia? Whose door do you knock on to find the best Half-Orc bounty hunter? The answer is simple, call an agency! Evilheim and Evilstein Associates were the leading mercenary agency of the day, their owners had watched with interest the rise of football as a mass spectator sport and with so many player deaths each week they spied a lucrative opportunity to find jobs for some of their out of work mercenaries. They began to hire them out as freebooter players!

2404 The scheme becomes so successful that Evilheim and Evilstein decide to form their own team, the Evil Gits. They develop an open-door recruitment policy; prospective players only need to fulfil one requirement, they must be completely, utterly and irredeemably evil.

2450 Decades pass and success proves hard to come by, other than forming a sizeable fan club (who, remarkably, are even more evil than the Gits themselves) they fail to make an impact on, well, anything.

2468 In one of the biggest upsets in NAF history the Gits beat the Reikland Reavers to win Blood Bowl VIII. Due to a player strike that season, only two Reavers players turn up, but even then, the Gits' bungled use of a magic item sees a player sent off and 8 more removed from the field of play. Despite this, the remaining Gits just about manage to hang on to win the title 3-2.

2470 Team owners, Evilheim and Evilstein Associates are victims of a pyramid scheme (paying a small fortune to fraudsters to buy some worthless real estate in Nehekara) they are forced to sell the team to a shady Fungus Beer Cartel. The new Goblin owners make instant changes, sacking most of the Blood Bowl winning team and employing one of their own, Slimy Stranglegut, as Head Coach.

2485 In a massive shock, the Gits win the Orcidas Team of the Year award. Nobody actually notices that the Gits had simply scratched their name on to the trophy over the Darkside Cowboys. Despite the Dark Elves protests, the Gits remain in the record books.

2486 The Gits new owners come to a sticky end when they're all killed in a shoot-out with a rival Cartel. Evilheim and Evilstein Associates, buy the team back.

2489 New coach, Bargul Whipdeath has wasted no time in cutting (sometimes literally) the underperforming Goblins in the team. One of whom, the legendary cretin Speccy McGroan somehow survived to become the subject of a record-breaking transfer fee, with the Middenheim Marauders paying 200,000 crowns for him... to play for the Chaos All-Stars!

TEAM PROFILE

2489-90 First Team Roster

| No. | Name | Position | Experience |
|-----|-----------------------------|-----------------|-------------|
| 1 | Bogger the Sneak | Goblin Catcher | Veteran |
| 2 | Shasta Vilesnitch | Skaven Blitzer | Veteran |
| 3 | Attila the Fiend | Human Blitzer | Experienced |
| 4 | Cannonball Bennie | Orc Thrower | Veteran |
| 5 | 'Big' Zoggin' Uglyfists | Troll Blocker | Veteran |
| 6 | Kill Kill Kill | Ogre Blocker | Veteran |
| 7 | Tam O'Shambles | Human Blocker | Rookie |
| 8 | Ramstalon Mulanex | Orc Blocker | Star Player |
| 9 | Azgar Razorspine | Human Lineman | Star Player |
| 10 | Really Evil Jerik Wickedson | Human Lineman | Veteran |
| 11 | Karg Stabneck Jr. | Goblin Catcher | Star Player |
| 12 | Jasper Groinmalice | Dark Elf Kicker | Veteran |
| 13 | Bilk de Villain | Human Lineman | Experienced |
| 14 | Sly Crotchspite | Human Kicker | Rookie |

Fame: 0

Team Rerolls: 0

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

Cheerleaders: The Gitettes

Cheering Ability: 6

Spike! Magazine Team Rating: 212

Special Rules: The Evil Gits are followed everywhere by their evil unofficial supporters club. *The Evil Gits Unofficial Supporters Club*, are, if anything, even more evil than the evil team they evilly support. To represent this, whenever their coach rolls a 'throw a rock', 'pitch invasion', or 'riot' on the Crowd Intervention table the event automatically happens, the coach does not need to roll against their Hooliganism characteristic.

Team Honours

Blood Bowl winners 2468 (VIII)

NFC championship winners 2468

Orcidas team of the year 2485*

Most Evilly Evil Secret Weapon of the Year (One Gobbo Tank) 2473

* *Title Disputed*

A Selection of Evil Gits Chants

*"We're the ****! Gits"*

'You'll never walk again"

and

'There's Gonna be a Fatal Accident"



NAF Records

Only Player Sent Off for Illegal Use of a Magic Item in a Blood Bowl Final:

Azgar Razorspine (2468-69)

Highest Pogo Leap Ever:

110 feet Dag Gobguzzla*

Most Fumbles in a Game (Single Player):

9 Specky McGroan vs Creeveland Crescents (2487-88)

Most Fumbles in a Season (Single Player):

30, Specky McGroan (2487-88)

Most Illegal Kicks Below the Belt:

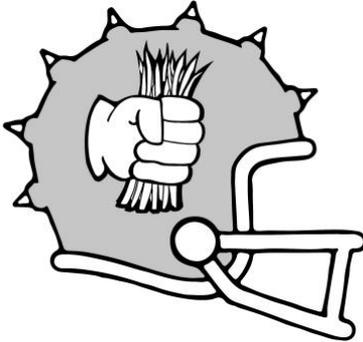
22, Jasper Groinmalice

Hall of Fame:

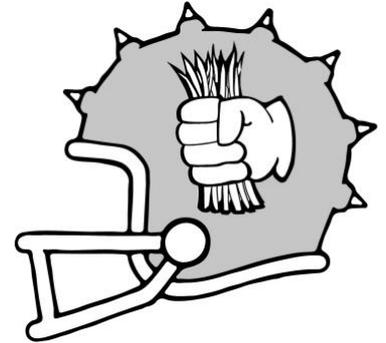
Karg Stabneck



GREENFIELD GRASSHUGGERS



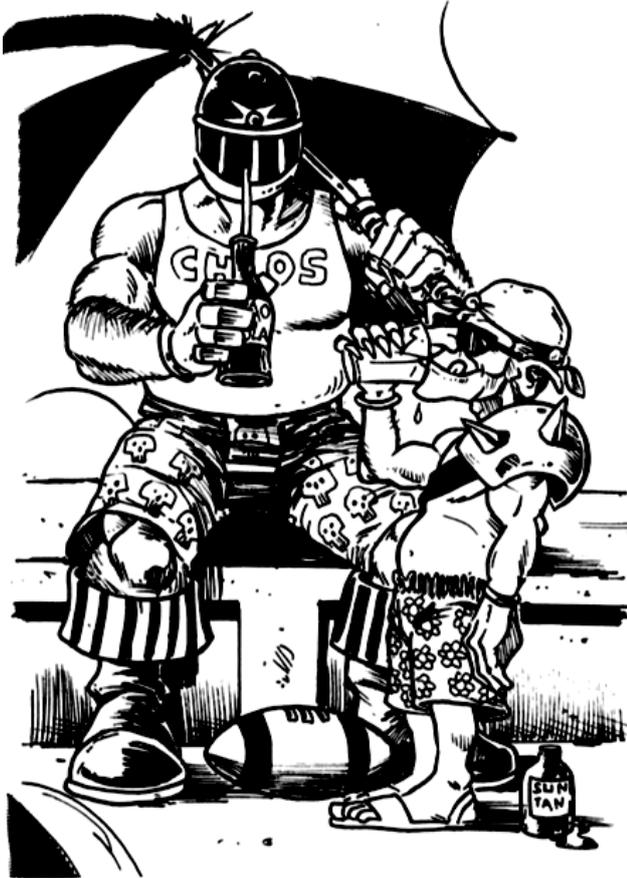
Team Colours: Dark green and golden brown
Symbol: Fist clutching grass
Owner: Berrybriar 'Bingo' Fatfellow
Head Coach: Drago Foodcraver
Home Stadium: The Dinner Dome, Greenfield,
 (capacity 12,770, Surface grass)
Players: Halflings
Sponsor: The Imperial Granary
Cheerleaders: The Greenfield Gigglers



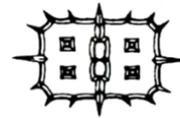
The Greenfield Grasshuggers are one of the oldest Halfling teams. Like many of their Mootland brethren, they've taken some heavy losses over the years, and have disbanded twice, but, like all good Halflings, they eventually pick themselves up, dust themselves down and head off to the next beating and slap-up feed!

- 2419** The Tumble Down Dicks are a Halfling pub team playing in Greenfield. They have a bruising encounter with another pub team from Pfunzig; the humans give them a torrid time. What's left of the Dicks were prostrate on the grass, digging their hands in to stop being dragged off for a beating. This defeat stirs a quiet determination in Ricard Walloper II, owner of the pub and the team. They start to behave in a more professional manner and change their name to the Grasshuggers to remember their humiliation and to spur them on.
- 2422** Deeproot Strongbranch arrives on the training ground one day and accidentally terrifies the team. He waits several days for them to return, explains that he wants to play and is signed up instantly
- 2436** The first piece of silverware is added to the trophy cabinet as the Grasshuggers win the Thimble Cup. The game lasts for 12 days over which there are 27 short drives and many breaks for snacks.
- 2455** The Grasshuggers are involved in the infamous 'Sticky Bun Final Riot'. An off-colour comment by Ogre freebooter Bob Bifford is badly misunderstood by the Halfling fans, who then go on a homicidal rampage throughout the streets of Altdorf. The Grasshuggers are sued for damages by the Imperial Baker's Guild destroying Walloper's finances. The Grasshuggers are forced to disband.
- 2465** The Grasshuggers reform a decade after they disbanded. Local businessman Berrybriar Fatfellow loses a bet to an elderly Richard Walloper II and agrees to restart the team. They are handed a plum franchise in the NFC Central Division.
- 2472** In Perhaps their biggest win to date, they defeat the Athelorn Avengers in the Wood Elves' first season in the NFC Central division. It helped that the Darkside Cowboys turned up and filled in as cheerleaders, putting the Avengers off their game with their intimidating chanting.
- 2476** Due to a crippling player's strike and a ban on visiting teams from the AFC, the Grasshuggers are one of only two teams playing this year! Luckily for everyone, however, they are beaten 3-0 by the Creeveland Crescents.
- 2482** After losing to the Asgard Ravens, the Grasshuggers disband due to lack of players (foolish ex-coach Omo Snuffsniffer continued to substitute for injured and dead players). The Grasshuggers finally gave up when the 734th corpse was carried from the field. New legislation limiting the size of Blood Bowl squads was rushed through the very next week by the NAF.
- 2487** Fatfellow revives the Grasshuggers thanks to a charitable donation of iced buns from the Imperial Granary (who were desperate to get their best customers back). They remain much the same as they ever were. The players and coach are different, of course, but nothing else has changed. They are still overweight, undertalented and look ridiculous in full Blood Bowl kit- and the very fat ones still go squit! Like a pimple when Storm Giants tread on them.

THE BLOOD BOWL CALENDAR



| Nuffle's Holy Months | |
|----------------------|---------------------|
| Month | Imperial Equivalent |
| Jabbury | Nachexen |
| Ferally | Jahrdrung |
| Starch | Pflugzeit |
| Peril | Sigmarzeit |
| Slay | Sommerzeit |
| Hoon | Vorgheim |
| Cruel-eye | Nachgeheim |
| Hawkgust | Erntezeit |
| Schleptember | Brauzzeit |
| Orcto-ber | Kaldzeit |
| Nomember | Ulriczeit |
| Dismember | Vorhexen |



| Nuffle's Sacred Days of the Week |
|----------------------------------|
| Moonsday |
| Chewsday |
| Winceday |
| Thrud- sday |
| Fireday |
| Shatterday |
| Stunneday |

Every summer, when the NAF publishes the list of fixtures for the coming season, there is much scratching of heads amongst fans of the world's greatest game (and this is only partly down to the fact a majority of them can't actually read), it's because the NAF still insists on using 'Nuffle's Sacred Calendar' to schedule games. The calendar is a relic from the early years of the NAF, when Roze-El was commissioner and Blood Bowl was more of a ritual than a game. It has its own names for the days of the week and months of the year, all of which are proscribed by Nuffle himself (confusingly, the NAF uses the standard Imperial calendar to date the seasons- the current year being 2489).

Nuffle's commandment that game only be played on Moonsday and Thrud-
sday between the months of Dismember to Hoon was solemnly observed for decades, however, since the 2470s, commercial pressure from advertisers has led to the grand finals now being played on Shatterday and Stunneday. Despite this sacrilege, commissioner Three-Horn has said the NAF does not intend to adopt the standard Imperial calendar anytime soon (the fact he is a majority shareholder of the company that prints *Nuffle's Sacred Calendar*, is entirely coincidental!).



NFC NORTHERN DIVISION

ASGARD RAVENS

DWARF GIANTS

WYNHEM VALKYRIES

LOWDOWN RATS

WURGLE'S ROTTERS

THE NORTHERN DIVISION

ASGARD RAVENS



Team Colours: Black and Blue
Symbol: A raven's head
Owner: Fasolt Steeplimbs
Head Coach: Balin Shortshrift
Home Stadium: Slamford Bridge, Asgard
 (Capacity 52,932, surface pack-ice)
Players: Norse
Sponsor: Yellow Mages
Cheerleaders: The Valhalla Chorus



The Ravens are a team with a lot of promise, but they have always struggled to find success. Originally a team of Storm Giants, they transitioned over into becoming mostly a Norse team in the 2460s but have still not grasped a winning formula as they rarely make it out of the NFC North division.

2450 The Storm Giant Fasolt Steeplegs makes an absolute fortune from his construction business and decides to invest a sizeable portion of his wealth in fulfilling his dream of becoming the owner of the world's first Storm Giant team. The Asgard Ravens are born and the newly expanded NAF accepts them into the NFC northern division.

2459 A major rule change sees the Ravens' home form crumble: Their original home stadium was so large, regular sized players couldn't see either end zone when stood in the middle (The Ravens' pitch was the only one that was affected by the curvature of the world itself!) The NAF are forced to bring in new legislation after teams complain that they have to prepare for an arctic expedition just to score! From 2460, standardized pitch measurements come into play, making Ravens' home games no longer a guaranteed win.

2466 Having moved to the more conventionally scaled Slamford Bridge, the clumsiness of the lumbering Giants on the smaller field, makes them a liability, so much so that they begin to get less and less playing time. By 2466, the Ravens are more or less, a standard Norse team with their Giant players little more than mascots.

2475 Rookie Storm Giant Gurk Cloud-Scraper puts his foot in it, literally! In only his first game, Cloudscraper accidentally steps on the Greenfield Grasshuggers captain, Jobo

Hairyfeet and the Halfling is crushed flat in an instant. In the game's aftermath, the NAF ban Gurk for life due to 'excessive violence'. Fasolt Steeplegs calls the ban discriminatory, and makes an unsuccessful appeal, saying it effectively bans Giants from playing in the NAF.

2477 During this season's players' strike, and having no other players available, Steeplegs is forced to turn to the team's cheerleading squad, the Valhalla Chorus, for players. The girls are a revelation! Led by the formidable Kari Coldsteel, they win five out of five games (the best run of form in the Raven's history). They seem destined to finally win a trophy when disaster strikes, the owner flippantly says the striking players should negotiate with the cheerleaders rather than him, having seen the ultraviolence that the Valhalla Chorus have been dishing out to opponents each week, the Ravens players immediately forget their demands and abandon the strike, which is then followed by a precipitous drop in form!

2482 In the course of beating the Greenfield Grasshuggers, the Ravens set a record for player fatalities (749) and cause the Halflings to fold. The NAF quickly change the rules limiting teams to a maximum of 16 players.

2489 The fact that the modern Ravens are more renowned for their fearsome cheerleading squad than their propensity for winning ball games is telling. In fairness to the team, having to compete against the Vynheim Valkyries, Dwarf Giants and Nurgle's Rotters every season in the NAF's Northern division would be a test for even a team as well-resourced as the Reikland Reavers! However, most pundits agree their glory days are, like their Storm Giants, a thing of the past.

TEAM PROFILE

2489-90 First Team Roster

| No. | Name | Position | Experience |
|-----|------------------------|-----------|-------------|
| 1 | Verner Vestgard | Catcher | Veteran |
| 2 | Gunnar Grimthorp | Catcher | Veteran |
| 3 | Erik Wolfherd | Blitzer | Experienced |
| 4 | 'Crossbow' Karlsson | Thrower | Veteran |
| 5 | 'Rabid' Lars Loonström | Berserker | Veteran |
| 6 | Hengist O'Hooligan | Berserker | Veteran |
| 7 | Thorgard Thwackson | Blitzer | Experienced |
| 8 | Sindri Skulbrandsen | Blocker | Experienced |
| 9 | Rorkar Headstrong | Blocker | Veteran |
| 10 | Brat Nylund | Thrower | Veteran |
| 11 | Red Erik | Kicker | Rookie |
| 12 | Kari Coldsteel | Linewoman | Star Player |
| 13 | Hagar Lind | Lineman | Experienced |
| 14 | Sten-Arne Mudgaard | Lineman | Rookie |
| 15 | Brodder Hardvigsen | Lineman | Rookie |
| 16 | Alf Falkenberg | Kicker | Rookie |

Fame: 0 **Team Rerolls:** 0

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

Cheerleaders: The Valhalla Chorus *Cheering Ability: 9*

Spike! Magazine Team Rating: 199



NAF Records

Most traps set off without injury:

112, Evil Knut (2469-74).

Most players killed in a single match (Team):

743, vs Greenfield Grasshuggers (2482-83).

Tallest player in NAF History:

51 feet, Gurk Cloud-Scrapper (2482).

Team Records:

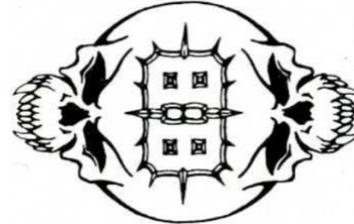
Most consecutive wins:

5 (2476-77 season)

Most Fatalities (Single Match):

121* 'Rabid' Lars Loonström, vs the Greenfield Grasshuggers (2482-83)

** Ravens team records only. The NAF officially credit Loonström with 8 fatalities for this game.*



Team Honours

Orcidas Team of the Year 2476

Hall of Fame

Evil Knut

The Valhalla Chorus' Chant

*"We hail from mighty Asgard,
The magic, mystic land.
Our players once were giants,
But now they've all been banned"*

DWARF GIANTS



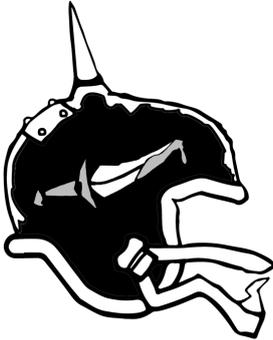
Team Colours: Grey and dark blue
Symbol: A runic GIANTS
Owner: Thorn Durinsgold III
Head Coach: Gudrun Wolfric
Home Stadium: Three Towers Stadium, Calagarth, (capacity 59,400, surface granite)
Players: Dwarfs
Sponsor: Dwarven Architect's Guild
Cheerleaders: The Big Girls



The Giants are an old team with a very long and distinguished history, and they have been present for every major development in the game's history. They are one of the top teams in the NFC and hold the record for winning the most NFC championships, and a few more besides. Having won two Blood Bowl trophies in the modern era, they have proved that they might well be a team with a long and ancient history, but they can slog it out with the best of them!

- 2365** The Giants are founded as one of Roze-El's original sects, taking the name 'the Illuminated Seers of the Sacred Orb of Nuffle'. They are one of the 16 original NAF teams that play in the inaugural 2468 season.
- 2381** When they realise their religion is getting in the way of having a good time, they decide to change their name, update their stuffy image and become the Dwarf Giants. Retiring captain Varak Varaksson becomes Head Coach and sets about instituting a ruthless retraining programme.
- 2399** When playing against the Reikland Reavers war almost breaks out when both teams realise the other is playing by a different set of rules. The match is abandoned with the score 17-4.
- 2400** After numerous modest successes, the Giant's good fortunes reach a peak when they end the season as NFC champions. However, a long and bloody underground war against various Goblin armies led by Argvak Pentel begins soon after and the entire team are drafted.
- 2435** Things don't get any easier for the struggling Giants. Just as they are on the verge of having a competitive team again, disaster strikes when they lose 9 players in an accident away to the Asgard Ravens.
- 2436** It is a dark time for the Giants as they struggle to find any decent players. At one point, things get so bad, they actually fill the gaps in their roster with Gnomes, trying to convince everyone they are their 'youth team', few are fooled and the NAF's threat to rename the team the Dwarf/Gnome Giants, sees this practice quickly end.
- 2438** The war finally ends in 2436, but the team is all but forgotten. However, thanks to some serious determination from new coach Karrag (Varaksson died heroically in the war), the team are soon ready for action again, winning the NFC championship in 2438.
- 2462** The Giants win the Blood Bowl for the first time, triumphing over the Reikland Reavers in an excitingly close game.
- 2464** The Giants return to the Blood Bowl final, but this time lose to the Gouged Eye. The Orcs' Star-Player, Bolg Stonemangle is the difference between the two teams, he scores three touchdowns and inflicts numerous casualties, he is thereafter known as 'Dwarf-mangle'.
- 2471** With typical Dwarf patience, coach Karrag slowly rebuilds the team. They meet the Reavers again in the final of Blood Bowl XI, unfortunately, the Dwarves lose a thriller as the Reavers win 3-2.
- 2484** Under the tuition of youthful new coach Wolfric, and the inspired (and some would say quite crazy) captaincy of Grimwold Grimbreath ("The Helmsmasher"), the team continue to set new records for fatalities and touchdowns alike. They win Blood Bowl XXIV beating the Middenheim Marauders in a close fought match.

LOWDOWN RATS



Team Colours: Purple and black
Symbol: Poisoned knife
Owner: Grimy Snivel
Head Coach: Grimy Snivel
Home Stadium: The Swampdome, Ubrovnia, (capacity 183, surface unstable swamp)
Players: Goblins
Sponsor: ARGG (Amalgamated Rat Gutters Guild)
Cheerleaders: The Ratbags



What can one say of a team like the Lowdown Rats (without leaving oneself open for some serious damage at the hands of peeved Rats fans)? Some unkind folk would say that the 'Lowdown; in their name actually refers to the team's perpetual position in their division, and it must be said that the team haven't been all that successful in recent years. Well, ever, really. Of course, they have had problems. Living on a series of floating platforms drifting in the middle of the Ubrovnia Swampmire doesn't give one a lot of room for practising running play (throwing was all but banned after team accountants complained at the number of balls being lost in the marsh). The Swampdome, incidentally, is really just two large rafts lashed together.

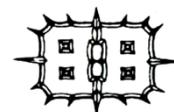
2472 Goblin annoyance at being thought inferior at absolutely everything spilt over into action when local rats-gizzard magnate Grimy Snivel decided to found a football team that would show the sporting world just where the Goblins really stood. He achieved his goal- the Rats are a truly mediocre team. Snivel of 'Snivel by name, Snivel by nature' ad campaign, trivia fans) has never been known for his spending ability and the team has had to scrape through on very little money, with a consequent lack of results.

2473 The Rats make the first of their many diabolical innovations to the game... the Spiked Pit Trap! Members of the team complain to their coach that falling into a Pit Trap just didn't hurt enough. "Landed on me 'ead. Didn't feel a fing,". The coach, who has now faded into deserved obscurity, comes up with the idea of placing spikes at the bottom of the pits just to silence the complaining players. The Rats go through a lot of substitutes during the season...

2477 The players strike rages, but the Rats continue to play. They end up losing 3-1 to the Asgard Ravens who field their cheerleader squad led by Kari Coldsteel in a brutal match. As the Rats captain commented afterwards, "We don' mind geddin' a beatin' sumtimz, but does wimmin was danjerus!"

2478 The first ever game between the NAF's other Goblin team, Scarcrag Snivellers and the Rats, is a family affair. The Snivellers are owned by none other than Grimy's over-competitive older brother, Slimy Snivel (whose ownership of the Snivellers is his latest attempt to outdo his sibling). With the stakes so high, the Snivellers kidnap the Rats Offensive Language Co-Ordinator and interrogate him for months. Despite their best efforts he refuses to divulge any secrets and is eventually released. When the Rats and Snivellers finally meet on the field, the result is a 3-0 hammering in favour of Grimy's team. It turns out the kidnapped coach had spent his captivity learning all the Snivellers secret plays.

2488 After sixteen years of abject failure, the Rats have begun to develop some natural skill at battling their way against all the odds. The Goblins' natural stringy toughness now makes them a tougher team to stomp all over, though everyone seems to agree that the lack of success is directly equal to the length of time that Snivel stays as self-appointed Head Coach!



TEAM PROFILE

2489-90 First Team Roster

| No. | Name | Position | Experience |
|-----|-----------------------|-------------------------|-------------|
| 1 | Scragga Garglesnot | Catcher | Veteran |
| 2 | 'Whizz' Dankblade | Catcher | Veteran |
| 3 | Spiteface Mange | Catcher | Experienced |
| 4 | Dug 'Elbows' Snitchit | Catcher | Star Player |
| 5 | Moonface Macnee | Lineman | Experienced |
| 6 | Yobbo Offalwreath | Lineman | Rookie |
| 7 | Figgit Spleenpuncher | Lineman | Star Player |
| 8 | Geezer Doomlouse | Lineman | Rookie |
| 9 | Norgit No-Nose | Lineman | Star Player |
| 10 | Licktoad Scabies | Lineman | Experienced |
| 11 | 'Mental' Micky | Lineman (Pogo Stick) | Veteran |
| 12 | Thrasher Foulchute | Lineman | Veteran |
| 13 | Clag Fester-cut | Lineman | Rookie |
| 14 | Murdo Wormnose | Lineman | Experienced |
| 15 | Bog Ratguzzla | Lineman | Rookie |
| 16 | Drainwart Mire | Lineman | Rookie |

Fame: -4

Team Rerolls: 0

The Fans: Chant 1; Hooligans 4; Loyalty 1

Cheerleaders: The Ratbags

Cheering Ability: 3

Spike! Magazine Rating: 173

Special Rules: The Lowdown Rats have spent years honing the art of performing dirty tricks and sneaky plays (often at the expense of actually training!). To represent this, the Rats' coach can buy *Dirty Tricks* at half the normal price.



NAF Records

Highest Pogo Ever:

125 feet, Ardo Snakebite vs Gouged Eye (2475-76)

Most players killed by being booted:

3 vs Dwarf Giants (2485-86)

Smallest capacity stadium:

183, the Swampdome, Ubrovnia

Heaviest Snotting Player of All Time:

115 lbs Sputum Boilbrain (2479-80)



Team Honours

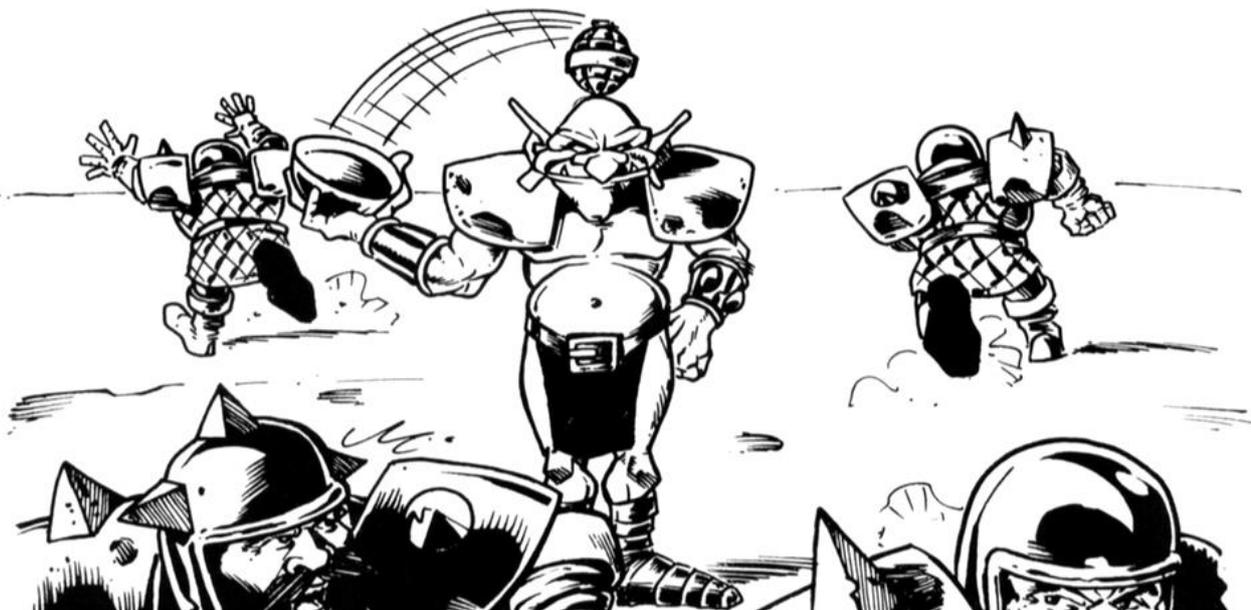
None

Hall of Fame:

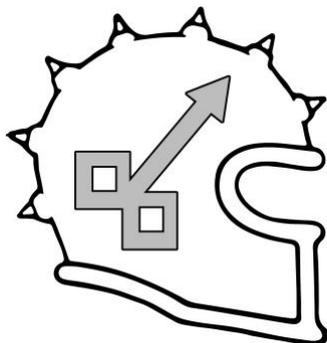
None

Lowdown Rats' Chant

"Ere we go! 'Ere we go! 'Ere we go!"



NURGLE'S ROTTERS



Team Colours: Yellow and brown
Symbol: A Nurgle rune
Owner: Nurgle, himself!
Head Coach: Jovus the Leper
Home Stadium: The Rotbowl, Pusadena (capacity 55,067, surface rotting grass)
Players: Various races all infected with 'Nurgle's Rot'
Sponsor: The Cult of Nurgle
Cheerleaders: The Nurglings



The fact that this team smell badly is assumed rather than proven. True, they are all made up of semi-decomposed flesh surrounded by swarms of flies, but by the time anyone gets close enough to get a really accurate whiff, they've inevitably caught one of the Rotters' nasty diseases, and usually die before they can suggest personal hygiene.

2402 When an outbreak of Nurgle's Rot sweeps through Bögenhafen during the 'Deadwood Cup', It ravages the town and the participating teams, killing many. The surviving Blood Bowl players band together and pray to Papa Nurgle for help. Luckily for them, it turns out that the Great Unclean One himself is a huge football fan, he generously offers them the chance to form a team and the Rotters are born.

2403 The Rotters sensationally win the NAF championship in only their first season, they set a still unbroken record for fewest touchdowns conceded in a season. This staggering performance isn't that they have a great defensive strategy; it's more that their opponents almost never turn up for the game.

2404 After protests from every other team in the league, the NAF introduce a rule that set strict standards for sanitation in stadiums and away dressing rooms. This severely curtails the Rotters' winning streak, as teams start playing them again.

2432 The Rotters achieve one of their most famous victories to date, when they decimate the high-flying Reikland Reavers, 11 of the Altdorf side's players are infected with Nurgle's rot.

2452 Despite the occasional winning season, the Rotters find success elusive. Many put this down to surprising fall in the number of

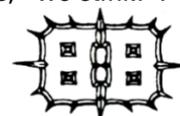
epidemics across the Old World during this period.

2469 Finally the Rotters' luck changes for the better when a devastating pestilence sweeps the Old World. It leads to the Rotters hiring a ripe smelling crop of future Hall of Famers, Ivan Boulder crusher, 'Smelly' Pete and Goran 'the Tentacle' Svengard. They become a force to be reckoned with and break the Dwarf Giants' monopoly of the NFC Northern Division.

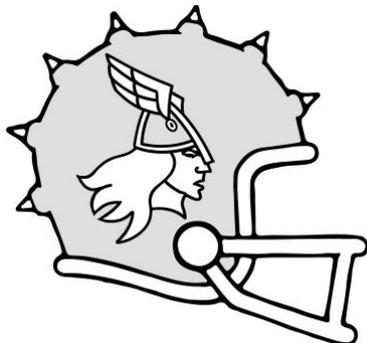
2475 The Rotters make their first appearance in the Blood Bowl final against the Oldheim Ogres. Despite being heavy favourites, they end up being comprehensively beaten.

2480 The Rotters make it back to the Blood Bowl final and it all goes horribly wrong, despite being the bookies odds-on favourites. The Elfheim Eagles employed an elite team of Acne-Clear agents armed with vats of antiseptic to keep themselves disease free. They also cast magic on the grass (causing it to animate and help them during the game) and on the Rotters (turning their best players into apathetic college students!). The Rotters complained to the NAF but whenever officials were sent to take statements they died of the Rot and so the case was dropped.

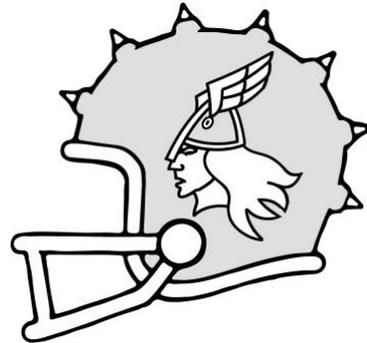
2489 Being stuck in the NFC Northern Division and having to get past two of the league's most successful teams in the Dwarf Giants and Vynheim Valkyries has severely limited the Rotters' ability to win trophies in the 80s, however Head Coach Jovus the Leper gives a different reason, when asked by a reporter about their lack of success, his simple answer was, "we stink!".



VYNHEIM VALKYRIES



Team Colours: Green and white with Flames
Symbol: Head and winged helm
Owner: Skalagrimm & Holst Associates
Head Coach: 'Mad' Jake McDead
Home Stadium: Longship Stadium, (capacity 62,004, surface pack-ice)
Players: Norse
Sponsor: White Skull Shipping Lines
Cheerleaders: The Shield Maidens



The Vynheim Valkyries are, to be brutally honest, a pack of raving maniacs. Only on the field of play, you understand, for they play with berserkers, initiates of an obscure Norse religion who work themselves into a killing frenzy which only lasts for the length of the match (if it lasts longer it can seriously interfere with postgame autograph signing, which is, not good for team PR!). This ability, though, manages to offset the fact that many of the team are part-timers, who work in the deep ocean fishing fleets for some of the year. The team is in fact owned by a large fish processing firm, and even their world-famous stadium is in the shape of a gigantic boat!

2442 Fishermen cut-off in Vynheim for the winter decide that their knockabout games of football should be made official, and a proper team is established. As berserkers the team soon thrash the living daylights out of every other two-bit team in their league and go professional the next year with financial help from Skalagrimm and Holst (Fish processing made fun!).

2445 When the Valkyries move into their new stadium, it becomes evident that Skalagrimm and Holst's largesse can only stretch so far; rather than the up-to-the-minute arena everyone was expecting, they find it is ten decommissioned Longships cobbled together into makeshift stands! Complaints subside, however, when they realise this makes it much easier to shove opponents off the field and into the frigid waters bounding the stadium. When Skalagrimm and Holst finally build a new stadium, they retain the shape of the Longship.

2463 In a shock result the Valkyries trash favourites Reikland in the Blood Bowl final at Longship stadium. Some cynics suggest that it was unwise for the Reavers to play on ice without prior practice, and even sillier to play in flat soled shoes and short sleeved shirt!

The Valkyries modestly put it down to sheer skill.

2464 Stefan Helmhand breaks the record for longest uninterrupted possession by any one player, when he falls into the pack-ice at Longship stadium whilst running for the endzone. 4 months later he is signed by the Champions of Death.

2474 The Gougged Eye are more prepared when they meet Vynheim in the final but reckon without the quite extraordinary tactics of the aptly-names 'Axeface' Manglesson, who accounts for all but one of the Gougged Eye's first 11, leaving Vynheim only the simple task of running the ball up the field to win.

2479 Inspired by the success of the Asgard Ravens Valhalla Chorus, the Valkyries' cheerleaders get involved in a game against Mongrel Horde. Star Player Dieter Hammerlash has other ideas, causing 4 player fatalities and wiping out the entire cheerleading squad. It ends the practice of Norse cheerleaders substituting for players on teams.

2487 The Valkyries defy expectations and lose only one game during the regular season. Nobody gives them a chance when they face the Darkside Cowboys at the intimidating Darkside Cavern in the semi-final, but they comprehensively dismantle the Dark Elves in a classic match. They almost pull off the same trick against the Reavers in the final of Blood Bowl XXVII but are ultimately defeated.

2488 'Mad' Jake McDead may well be mad, but he sure knows how to build an effective Blood Bowl team. Powered by the deadly blitzing of Ivar the Boneless and the berserk rampages of 'Crazy' Mads Maulsson, the Valkyries continue to be one of the most dangerous teams in the NFC.

TEAM PROFILE

2489-90 First Team Roster

| No. | Name | Position | Experience |
|-----|-----------------------|-----------|-------------|
| 1 | Vinny Valhalla | Catcher | Star Player |
| 2 | 'Crazy' Mads Maulsson | Berserker | Star Player |
| 3 | 'Bad' Hagen | Blitzer | Veteran |
| 4 | Rudolf Runespear | Thrower | Veteran |
| 5 | Erik Redmist | Catcher | Veteran |
| 6 | Ivar the Boneless | Blitzer | Veteran |
| 7 | Stygg the Loathed | Blocker | Veteran |
| 8 | Håkon Bearwrestler | Blocker | Veteran |
| 9 | 'Ice Cold' Olsen | Kicker | Veteran |
| 10 | Esbjörn Strife | Berserker | Veteran |
| 11 | Ivan Smallgrim | Lineman | Veteran |
| 12 | Sven Shieldbiter | Lineman | Veteran |
| 13 | Grimace Wincesson | Lineman | Veteran |
| 14 | Igor Tomash | Lineman | Veteran |
| 15 | Bjarne Snowboot | Kicker | Veteran |
| 16 | Kjartan Axehurler | Thrower | Veteran |

Fame: 13

Team Rerolls: 4

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

Cheerleaders: The Shield Maidens

Cheering Ability: 8

Spike! Magazine Team Rating: 301

Team Honours

Blood Bowl winners 2463 (III), 2474 (XIV)
 NFC championship winners 2463, 2465, 2466,
 2474, 2487
 Orcidas Team of the Year 2487



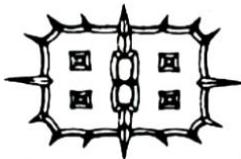
NAF Records:

Longest Uninterrupted Possession by Any Player:
 4 months, 6 days, 11 hours by Stefan Helmhand, vs
 Bluebay Crammers, 2464-65

Vynheim Valkyries' Team Song

*" Valkyries riding,
 Valkyries riding,
 Valkyries riding,
 In for the score!
 We'll stave in your face,
 We'll break both your arms,
 Scoring a Touchdown,
 Doing you Harm!"*

*-Sung to the famous tune
 By Rikaard Vargner*



Hall of Fame

Gregor Lukash, Magnus 'Axeface' Manglesson,
 Stefan Spearstaff.



TEAM STATISTICS (2488-89 SEASON)

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

NFC Conference

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

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

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

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

Blood Bowl Championship

Quarter Finals

Darkside Cowboys bt. Galadrieth Gladiators 3-2

Skaven Scramblers bt. Dwarf Giants 3-0

Semi Final

Darkside Cowboys bt Skaven Scramblers 3-2

Blood Bowl XXVIII

Darkside Cowboys bt. Reikland Reavers 3-2

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

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

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

Orcidas Team of the Year

Darkside Cowboys



AFC Conference

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

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

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

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

Blood Bowl Championship

Quarter Finals

Reikland Reavers bt. Champions of Death 3-0

Elfheim Eagles bt. Chaos All-Stars 3-2

Semi Final

Reikland Reavers bt. Elfheim Eagles 3-0

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

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

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

Chaos Cup Games

Quarter Finals

Gouged Eye bt. Underworld Creepers 3-0

Middenheim Marauders bt. Westside Werewolves 3-2

Khain's Killers bt. Oldheim Ogres 3-2

Albion Wanderers bt. Dark Renegades 3-1

Semi Finals

Gouged Eye bt. Middenheim Marauders 3-1

Albion Wanderers bt. Khain's Killers 3-2

Final

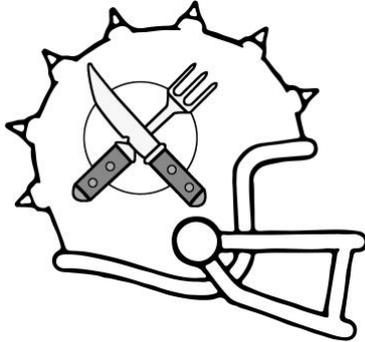
Albion Wanderers bt Gouged Eye 3-2

NFC EASTERN DIVISION

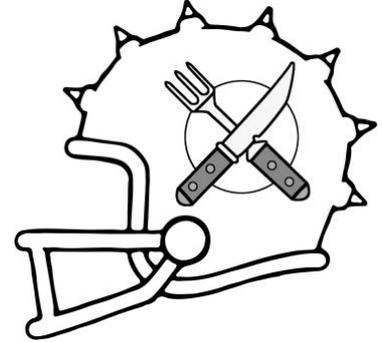
The banner consists of six horizontal sections, each with a different background color and theme:

- Blue Bay Brammers:** Green background. The name "BLUEBAY BRAMMERS" is written in blue, blocky letters with a white outline. On either side of the text is a logo featuring a yellow gear with a white stick figure sitting on a chair, holding a fork and a knife.
- Dwarf Warbrammers:** Yellow background. The name "DWARF WARBRAMMERS" is written in grey, blocky letters with a white outline. On either side of the text is a logo featuring a yellow gear with a white stick figure sitting on a chair, holding a hammer.
- Shaven Scramblers:** Red background. The name "SHAVEN SCRAMBLERS" is written in bright green, blocky letters with a white outline. On either side of the text is a logo featuring a red gear with a white stick figure sitting on a chair, holding two crossed knives.
- Sushitorm Squids:** Light blue background. The name "SUSHITORM SQUIDS" is written in orange, blocky letters with a white outline. On either side of the text is a logo featuring a blue gear with a white stick figure sitting on a chair, holding a blue octopus.
- Reeveland Rescents:** Green background. The name "REEVELAND RESENTS" is written in white, blocky letters with a black outline. On either side of the text is a logo featuring a green gear with a white stick figure sitting on a chair, holding a green crescent moon.
- NFC Eastern Division:** Dark blue background. The name "NFC EASTERN DIVISION" is written in light blue, blocky letters with a white outline.

BLUEBAY CRAMMERS



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



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

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

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

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

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

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

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

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

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



CREEVELAND CRESCENTS



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



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

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

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

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

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

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

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

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

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

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

TEAM PROFILE

2489-90 First Team Roster

| No. | Name | Position | Experience |
|-----|---------------------------|--------------|-------------|
| 1 | Damien Storm | Blitzer | Veteran |
| 2 | Hoshi Komi | Catcher | Star Player |
| 3 | Alexander Hail | Catcher | Veteran |
| 4 | Jäger von Cannondorf | Thrower | Veteran |
| 5 | Rrr'krag Smma'gugg | Ogre Blocker | Veteran |
| 6 | Siggi 'the Boot' Schuster | Kicker | Star Player |
| 7 | Andrei Ripov | Blocker | Veteran |
| 8 | Michelangelo von Hiebert | Blitzer | Veteran |
| 9 | Marcel Decker | Blocker | Experienced |
| 10 | Erdich Panzer | Lineman | Experienced |
| 11 | Jan Grabowski | Thower | Rookie |
| 12 | Helmut Strapp | Blocker | Experienced |
| 13 | Jan van Bamm | Lineman | Experienced |
| 14 | Pierre Poulaine | Kicker | Rookie |
| 15 | Nick Nickson | Lineman | Veteran |

Fame: 7 **Team Rerolls:** 2

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

Cheerleaders: The See-Sees *Cheering Ability: 8*

Spike! Magazine Team Rating: 238

Team Honours

Blood Bowl winners 2476 (XVI)
 NFC championship winners 2476* (shared title),
 2460, 2458, 2456



Hall of Fame:

Harry 'the Hammer' Kehry, Bob Bifford



NAF Records

Most consecutive NAF seasons played (Team):
 120*, (Founder member of the NAF)
Most Rushing Paces:
 30,325 paces, Harry 'the Hammer' Kehry, (2454-86)
Most Times Penalised for Excessive Touchdown Celebrations:
 176, Harry 'the Hammer' Kehry, (2454-86)

Team Records:

Most Touchdowns:
 197, Harry 'the Hammer' Kehry
Most Fatalities:
 208, Bob Bifford

* Tied with Dwarf Giants

The Creeveland Crescents Cheerleaders Song

*"Crescents! Crescents!
 The shape of a scythe
 Slash and tackle,
 block and hackle,
 Cut 'em down to size"*

DWARF WARHAMMERERS



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



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

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

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

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

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

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

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

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

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

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

TEAM PROFILE

2489-90 First Team Roster

| No. | Name | Position | Experience |
|-----|-------------------|---------------------------------|-------------|
| 1 | Stuka Schmitt | Thrower | Star Player |
| 2 | Garvest Blackaxe | Blitzer | Veteran |
| 3 | Caspar Runeflight | Blitzer | Rookie |
| 4 | Irkul Voker | Lineman <i>(Chainsaw)</i> | Veteran |
| 5 | Rhard Zorn | Blitzer | Veteran |
| 6 | Zorb Bokker | Blocker | Rookie |
| 7 | Grim Blueaxe | Blocker | Veteran |
| 8 | Grugni Dropper | Blocker | Veteran |
| 9 | Barik Farblast | Lineman <i>(Bazuka)</i> | Star Player |
| 10 | Boomer Eziasson | Lineman <i>(Bombs)</i> | Star Player |
| 11 | Rik Pastrey | Blocker | Veteran |
| 12 | Mace Darklantern | Lineman | Veteran |
| 13 | Gimli Rys-Davies | Lineman <i>(Deathroller)</i> | Rookie |
| 14 | Rambast Smith | Lineman | Rookie |
| 15 | Bobart Fleetboot | Kicker | Rookie |
| 16 | Stromez Canga | Blocker | Veteran |

Fame: 9

Team Rerolls: 3

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

Cheerleaders: The Bombshells

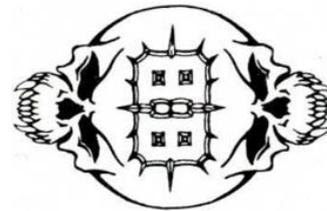
Cheering Ability: 6

Spike! Magazine Team Rating: 302

Special Rules: The Warhammerers are the undisputed masters of using secret weapons. They can include up to 4 in the team, but there can never be more than 1 on the field of play at any one time. Roll for each weapon before the game and after each TD as normal.



The Warhammerers' Cheerleaders' Song
*"Nuffle's rules are very clear,
 Weapon use is bad.
 The reason why we use them is
 We're absolutely mad!"*



NAF Records

Longest Cannonball Shot Ever:

62 miles, Bullethead Sprecher vs Athelorn Avengers (2486-87)

World's Longest Pass:

62 miles, Bullethead Sprecher to Gruff von Leinenkugel, vs Athelorn Avengers (2486-87)

Longest Scoring Attempt:

41 leagues, 'Stunted' Grom Redaxe (2480-81)

Most Penalties for Using Illegal Weapons:

232, in 2480-81

Most Players Squashed Flat (Single Game):

9, Yukk Ghulag, vs Lowdown Rats, 2474-75

Most Players Blown-up in a single blast:

11, Evo 'Bomber' Baradil, vs Skaven Scramblers, (2466-67)

Most team-mates Blown-up in a Single Blast:

8, The Mjolnir Brothers, vs Champions of Death, Blood Bowl XXVI

Team Honours

NFC championship winners 2473, 2486

Orcidas Team of the Year 2486

Hall of Fame:

Evo 'Bomber' Baradil, Yukk Ghulag

SKAVEN SCRAMBLERS



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



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

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

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

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

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

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

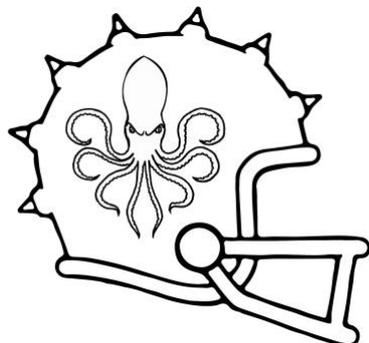
2477 The Scramblers have a historic 15-0-1 season. Glart Smashrip is in the best form of his career, using his massive size to punch holes through opposing defensive lines that their lightning-fast catchers exploit to devastating effect. They win the Blood Bowl by beating the Middenheim Marauders 3-1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

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

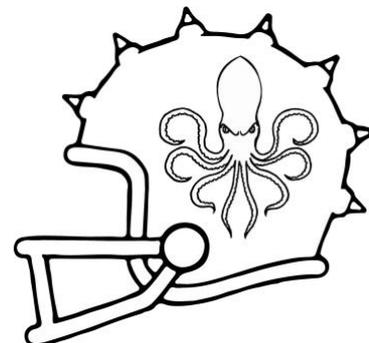
2485 Pushing things too far (down his own throat mostly) Glart is banned for life but when the ban is repealed, he leaves the Scramblers to become a freebooter.

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

SOUTHSTORM SQUIDS



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



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

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

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

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

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

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

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

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



TEAM PROFILE

2489-90 First Team Roster

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

Fame: -2

Team Rerolls: 0

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

Cheerleaders: The Sirens

Cheering Ability: 8

Spike! Magazine Team Rating: 213

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

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

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

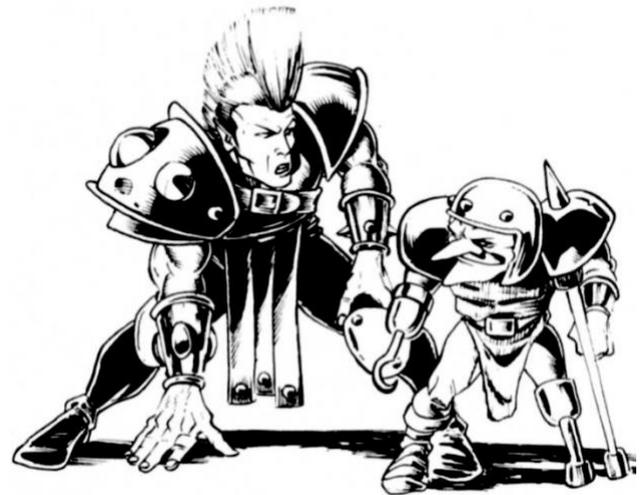
The Giant Squid also has *Tentacles*, *Mighty Blow level 4* and is treated as being a Large Monster (although it only counts as two players when it is on the pitch). It can never hold the ball and can never be tackled.

Team Honours

NFC championship winners 2466

Hall of Fame:

Magic Co-Ordinator Javel Arrendil



Team Honours

NFC championship winners 2466

Hall of Fame:

Magic Co-Ordinator Javel Arrendil



NAF Records:

Most games conceded in a Season:

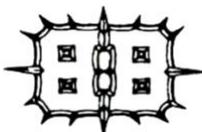
16, 2426-27

Most Games Played Underwater:

8, 2458-59

Southstorm Squids' Cheerleaders' Song

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



2489-90 NAF REGULAR SEASON (I)

All games to be played on a Moonsday or Thursday.

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

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

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

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

| Week 5: 1 st Week of Jabbury 2490 | |
|--|-----------------------------|
| Icecastle Wolves | vs. Darkside Cowboys |
| Evil Gits | vs. Athelorn Avengers |
| Dark Renegades | vs. Vynheim Valkyries |
| Underworld Creepers | vs. Stunted Stoutfellows |
| Naggaroth Nightwings | vs. Galadrieth Gladiators |
| Bluchen Berserkers | vs. Bruendar Grimjacks |
| Worlds Edge Wanderers | vs. Khain's Killers |
| Hobgoblin Team | vs. Everbold Unicorns |
| Lustria Croakers | vs. Southstorm Squids |
| Dwarf Warhammerers | vs. Dwarf Giants |
| Skaven Scramblers | vs. Champions of Death |
| Gouged Eye | vs. Arctic Cragspiders |
| Creeveland Crescents | vs. Greenfield Grasshuggers |
| Middenheim Marauders | vs. Albion Wanderers |
| Elfheim Eagles | vs. Asgard Ravens |
| Bluebay Crammers | vs. Orcland Raiders |
| Nurgle's Rotters | vs. Oldheim Ogres |
| Lowdown Rats | vs. Westside Werewolves |
| Bright Crusaders | vs. Chaos All-Stars |
| Reikland Reavers | vs. Scarcrag Snivellers |

| Week 6: 2 nd Week of Jabbury 2490 | |
|--|---------------------------|
| Darkside Cowboys | vs. Stunted Stoutfellows |
| Worlds Edge Wanderers | vs. Nurgle's Rotters |
| Everbold Unicorns | vs. Dark Renegades |
| Khain's Killers | vs. Hobgoblin Team |
| Reikland Reavers | vs. Westside Werewolves |
| Middenheim Marauders | vs. Bright Crusaders |
| Lowdown Rats | vs. Dwarf Giants |
| Icecastle Wolves | vs. Elfheim Eagles |
| Dwarf Warhammerers | vs. Bluebay Crammers |
| Arctic Cragspiders | vs. Orcland Raiders |
| Southstorm Squids | vs. Gouged Eye |
| Athelorn Avengers | vs. Asgard Ravens |
| Albion Wanderers | vs. Naggaroth Nightwings |
| Champions of Death | vs. Lustria Croakers |
| Vynheim Valkyries | vs. Galadrieth Gladiators |
| Oldheim Ogres | vs. Evil Gits |
| Creeveland Crescents | vs. Scarcrag Snivellers |
| Skaven Scramblers | vs. Chaos All-Stars |
| Underworld Creepers | vs. Bruendar Grimjacks |
| Greenfield Grasshuggers | vs. Bluchen Berserkers |

| Week 7: 3 rd Week of Jabbury 2490 | |
|--|---------------------------|
| Darkside Cowboys | vs. Elfheim Eagles |
| Dwarf Giants | vs. Everbold Unicorns |
| Greenfield Grasshuggers | vs. Stunted Stoutfellows |
| Khain's Killers | vs. Icecastle Wolves |
| Bright Crusaders | vs. Skaven Scramblers |
| Arctic Cragspiders | vs. Westside Werewolves |
| Lustria Croakers | vs. Reikland Reavers |
| Naggaroth Nightwings | vs. Worlds Edge Wanderers |
| Albion Wanderers | vs. Gouged Eye |
| Orcland Raiders | vs. Lowdown Rats |
| Galadrieth Gladiators | vs. Champions of Death |
| Scarcrag Snivellers | vs. Middenheim Marauders |
| Evil Gits | vs. Bluebay Crammers |
| Underworld Creepers | vs. Chaos All-Stars |
| Athelorn Avengers | vs. Dark Renegades |
| Bluchen Berserkers | vs. Hobgoblin Team |
| Southstorm Squids | vs. Creeveland Crescents |
| Asgard Ravens | vs. Dwarf Warhammerers |
| Nurgle's Rotters | vs. Bruendar Grimjacks |
| Oldheim Ogres | vs. Vynheim Valkyries |

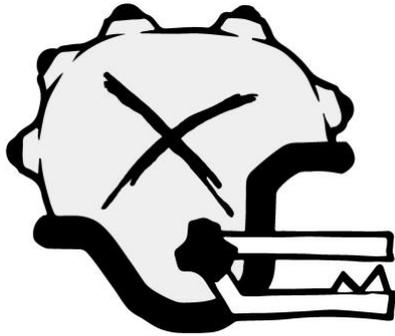
| Week 8: 1 st Week of Ferally 2490 | |
|--|-----------------------------|
| Stunted Stoutfellows | vs. Nurgle's Rotters |
| Creeveland Crescents | vs. Worlds Edge Wanderers |
| Arctic Cragspiders | vs. Icecastle Wolves |
| Naggaroth Nightwings | vs. Hobgoblin Team |
| Bluchen Berserkers | vs. Elfheim Eagles |
| Bruendar Grimjacks | vs. Oldheim Ogres |
| Skaven Scramblers | vs. Asgard Ravens |
| Bright Crusaders | vs. Bluebay Crammers |
| Everbold Unicorns | vs. Dwarf Warhammerers |
| Darkside Cowboys | vs. Southstorm Squids |
| Evil Gits | vs. Chaos All-Stars |
| Lowdown Rats | vs. Albion Wanderers |
| Underworld Creepers | vs. Athelorn Avengers |
| Orcland Raiders | vs. Lustria Croakers |
| Scarcrag Snivellers | vs. Reikland Reavers |
| Gouged Eye | vs. Galadrieth Gladiators |
| Vynheim Valkyries | vs. Dark Renegades |
| Champions of Death | vs. Greenfield Grasshuggers |
| Dwarf Giants | vs. Westside Werewolves |
| Khain's Killers | vs. Middenheim Marauders |

NFC WESTERN DIVISION

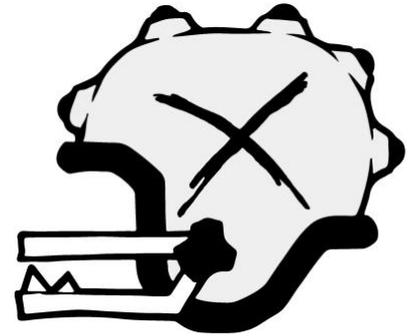
The graphic strip contains the following elements from top to bottom:

- Seattle Seahawks:** Logo featuring a hawk head in a blue and white helmet, with the word "SEAHAWKS" in a stylized, jagged font.
- San Francisco 49ers:** Logo featuring a red and gold helmet with a white number "49", with the word "49ERS" in a stylized, jagged font.
- Oakland Raiders:** Logo featuring a yellow and black helmet with a silver number "12", with the word "RAIDERS" in a stylized, jagged font.
- Los Angeles Rams:** Logo featuring a blue and gold helmet with a white number "1", with the word "RAMS" in a stylized, jagged font.
- San Diego Chargers:** Logo featuring a blue and red helmet with a white number "15", with the word "CHARGERS" in a stylized, jagged font.
- San Jose Sharks:** Logo featuring a green and white helmet with a white number "1", with the word "SHARKS" in a stylized, jagged font.
- Minnesota Vikings:** Logo featuring a purple and gold helmet with a white number "1", with the word "VIKINGS" in a stylized, jagged font.

THE HOBGOBLIN TEAM



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



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

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

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

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

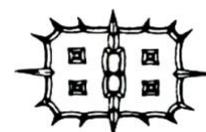
2474 Viewing figures hit an all-time high when their badly rebuilt arena collapses due to shockwaves caused by the visiting Oldheim Ogres' Cheerleading squad leaping up and down.

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

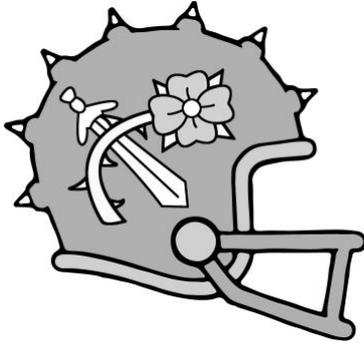
many years, this time in spectacular fashion. After scoring the winning touchdown, Count Viktor von Dead of the Chaos All-Stars was suddenly transformed into a mile-long tapeworm and was then crushed to death as the Hobgoblin Team's stadium (along with 30,000 fans) collapsed on his writhing body and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

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

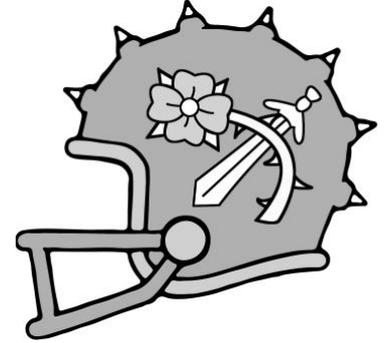
2488 Despite having their entire starting eleven killed by the Dwarf Giants, the Hobgobs popularity has never been higher, they even have a new stadium for the 89-90 season: Finding their antics particularly hilarious, the city of Marienburg have generously offered them the use of the recently condemned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



GALADRIETH GLADIATORS



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



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

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

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

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

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

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

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

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

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

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

LUSTRIA CROAKERS



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



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

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

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

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

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

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

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

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

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

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

TEAM PROFILE

2489-90 First Team Roster

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

Fame: 2

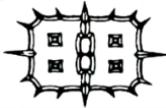
Team Rerolls: 0

The Fans: Chant 2; Hooligans 1; Loyalty 2

Cheerleaders: The Leapers

Cheering Ability: 7

Spike! Magazine Team Rating: 228



Team Honours

NFC championship winners 2479
 Orcidas Team of the Year 2479
 Zlatan Cup winners 2477
 Gumpta Cup winners, 2462-2488

Hall of Fame:

Lep Inluni

Lustria Croakers' Team Chant

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



NAF Records

Most Team Sponsorships:
 7 (2488-89)

Most Lucrative Sponsorship (in Gold Crowns):
 2,000,000 gold crowns for a 6 season deal with
 Croak-a-Cooler, (2487-88)

Highest Unaided Leap to Make an Interception:
 14 feet, Lottabottol vs Elfheim Eagles, (2482-83)

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



ORCLAND RAIDERS



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



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

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

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

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

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

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

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

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

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

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

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

TEAM PROFILE

2489-90 First Team Roster

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

Fame: 9

Team Rerolls: 3

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

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

Spike! Magazine Team Rating: 304

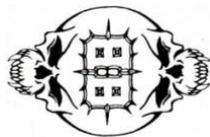


Team Honours

Blood Bowl Winners 2469 (IX) 2483 (XXIII)
 Orcidas Team of the Year 2483
 NFC championship winners 2459, 2469, 2483

Hall of Fame:

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



Orcland Raiders' Team Song

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



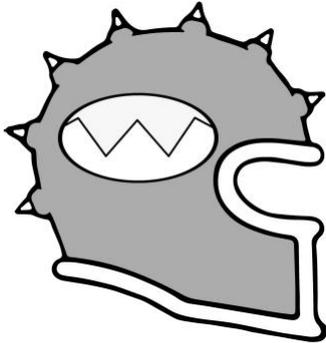
NAF Records

Most Players on the Pitch During a Match;
 27 vs Creeveland Crescents, 2476-77 playoffs
Most Passing Paces (Active Players):
 18,940 paces, Grishnak Goblin-Throttler 2469-present

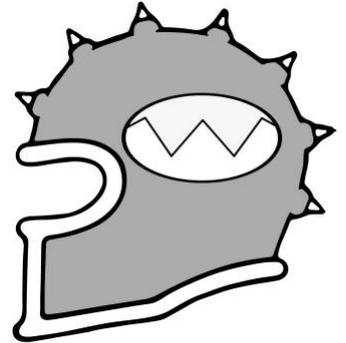
Team Records

Most Paces Passing (Single Game)
 321 paces, Grishnak Goblin-Throttler, 2472-73
Most Touchdowns (Career):
 102, Grishnak Goblin-Throttler, 2469-present
Most Interceptions (Career)
 27, Greaser Geargrinder, 2484-present

WORLDS EDGE WANDERERS



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



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

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

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

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

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

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

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

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

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



2489-90 NAF REGULAR SEASON (II)

Play Offs: Quarter Finals 1st week of Slay, **Semi Finals** 2nd week of Slay, **Finals: Chaos Cup** 3rd week of Slay, **Blood Bowl**, 1st week of Hoon

| Week 9: 2 nd Week of Ferally 2490 | |
|--|--------------------------|
| Greenfield Grasshuggers | vs. Bluebay Crammers |
| Oldheim Ogres | vs. Athelorn Avengers |
| Gouged Eye | vs. Orcland Raiders |
| Darkside Cowboys | vs. Dwarf Warhammerers |
| Middenheim Marauders | vs. Bluchen Berserkers |
| Hobgoblin Team | vs. Skaven Scramblers |
| Dark Renegades | vs. Evil Gits |
| Icecastle Wolves | vs. Stunted Stoutfellows |
| Chaos All-Stars | vs. Southstorm Squids |
| Lustria Croakers | vs. Bruendar Grimjacks |
| Khain's Killers | vs. Bright Crusaders |
| Asgard Ravens | vs. Reikland Reavers |
| Vynheim Valkyries | vs. Scarcrag Snivellers |
| Nurgle's Rotters | vs. Arctic Cragspiders |
| Champions of Death | vs. Lowdown Rats |
| Westside Werewolves | vs. Underworld Creepers |
| Elfheim Eagles | vs. Albion Wanderers |
| Everbold Unicorns | vs. Creeveland Crescents |
| Galadrieth Gladiators | vs. Dwarf Giants |
| Worlds Edge Wanderers | vs. Naggaroth Nightwings |

| Week 13: 3 rd Week of Starch | |
|---|---------------------------|
| Elfheim Eagles | vs. Khain's Killers |
| Naggaroth Nightwings | vs. Chaos All-Stars |
| Westside Werewolves | vs. Asgard Ravens |
| Athelorn Avengers | vs. Orcland Raiders |
| Everbold Unicorns | vs. Albion Wanderers |
| Nurgle's Rotters | vs. Bruendar Grimjacks |
| Bluchen Berserkers | vs. Lowdown Rats |
| Lustria Croakers | vs. Champions of Death |
| Dwarf Giants | vs. Worlds Edge Wanderers |
| Skaven Scramblers | vs. Underworld Creepers |
| Greenfield Grasshuggers | vs. Galadrieth Gladiators |
| Gouged Eye | vs. Middenheim Marauders |
| Oldheim Ogres | vs. Dwarf Warhammerers |
| Bluebay Crammers | vs. Scarcrag Snivellers |
| Stunted Stoutfellows | vs. Vynheim Valkyries |
| Evil Gits | vs. Darkside Cowboys |
| Arctic Cragspiders | vs. Creeveland Crescents |
| Reikland Reavers | vs. Hobgoblin Team |
| Bright Crusaders | vs. Icecastle Wolves |
| Dark Renegades | vs. Southstorm Squids |

| Week 10: 3 rd Week of Ferally 2490 | |
|---|---------------------------|
| Middenheim Marauders | vs. Arctic Cragspiders |
| Icecastle Wolves | vs. Champions of Death |
| Greenfield Grasshuggers | vs. Albion Wanderers |
| Bluchen Berserkers | vs. Reikland Reavers |
| Gouged Eye | vs. Underworld Creepers |
| Southstorm Squids | vs. Naggaroth Nightwings |
| Chaos All-Stars | vs. Bright Crusaders |
| Scarcrag Snivellers | vs. Khain's Killers |
| Asgard Ravens | vs. Oldheim Ogres |
| Elfheim Eagles | vs. Bruendar Grimjacks |
| Westside Werewolves | vs. Stunted Stoutfellows |
| Galadrieth Gladiators | vs. Dark Renegades |
| Everbold Unicorns | vs. Athelorn Avengers |
| Darkside Cowboys | vs. Evil Gits |
| Creeveland Crescents | vs. Dwarf Warhammerers |
| Bluebay Crammers | vs. Skaven Scramblers |
| Lowdown Rats | vs. Nurgle's Rotters |
| Dwarf Giants | vs. Vynheim Valkyries |
| Lustria Croakers | vs. Orcland Raiders |
| Hobgoblin Team | vs. Worlds Edge Wanderers |

| Week 14: 1 st Week of Peril 2490 | |
|---|-----------------------------|
| Champions of Death | vs. Albion Wanderers |
| Arctic Cragspiders | vs. Icecastle Wolves |
| Middenheim Marauders | vs. Athelorn Avengers |
| Gouged Eye | vs. Naggaroth Nightwings |
| Underworld Creepers | vs. Bluchen Berserkers |
| Reikland Reavers | vs. Creeveland Crescents |
| Scarcrag Snivellers | vs. Oldheim Ogres |
| Bright Crusaders | vs. Khain's Killers |
| Chaos All-Stars | vs. Orcland Raiders |
| Westside Werewolves | vs. Dark Renegades |
| Stunted Stoutfellows | vs. Elfheim Eagles |
| Lowdown Rats | vs. Bruendar Grimjacks |
| Darkside Cowboys | vs. Greenfield Grasshuggers |
| Evil Gits | vs. Everbold Unicorns |
| Skaven Scramblers | vs. Southstorm Squids |
| Bluebay Crammers | vs. Dwarf Warhammerers |
| Vynheim Valkyries | vs. Asgard Ravens |
| Nurgle's Rotters | vs. Dwarf Giants |
| Worlds Edge Wanderers | vs. Galadrieth Gladiators |
| Lustria Croakers | vs. Hobgoblin Team |

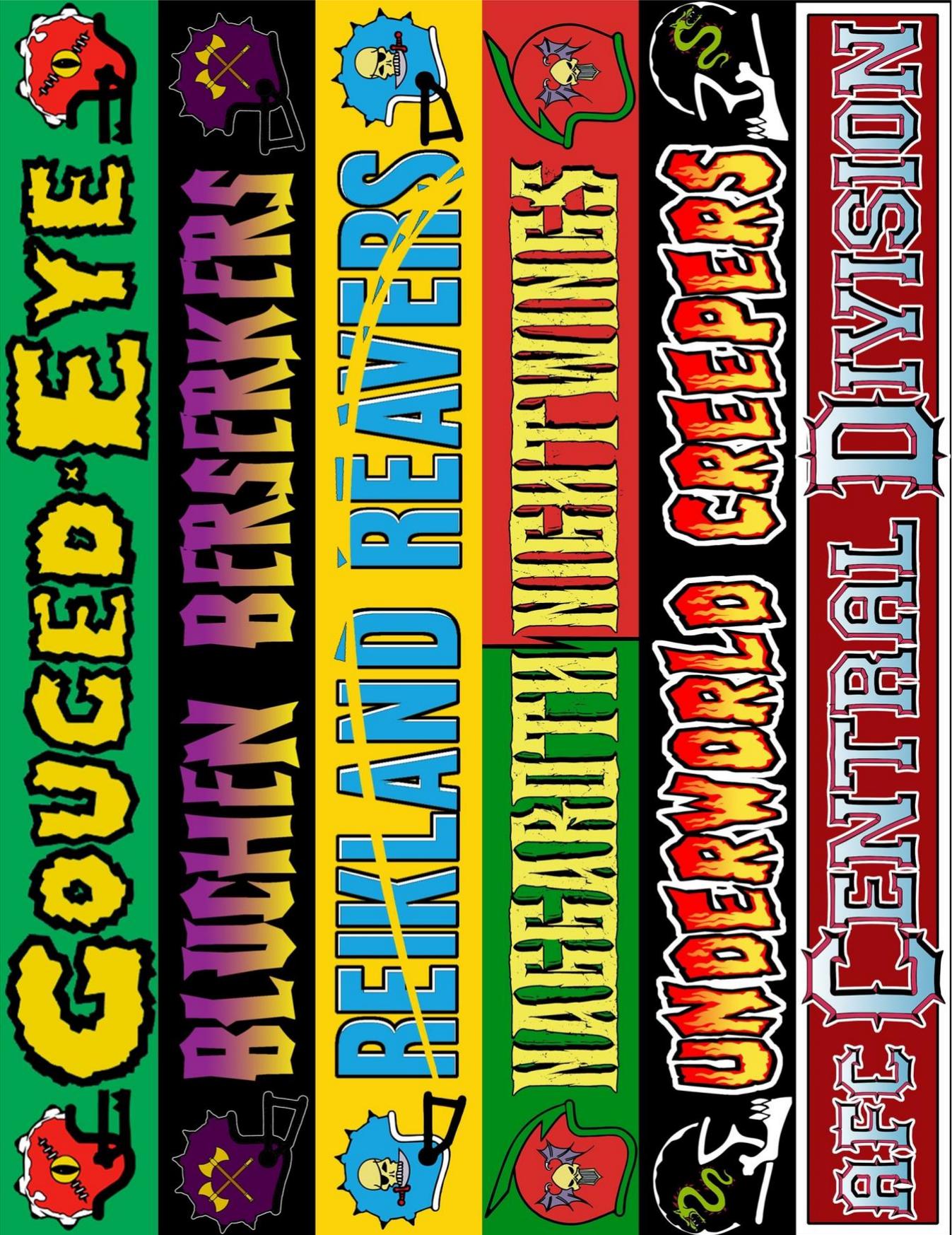
| Week 11: 1 st Week of Starch 2490 | |
|--|--------------------------|
| Greenfield Grasshuggers | vs. Athelorn Avengers |
| Southstorm Squids | vs. Everbold Unicorns |
| Champions of Death | vs. Westside Werewolves |
| Stunted Stoutfellows | vs. Lowdown Rats |
| Underworld Creepers | vs. Hobgoblin Team |
| Bruendar Grimjacks | vs. Orcland Raiders |
| Scarcrag Snivellers | vs. Gouged Eye |
| Arctic Cragspiders | vs. Skaven Scramblers |
| Bluchen Berserkers | vs. Icecastle Wolves |
| Evil Gits | vs. Albion Wanderers |
| Lustria Croakers | vs. Khain's Killers |
| Reikland Reavers | vs. Bright Crusaders |
| Oldheim Ogres | vs. Creeveland Crescents |
| Chaos All-Stars | vs. Darkside Cowboys |
| Naggaroth Nightwings | vs. Middenheim Marauders |
| Vynheim Valkyries | vs. Nurgle's Rotters |
| Galadrieth Gladiators | vs. Elfheim Eagles |
| Worlds Edge Wanderers | vs. Bluebay Crammers |
| Dwarf Giants | vs. Dwarf Warhammerers |
| Dark Renegades | vs. Asgard Ravens |

| Week 15: 2 nd Week of Peril 2490 | |
|---|-----------------------------|
| Orcland Raiders | vs. Southstorm Squids |
| Vynheim Valkyries | vs. Creeveland Crescents |
| Bright Crusaders | vs. Dwarf Giants |
| Asgard Ravens | vs. Everbold Unicorns |
| Scarcrag Snivellers | vs. Champions of Death |
| Bruendar Grimjacks | vs. Lustria Croakers |
| Naggaroth Nightwings | vs. Reikland Reavers |
| Skaven Scramblers | vs. Westside Werewolves |
| Dwarf Warhammerers | vs. Oldheim Ogres |
| Dark Renegades | vs. Stunted Stoutfellows |
| Albion Wanderers | vs. Greenfield Grasshuggers |
| Bluchen Berserkers | vs. Hobgoblin Team |
| Lowdown Rats | vs. Nurgle's Rotters |
| Arctic Cragspiders | vs. Underworld Creepers |
| Athelorn Avengers | vs. Icecastle Wolves |
| Worlds Edge Wanderers | vs. Evil Gits |
| Galadrieth Gladiators | vs. Gouged Eye |
| Khain's Killers | vs. Chaos All-Stars |
| Bluebay Crammers | vs. Middenheim Marauders |
| Elfheim Eagles | vs. Darkside Cowboys |

| Week 12: 2 nd Week of Starch 2490 | |
|--|-----------------------------|
| Chaos All-Stars | vs. Evil Gits |
| Hobgoblin Team | vs. Skaven Scramblers |
| Reikland Reavers | vs. Elfheim Eagles |
| Dark Renegades | vs. Nurgle's Rotters |
| Asgard Ravens | vs. Vynheim Valkyries |
| Southstorm Squids | vs. Bright Crusaders |
| Athelorn Avengers | vs. Galadrieth Gladiators |
| Stunted Stoutfellows | vs. Worlds Edge Wanderers |
| Icecastle Wolves | vs. Lustria Croakers |
| Everbold Unicorns | vs. Underworld Creepers |
| Lowdown Rats | vs. Oldheim Ogres |
| Westside Werewolves | vs. Darkside Cowboys |
| Dwarf Warhammerers | vs. Middenheim Marauders |
| Albion Wanderers | vs. Scarcrag Snivellers |
| Khain's Killers | vs. Greenfield Grasshuggers |
| Creeveland Crescents | vs. Naggaroth Nightwings |
| Bruendar Grimjacks | vs. Bluchen Berserkers |
| Champions of Death | vs. Arctic Cragspiders |
| Orcland Raiders | vs. Bluebay Crammers |
| Dwarf Giants | vs. Gouged Eye |

| Week 16: 3 rd Week of Peril 2490 | |
|---|-----------------------------|
| Everbold Unicorns | vs. Middenheim Marauders |
| Asgard Ravens | vs. Dwarf Giants |
| Albion Wanderers | vs. Champions of Death |
| Darkside Cowboys | vs. Oldheim Ogres |
| Galadrieth Gladiators | vs. Reikland Reavers |
| Hobgoblin Team | vs. Elfheim Eagles |
| Scarcrag Snivellers | vs. Nurgle's Rotters |
| Evil Gits | vs. Bluchen Berserkers |
| Chaos All-Stars | vs. Stunted Stoutfellows |
| Arctic Cragspiders | vs. Vynheim Valkyries |
| Southstorm Squids | vs. Greenfield Grasshuggers |
| Bruendar Grimjacks | vs. Lowdown Rats |
| Icecastle Wolves | vs. Underworld Creepers |
| Westside Werewolves | vs. Athelorn Avengers |
| Bluebay Crammers | vs. Dark Renegades |
| Orcland Raiders | vs. Naggaroth Nightwings |
| Dwarf Warhammerers | vs. Gouged Eye |
| Skaven Scramblers | vs. Khain's Killers |
| Worlds Edge Wanderers | vs. Creeveland Crescents |
| Bright Crusaders | vs. Lustria Croakers |

AFC CENTRAL DIVISION



A graphic listing the AFC Central Division teams. The teams are arranged vertically from top to bottom: GoldenEye, Bluzhen Berserkers, Reikland Reavers, Warpath Warriors, Underworld Creepers, and AFC Central Division. Each team name is accompanied by its logo. The GoldenEye logo features a red skull with a yellow eye on a green background. The Bluzhen Berserkers logo features a purple skull with crossed axes on a black background. The Reikland Reavers logo features a blue skull with a sword on a yellow background. The Warpath Warriors logo features a red skull with a sword on a green background. The Underworld Creepers logo features a black skull with a green snake on a black background. The AFC Central Division logo features the text 'AFC CENTRAL DIVISION' in a stylized font on a red background.

GOLDEN EYE

BLUZHEN BERSERKERS

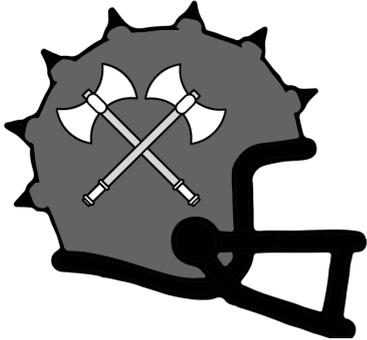
REIKLAND REAVERS

WARPATH WARRIORS

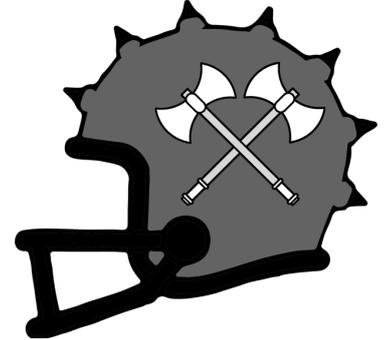
UNDERWORLD CREEPERS

AFC CENTRAL DIVISION

BLUCHEN BERSERKERS



Team Colours: Purple and white
Symbol: Crossed battle axes
Owner: Chief Gulagh the Despot
Head Coach: Ivan Bloodshed
Home Stadium: Axehead Stadium,
 (Capacity 57,140, surface astrogranite)
Players: Norse and chaotic marauders
Sponsor: Slaughter and Maim
Cheerleaders: The Battle Axes



The Bluchen Berserkers are the wild men of the NAF. Hailing from the savage northern wastes, they are a terrifying alliance of northern raiders and Norse berserkers united in one thing, their worship of the blood god, Khorne. In every game they play, they do their best to put the 'blood' into blood bowl, often ignoring the not inconsiderable matter of trying to score!

2464 Despite decades of leading his tribe of northern raiders on a trail of murder and destruction, Chief Gulagh the Despot is constantly overlooked by Khorne when it comes to promotion to Daemonhood. Demoralised, he soon hits upon the idea of forming a Blood Bowl team- surely the mindless violence and gory fame associated with winning the Blood Bowl trophy would be enough to catch the eye of the great blood god! Gulagh, a master of persuasion, convinces commissioner Nikk Threehorn to admit the Bluchen Berserkers to the NAF, after an intimate tête-a-tête next to a roaring fire in his cosy dungeon.

2468 The Berserkers soon live up to their name, leaving a trail of broken bodies, balls, Gatorcade coolers, dugouts, changing rooms, lockers, spare boots, reporters, ball-boys, team mascots, and autograph hunters, wherever they play. Their fearsome reputation for violence is offset by the fact their berserker players regularly forget to score, costing them many games.

2474 Never is the Berserkers' wildness more apparent than in the play of team captain Stengard Wolfbeck, a Berserker who was such a rough and wild a player he is regularly sent off... during team practice sessions!

2477 The Berserkers are the first team to sign the legendary Thrud the Barbarian to play Blood Bowl. The 7'.8", 350lbs Norscan brute seems the perfect match for Bluchen's ultraviolet style of play. His first match is a revelation,

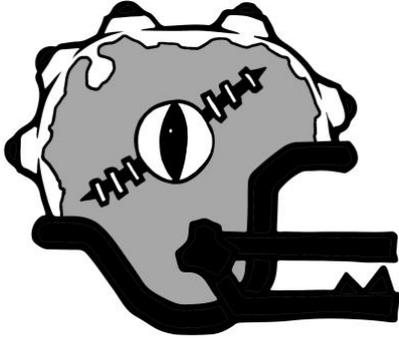
he causes an incredible 4 fatalities, 5 serious injuries, and sets up 3 touchdowns. Unfortunately, these were all against the Berserkers! it seems Thrud became confused as to who he was supposed to be playing for as soon as he stepped onto the pitch!

2482 With the arrival of recently retired Blocker Ivan Bloodshed as Head Coach, the Berserkers finally have a tactician who can blend wanton carnage with the need to move the ball. In a huge shock, the Berserkers win the AFC Central with some famous wins over the Reavers and Gouged Eye. They meet another surprise package in the final of Blood Bowl XXII, the Worlds Edge Wanderers, and win a brutal battle of attrition 3-2. Gulagh is delighted, but still rather miffed that it is the rookie sensation, Slarga Fourstike, who is blessed with a gift from a grateful Khorne, rather than himself.

2487 Moving with the times, the Berserkers start using kickers. However, the transition is not without hiccups, thanks to their violent tendencies. Wayward Kicker Sigurd Tropfentor was so anxious to improve his accuracy when kicking that he had one of the other players hold the ball for him. This technical innovation has not caught on, mainly due to Tropfentor finishing the season having still only completed 25% of his kicks, having killed 3 and injured 6 teammates and seeing 12 holders trampled into the ground by grateful opponents.

2488 Despite winning the Blood Bowl and inflicting as many casualties as a small war, Chief Gulagh is still waiting for Khorne to reward him. He is all the more indignant now that Star Berserker Scylla Anfg Grimm has begun to show unmistakable signs of being favoured by the Fearsome God of Blood.

THE GOUGED EYE



Team Colours: Red and white
Symbol: Eyeball and scar
Owner: His Most Grossest Majesty Gobsuck Skullcrush XII
Head Coach: Gort Severlimb
Home Stadium: The Doom Dome, Drakwald (capacity c.88,000, surface astrogranite)
Players: Orcs
Sponsor: Booty from Orcish raids
Cheerleaders: The Pockettes



Under the leadership of tribal overlord Gobsuck Skullcrush XII and the extremely sadistic training methods of Sever-limb, the team have risen from being a laughingstock to chief contenders for top team in the conference. It is unfortunate that the Gougged Eye are in the same division as the Reavers, as one Side must defeat the other if they are to proceed into the upper reaches of the various cups and championships.

2403 Slaves captured by Orc raiding parties tell the Gougged Eye tribe of a wondrous game played by humans. A spying party manages to kidnap a coach, and soon the Gougged Eye are playing their first few matches. Unfortunately, since the man they captured was a specialist rushing trainer, the team have great trouble passing the ball - trouble Which sees them lose all but one of their first seventy-two games.

2429 Undaunted by early failures, the Gougged Eye finally realise what they are doing wrong, and manage to kidnap passing expert Vimmy Gloam after a late-night Middenheim Marauders training session. After just a little persuasion he tells all them knows, and under his guidance the orc team develops into a formidable fighting, er, playing machine.

2431 Results rapidly turn-around, so much so they are invited to become part of the Oldlands Conference. They play in the Central Division and under the captaincy of Eruk OGREHack, the Eye manage a respectable third. A recruiting drive pioneered by Blood Bowl-fan Emperor Skullcrush XI allows Orcs a chance to choose between a spell in the army or in the team. Thousands flock to join the Gougged Eye.

2435 Inspired (or should that be, terrified) by OGREHack's formidable temper, the Eye steamroller their opponents to win their first title, they are crowned AFC champions after thrashing the Ironcrag Decimators in the final.

2450 When OGREHack finally retires to become an anger management consultant, the Eye find a more than capable replacement in the form of Garg Wormface. They win the White Skull Challenge Cup for five consecutive years.

2464 Unbelievably, the Gougged Eye beat the Reavers in a last-ditch play-off scramble bloodbath, and go all the way to the champions rostrum when they defeat the Dwarf Giants at the Middenheim Stadium, Captain on the day was Hurk Verminsmasher, but honours must go to thrice-scorer Bolg Stonemangle (later known as 'Dwarfmangle'!).

2473 The Gougged Eye win Blood Bowl XIII against the Dwarf Warhammerers. Bolg Dwarfmangle seals his place in history with another hat-trick in the big game (that guy really hated Dwarves!).

2474 The Eye's championship winning side are all but destroyed in Axeface Manglesson's Orc Massacre in the final of Blood Bowl XIV. The next year, a youthful Varag Ghou-Chewer is appointed captain of the rebuilding team.

2488 Under Ghou-Chewer's captaincy the Gougged Eye are one of the NAF's premier teams winning the AFC championship and two Chaos Cups. They continue to go from strength to strength and massacre to massacre. Another Blood Bowl title cannot be far off.

TEAM PROFILE

2489-90 First Team Roster

| No. | Name | Position | Experience |
|-----|----------------------|----------|-------------|
| 1 | Varag Ghoul-Chewer | Blitzer | Star Player |
| 2 | Harg Vainkill | Thrower | Star Player |
| 3 | Krug Painspear | Blitzer | Star Player |
| 4 | Rip Sorepain | Blocker | Star Player |
| 5 | Urfrik Skullhack | Blocker | Star Player |
| 6 | Hak Demoncutter | Lineman | Star Player |
| 7 | Trok Elfsplitter | Kicker | Veteran |
| 8 | Gort Skullhack | Catcher | Veteran |
| 9 | Osgar Vilechuck | Catcher | Veteran |
| 10 | Da Rock | Blocker | Veteran |
| 11 | 'Bandy' Durg Muglurg | Kicker | Veteran |
| 12 | Gurk Halftoad | Lineman | Veteran |
| 13 | Blarg Gut-Wrencher | Lineman | Veteran |
| 14 | Ugly Rackspike | Lineman | Experienced |
| 15 | Anga Gassga | Thrower | Veteran |
| 16 | G'Haarg Swordbiter | Blocker | Veteran |

Fame: 11 **Team Rerolls:** 5

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

Cheerleaders: The Pockettes *Cheering Ability: 8*

Spike! Magazine Team Rating: 313

NAF Records

Most Players Killed by Booting (Season):
12, Trok Elfsplitter (2487-88)

Most Paces Passing (Season):
2,179 paces from 172 attempts. Harg Vainkill (2487-88)

Most Receiving Paces (Single Game):
241 paces from 6 receptions, Osgar Vilechuck vs Vynheim Valkyries, (2487-88)

Team Records:

Most Player Fatalities (Career):
299. Varag Ghoul-Chewer (2472-present)

Most Spectator Fatalities (Career)
733, Varag Ghoul-Chewer

Most Teammates Killed (single game):
3, Eruk OGREhack, vs Creeveland Crescents (2435-36)



Team Honours

Blood Bowl winners 2464 (IV), 2473 (XIII)
 Chaos Cup winners 2441, 2445, 2450-54, 2460, 2469, 2473, 2477, 2482-83
 AFC championship winners 2435, 2464, 2470.2473. 2474, 2478

Hall of Fame:

Eruk OGREhack, Bolg Dwarfmangle (nee Stonemangle), Garg Worm-face

Gougged Eye Team Chant

*" We are Orcs and dat's no lie,
 we'll make yoo scream an' make yoo cry,
 we'll pull yore hair and pinch yore thigh,
 an if dat doant work we'll gouge your eye!
 Giss a G, Giss a O, Giss a W etc."*



NAGGAROTH NIGHTWINGS



Team Colours: Red and green
Symbol: Winged skull
Owner: Marishel the Fair, Sister of the dark convent
Head Coach: Duriath Hellblade
Home Stadium: The Nightwing Cavern, underground, (capacity 85,332, surface astrogranite)
Players: Dark Elves
Sponsor: Imperial Spike Emporium
Cheerleaders: The Nightmares



The Naggaroth Nightwings are one of the oldest teams in the NAF, and amongst the Dark Elves, only their hated rivals the Darkside Cowboys predate them. Throughout their long history, they've always fielded highly competitive- and lethal- teams, the reason their trophy cabinet is relatively bare has more to do with being stuck in the AFC Central division, home of the Reikland Reavers and the Gouged Eye, two of the most successful Blood Bowl teams ever.

2382 The Nightwings are formed in Naggarond by Marishel the Fair, Sister of the Dark Convent. Their name comes from the notorious Nightwing Cavern in Naggaroth, scene of such unspeakable acts of degeneracy, we dare not publish them here!

2390 The Nightwings win their first ever Elven Kingdoms league. Home turf gives them the upper hand in many games. They keep the light levels very low in the Nightwing Cavern, their players can still see but their non-Dark Elf opponents can't as a number of them found out, tumbling into deep chasms next to their dug out.

2420 The 'Wings dominate the Elven Kingdoms league under the captaincy of star Thrower Acheron Thorn (elder brother of current Cowboys star Catcher, Asperon Thorn).

2431 With the ratification of the NAF's two conferences by commissioner Jorge Hellhound, the Nightwings begin playing in the NAF as an expansion franchise. (Eyebrows are raised when they do so ahead of the Darkside Cowboys who will have to wait until 2438. This helps to ignite a bitter rivalry between the two teams, one that still exists even today).

2453 After years of avoiding each other at the annual 'sock exchange', the Cowboys and the Nightwings finally face-off in the NAF,

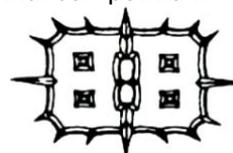
after a mix up with some fishnet stockings. The match is everything you'd expect it to be, nasty, brutal, full of fouls and dirty play - the Dark Elves fans proclaim it one of the best spectacles they've ever watched!

2456 The Nightwings return to form in the 2450s and beat both the Gouged Eye and Reikland Reavers to win the division and the AFC championship. More success is to follow when they defeat the Creeveland Crescents in the precursor to the Blood Bowl final. However, finals at this time had the status of exhibition matches, so the 'Wings get the glory but not the world title.

2475 The Reaver/Eye domination of the AFC Central means Naggaroth's chances of progressing through the play-offs are strictly limited. A plus side is that they become an excellent cup team, winning the Chaos Cup twice in a six-year period.

2480 Promising rookie Catcher, Laxon Hrull, abruptly leaves the team to join the Chaos All-Stars. Both parties refuse to divulge the reason for his departure, the question of what exactly Laxon did to leave in such a hurry is still the subject of much tabloid gossip.

2489 The Nightwings have assembled a hugely talented team of malicious deviants that are capable of beating anyone in the league. Nobody seriously believes this will be the year they break the Orc/Human duopoly at the top of the AFC Central, but they may well become the king makers, also, their recent success in the Chaos Cup makes them dark horses for that competition.



REIKLAND REAVERS



Team Colours: Blue and yellow
Symbol: Skull and blade
Owner: JJ Griswell Jr
Head Coach: Helmut Zwimmer
Home Stadium: The Altdorf Oldbowl,
 (capacity 71,411, surface astrogranite)
Players: Humans
Sponsor: Four Seasons Coaching Lines
Cheerleaders: The Reavettes



The Reavers are the finest all-round team in the AFC, if not the NAF, with no one else coming close to matching their consistent winning record (4-time Blood Bowl winners, 18-time Chaos Cup winners!). Wherever the Reavers play, the stadium is guaranteed to be sold-out, for they are also the best-supported team in the NAF, with a fan base that spans the Known World. To their die-hard fans they are simply the greatest Blood Bowl team there has ever been, to fans of all the other clubs, they're a boastful bunch of big-heads. However, when the chips are down the Reavers always put their money where their mouth is. To have played the Reikland Reavers is to have played the best.

2389: The Altdorf Acolytes are formed in 2389 by a business consortium in association with the people of Altdorf, making their home field at Griswell Memorial Stadium. This was achieved because of a vacant franchise spot came up in the former Oldlands Conference. DD Griswell Sr, the original owner, bought and practiced the old-time art of poaching talent from other teams. Combined with financial astuteness, and headed by Coach Johann Weisshaupt, their first season ended with a fourth-place spot in the Whiteskull Challenge Cup (now Chaos Cup).

2396: When the Griswell Memorial Stadium collapses during a game (amid rumours of paybacks and cost-cutting by the firm who built it), the team changes its name to the Reikland Reavers and makes its new home in the Altdorf Oldbowl. The same year, the Reavers get their first Chaos Cup win by defeating the Wüppertal Wotans in the final.

2399: The legendary match against the visiting Dwarf Giants team ends in uproar when it's discovered that each team is using its own version of the rules. Game abandoned at 17-4.

2411: DD Griswell Jr takes over as owner of the team on the death of his father. Head coach

at this time is now Blind Willy Müller. Reavers slump to their worst placings ever. Müller reputed to have got the job through blackmailing DD Jr over some rather indiscreet moments with the entire Reavers cheerleading squad.

2432: The Reavers start the first season of a 14-year low patch when eleven members of the first team are infected during an injudicious Nurgle's Rotters game. Transfers of eight players to the Subterranean Slimeballs helps ease the crisis, but the loss hits the Reavers hard. DD Griswell Jr is replaced by his son JJ Griswell Snr.

2468: JJ Griswell dies after getting too close to the sidelines during a Asgard Ravens fixture, and is replaced by current owner JJ Griswell Jr. New head coach Helmut Zwimmer arrives soon after, and institutes his 'New Order' of training and preparation.

2485: Reikland thrash the Darkside Cowboys to win Blood Bowl 24, but only after surprise substitute Orlak Stürmdrang replaces fatally injured captain, Wolfram von Beck, after only ninety seconds. The legendary Zug sets up his still-unbeaten 'Most Opponents Bitten in One Match' record.

2487: Griff Oberwald (incidentally Stürmdrang's half-cousin!) replaces Orlak as team captain after his predecessor finds the pressures of running the team and posing for the girls as an all-round Blood Bowl megastar too much. The team go from strength to strength, winning their fourth Blood Bowl.

2489: After another great season, the Reavers face the Darkside Cowboys once again in the final of Blood Bowl 28. They come within inches of retaining the trophy, but an extraordinary End Zone interception by Hubris Rakarth, is returned 100 paces to win the game and the title for the Cowboys.

TEAM PROFILE

2489-90 First Team Roster

| No. | Name | Position | Experience |
|-----|-----------------------------|----------|-------------|
| 1 | Griff Oberwald | Blitzer | Star Player |
| 2 | Zug | Blocker | Star Player |
| 3 | Jacob von Altdorf | Thrower | Star Player |
| 4 | 'Surehanded' Gregor Meissen | Catcher | Star Player |
| 5 | Ritter von Baum | Lineman | Star Player |
| 6 | Ziggi Abschuss | Lineman | Star Player |
| 7 | Ivan Kellhoofer | Kicker | Veteran |
| 8 | Hans von Broken | Lineman | Veteran |
| 9 | Ludwig von Kleister | Thrower | Rookie |
| 10 | Vaz Vaztek | Blocker | Veteran |
| 11 | Matthias Meier | Blitzer | Veteran |
| 12 | 'Fast' Ben Jansen | Catcher | Veteran |
| 13 | Luigi di Passella | Kicker | Veteran |
| 14 | Helmut Rokstein | Blocker | Veteran |
| 15 | Dieter Blunt | Lineman | Rookie |
| 16 | Helmut Headreka | Blocker | Veteran |

Fame: 22

Team Rerolls: 9

The Fans: *Chant 3; Hooligans 1; Loyalty 0*

Cheerleaders: The Reavettes

Cheering Ability: 8

Spike! Magazine Team Rating: 324



NAF Records

Most Blood Bowl Wins:

4

Most Chaos Cup Wins:

18

Most Touchdowns Scored in a Game:

17, vs Dwarf Giants, (2399-00)

Most Consecutive Chaos Cup Wins:

7 (2399-2405)

Most Conference Championships Wins:

10

Longest Kick-Off Return:

62 paces, Ben Jansen vs Elfheim Eagles, (2486-87)

Most Opponents Bitten in One Match:

7, Zug vs Darkside Cowboys, Blood Bowl XXIV, (2485-86)

Team Records:

Most Paces Rushing (Season):

7,922 paces, Griff Oberwald, (2487-88)

Most Fatalities (Single Game):

42, Zug vs Champions of Death, 2485-86

Team Honours

Blood Bowl winners 2471 (XI), 2479 (XIX), 2485 (XXV), 2487 (XXVII)

Chaos Cup winners 2396, 2399-2405, 2412, 2422-27, 2448, 2461, 2463, 2470

AFC Champions: 2462, 2463, 2468, 2471, 2472, 2479, 2483, 2485, 2487, 2488

Hall of Fame:

Walter damm Kempft, Erdrich Holstein, Coach Johann Weissshapt, Jules Winder

Reikland Reavers' Cheerleaders' Song

*"We've won all that there is to win
But now we want some more.
So, duck or bleed,
We're coming through
To make another score!"*



UNDERWORLD CREEPERS



Team Colours: Red and black
Symbol: A serpent
Owner: Unknown
Head Coach: Lance Fleshbarb
Home Stadium: The Nether Regions, Underearth, (capacity 18,670, surface, compacted rubble)
Players: Skaven and Goblins
Sponsor: Imperial Mines
Cheerleaders: The Graves



This unlikely pot-pourri of Skaven and Goblins is a juggernaut of innovation in the field of dastardly tactics. If one of their ambitious plans backfires on the Gobbos (who usually get everything wrong, anyway), the Skaven just sit back and watch the stupid creatures hurt themselves- it appeals to their warped sense of humour.

2424 Neighbouring communities of Goblins and Skaven discover the delights of Blood Bowl as a means of settling boundary disputes. The life expectancy of the average (non-Blood Bowling) underworld denizen increases drastically, much to the approval of both groups, but disappointment to adventuring parties everywhere.

2440 The shared cave system proves a setback to the two communities' attempts to form teams of their own and one shrewd Goblin suggests forming one team from them both. He is soundly beaten to pulp. A week later (after both teams suffer an embarrassing defeat due to player shortage) the mixed-race Underworld Creepers are officially born. One very bruised and battered Goblin is not amused, though neither is he surprised.

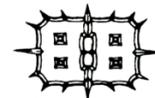
2453 The Creepers break the record for instigating more riots than any other team in the history of the NAF. Critics rate the infamous 'Bloody Moonsday' riot of '53 to be the best of the bunch. The conflagration begins when frustrated Goblin Catcher Cruz Rustlicker takes wild swing at a team-mate in the dug-out but accidentally hits a nearby spectator, who falls into the ice cream of the Ogre behind him, who jumps up in surprise and bumps into the Minotaur next to him, who gets annoyed 'cos he just missed the big play, before long the stadium is a sea of carnage.

2460 After two decades in the NAF, the Creepers have nothing to show for their troubles other than a horrendous casualty list (many of whom were killed in squabbles with their own team-mates). This is partly attributed to the fact that nobody actually knows who owns the team. Board meetings consist of whoever is in the vicinity of the club HQ at the time.

2470 After decades of under achievement, the Creepers turn to new coach Lance Fleshbarb, his innovative approach of letting the players decide themselves what to do puts an immediate stop to the problem – and the assassinations! Side effects such as the players now killing each other over tactics are considered only a mild nuisance. With injury being an occupational hazard in Blood Bowl, particularly so for the Creepers, it makes no difference who does it to them – it's going to happen anyway!

2484 The Creepers cause the upset of the season by winning the Chaos Cup. Pundits agree that Fleshbarb has assembled possibly the best Goblin-Skaven team ever (conveniently missing the fact that, at this point, they're the ONLY Goblin-Skaven team in existence!).

2489 With the huge disappointment that was the 2488-89 season behind them, many believe that this Creepers team has peaked. The previously unassailable coach Lance Fleshbarb enters the new season with many fans calling for his head.. and when this comes Goblins and Skaven, you'd better start running!



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 | Gouged 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 | Gouged Eye | 3-1 | 11-0 | Longship Stadium, Vynheim |
| XIII (2473-74) | Gouged 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 | Gouged 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) | Gouged 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 | Gouged Eye | Zhufbar Markttag | 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 Markttag | Ironcrag Decimators | 3-1 | 1-0 | Altdorf Old Bowl, Altdorf |

Footnotes: ** League-wide Players strike during season

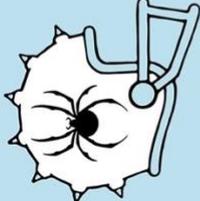
* Substitute team. NFC conference winner boycotted final

AFC NORTHERN DIVISION



ARCTIC CRABS

CRABSPIDERS



CHAMPIONS OF DEATH



ALBION WANDERERS



ACCRINGTON STANLEY



MIDDLESBROUGH

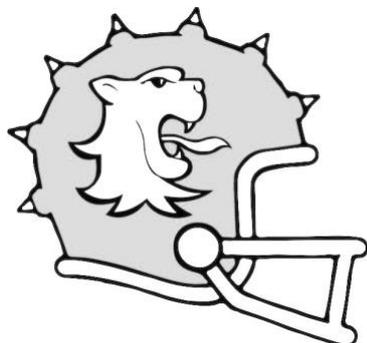
MARRIERS



ROBERT HERRINGTON

ROBERT HERRINGTON

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.

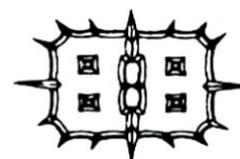
2428 The Old Beatonians eagerly go on a grand tour of the Old World, looking to sharpen their skills in exhibition matches against the best NAF teams. The results are catastrophic, it soon becomes apparent they are playing a completely different code; they can't work out why the ball isn't round, and 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

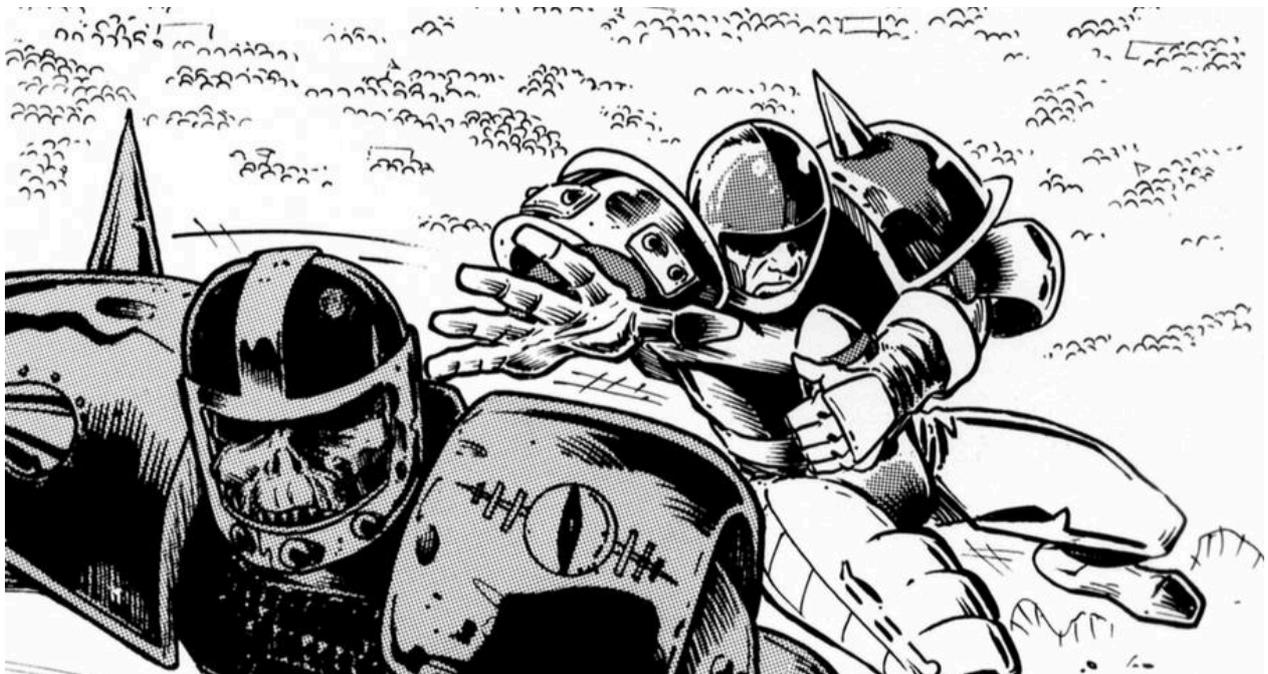
Most Goals:*
45, Sir Geoffrey D'Urst, 2460-2475

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

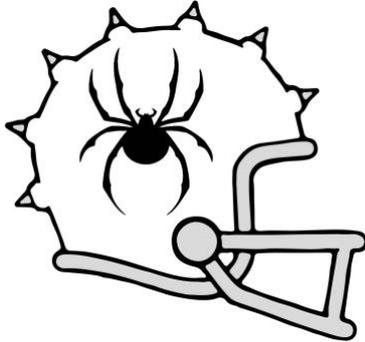
The Albion Wanderers Team Song

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

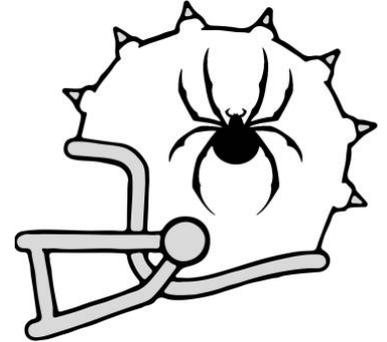
*The Beaten College
Fighting Song (Verse 1 of 20)*



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 | Ulftric 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!

TEAM PROFILE

2489-90 First Team Roster

| No. | Name | Position | Experience |
|-----|----------------------|-----------------------|-------------|
| 1 | Ramtut the Third | Mummy | Star Player |
| 2 | Sekhmeht VII | Mummy | Star Player |
| 3 | Stefan Helmhand | Thrower | Veteran |
| 4 | Quietus Hades | Thrower | Veteran |
| 5 | Rigor Mortis | Catcher | Experienced |
| 6 | Humerus Carpal | Catcher | Star Player |
| 7 | Ivan the Revived | Lineman | Experienced |
| 8 | Toxix | Lineman | Experienced |
| 9 | Carcass Bloodletter | Lineman | Experienced |
| 10 | Barry Bigbones | Lineman (Chainsaw) | Star Player |
| 11 | Styff Simeon | Lineman | Experienced |
| 12 | Splinter Marrowblade | Lineman | Experienced |

Fame: 13

Team Rerolls: 5

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

Cheerleaders: Dem Bonez

Cheering Ability: 8

Spike! Magazine Team Rating: 314

Special Rules: Tomolandry is possibly the greatest Necromancer the Known World has ever seen, and the Skeletons and Mummies in his team are just that little bit better than those used by less skilful Undead coaches. To represent this, use the following characteristics for the team's Skeletons:

Skeleton Player Characteristics

| | MA | SP | ST | AG | TS | CL | AV |
|---------|----|----|----|----|----|----|----|
| Lineman | 3 | +2 | 4 | 3 | -1 | -1 | 8 |
| Thrower | 3 | +2 | 3 | 3 | +1 | 0 | 7 |
| Catcher | 4 | +4 | 2 | 4 | -1 | +1 | 7 |

In addition, Tomolandry may repair players at twice the normal rate (i.e, he may move one player two boxes or two players one box each).



NAF Records

Most games:

20000* Ramtut III (2465-present)

Most Cheerleader Fatalities

1,552, Ramtut III*

Most Times Decapitated:

56 (34 by himself), Barry Bigbones (2471-present)

Team Records

Most Civilian Casualties:

1,851,900, Ramtut III *

Most Player Casualties

9,172, Ramtut III *

(*figures under review by the NAF)

Team Honours

Blood Bowl winners 2466 (VII), 2486 (XVII)

Chaos Cup winners 2440, 2459, 2462, 2467,

AFC championship winners 2446, 2466, 2486

Champions of Death Cheerleaders' Chant

*"You can stab us,
you can punch us,
you can kick us in the head,
But you'll never, ever kill us
'cause we're dead, dead, dead!"*

Hall of Fame

None (no players ever retire- they're simply put in storage for a few years before being revived again).



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.

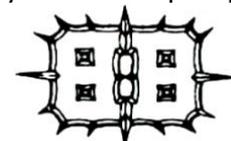
2459 The unreliability of the Were players mean they see less and less playing time. Their influence on the team eventually becomes so slight, that they drop the 'Were' from their name and start to be known simply as the Icecastle Wolves.

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

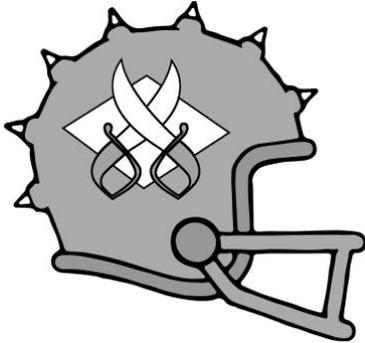
Icecastle Wolves' Cheerleaders' Song

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

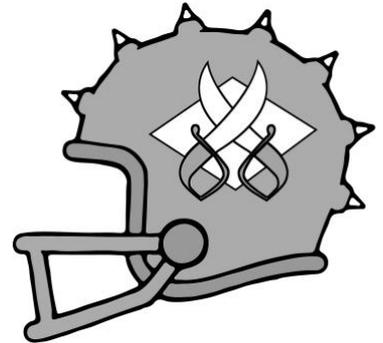
*When you get the ball,
The wolves will pounce,
And will make you disappear!"*



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)



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 |

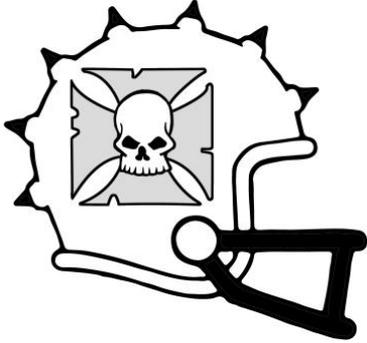
Notes

* Disputed by Darkside Cowboys

AFC EASTERN DIVISION



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 Holzfelder | 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

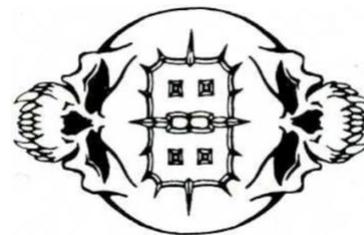
Most consecutive league games without committing a foul:

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

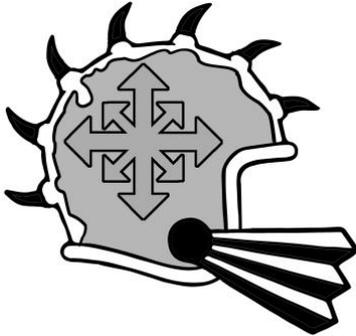
Purity Cup winners, 2464

NAF Fair Play Award: 2449-2488

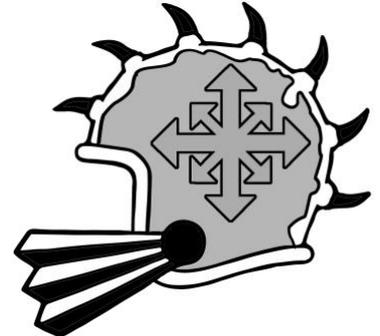
Nuffle's Prayer

*"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 Hawkgire | 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 Hawkgire, Morg'th N'Hthrog, V'hnn Qllss Zzchhtrr

Team Honours

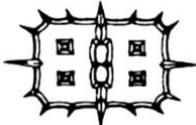
Blood Bowl winners 2467 (VII)

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 Hawkgire (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.

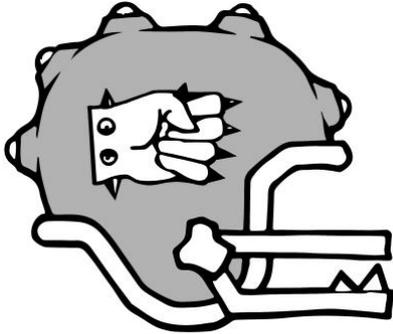
2415 The Killers win their first trophy, triumphing in the White Skull Challenge Cup.

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!

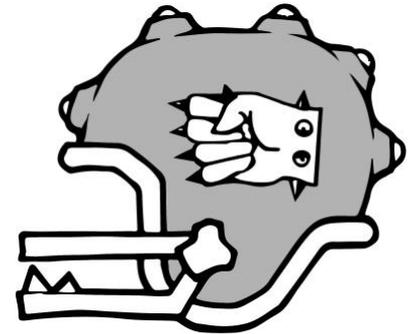
2486 The Killers set an unwanted record when they make 'the World's Worst Tackle' in a game against the Elfheim Eagles. In an effort to bring down Eagles' Star Player Valen Swift once and for all, the whole team piled in on the seemingly helpless Thrower. Finally, after the dust cleared and the bodies 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 Blitzer | Rookie |
| 6 | M'Gorg'Gn'Throg | Ogre Blitzer | 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!

NAF QUESTIONS

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-El 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!"

AFC WESTERN DIVISION

BRENDAR GRAMJACKS

DARK RENEGADES

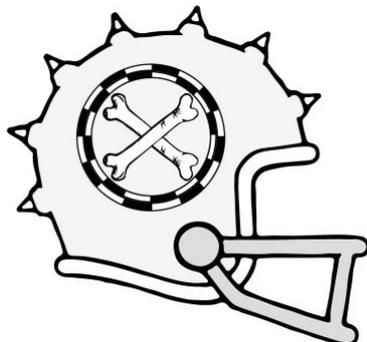
ELFHELM EAGLES

WESTGATE VIKINGS

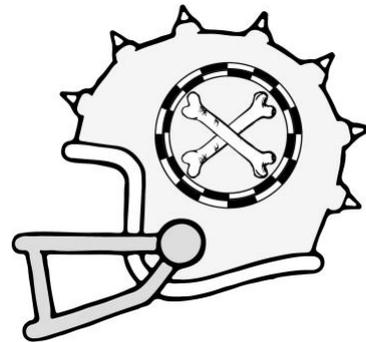
STOUTFELLOW S

THE WESTREN DIVISION

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 Worshippers 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 garrotted, then burned at the stake (Which, being Khorne worshippers, pleases them immensely!). Ownerless, the team are put up for sale.

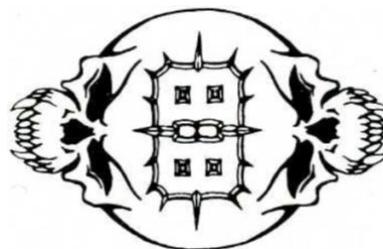
2483 The Grimjacks are bought by the reclusive Necromancer Jorchalas the Ever-Living, Tomolandry's former roommate at Woebetide University (class of 2215, trivia

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 Mardiel | 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

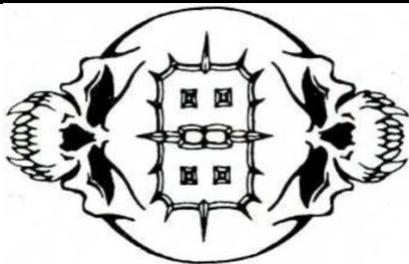
Club Records

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)

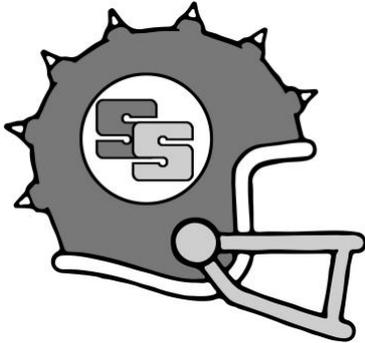
Hall of Fame:

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

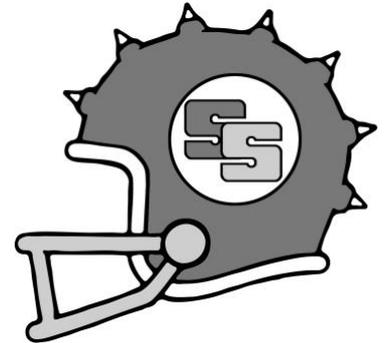
Elfheim Eagles' Cheerleaders' Song
*"Pass the ball! Pass the ball!
 Eagles make it fly!
 Throw it long! Throw a bomb!
 Hit the Bull's Eye!"*



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

Team Honours

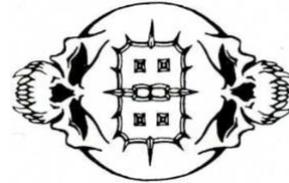
None

Hall of Fame:

None

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):

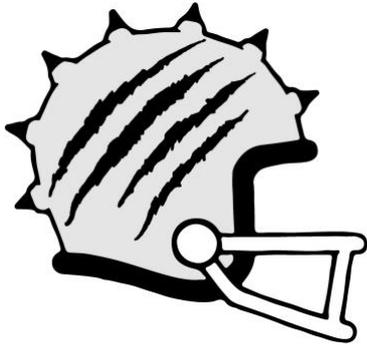
2657, Warmglow Vindaloo, 2481-present

Most Touchdowns Career (Halfings):

48, Warmglow Vindaloo



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):

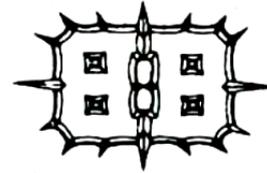
7, Wilhelm Chaney, vs Elfheim Eagles, (2486-87)

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 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 (pp. 64-65)

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-Brettonian 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 (pp. 66-67)

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.

Asgard Ravens (pp.15-16)

Team Colours/Symbol/Owner/Head Coach/Home

Stadium/Sponsor: Knute Rockknee (2022)

Cheerleaders: Star Players, p.33, Games Workshop (1989)

Team History/ Team Records: Ibid; &, Gridiron Gazette, pp.3-4, NAF.net, (2021); & Blood Bowl Handbook, p.25, Games Workshop (1988); & Companion, p.36, Games Workshop (1990).

Team Honours: Knute Rockknee (2022)

Notes: There is not a lot of information available for this team. I expanded the fact they were once Giants, and turned this into the backbone of their team history. A few player names are from later edition unattached Norse Freebooters, but the majority were invented by me. The stadium name comes from a mention in the 3rd edition about how the team disbanded in the wake of the NAF’s collapse.

Athelorn Avengers (pp.4-5)

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

Symbol: Athelorn Avengers Miniatures (Box Art), Games Workshop (1994)

Owner/Head Coach: Blood Bowl Death Zone Season 1, p.17, Games Workshop (2016)

Home Stadium: Dead Ball, Black Library (2005)

All Other Team Information: Knute Rockknee (2022)

Team History: Blood Bowl Death Zone Season 1, p.17, Games Workshop (2016), expanded by Knute Rockknee (2022)

Team Records: Jordell Freshbreeze Star Player Card Verso, Star Players, Games Workshop (1989); & Knute Rockknee (2022)

Notes: Most of the information was collected from the 2016 Death Zone supplement. I have used the colours given in the 2nd edition rather than the more famous green and yellow that the team are associated with. I have assumed that the 3rd edition Wood Elf symbol that appears on the box art of the 3rd edition miniatures is the Avengers’ symbol.

Bluchen Berserkers (pp. 52-53)

Team Colours: Star Players, Star Player Cards Insert ‘Slarga Fourstike’, Games Workshop (1989)

Symbol/Owner/Head Coach/Home

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

Team History: Knute Rockknee (2022), with additional facts from Rule Book, p.17, Games Workshop (1988); & Companion, p.38, Games Workshop, (1990)

Team Honours: Blood Bowl 3rd Edition Death Zone, ‘Blood Bowl Winners list’, Games Workshop, (1994)

Team Records: Companion, p.38, Games Workshop, (1990); & Star Players, Star Player Cards Insert ‘Slarga Fourstike’, Games Workshop (1989); & Knute Rockknee (2022)

Notes: The Berserkers are another ‘well known’ but mysterious team. At first, the evidence appears to clearly favour them being a Norse team- based on their Berserker name and the players Sigurd Tropfenor/Stengard Wolfbeck. However, it is telling that they aren’t included on the famous



Norse team list in Star Players. It is possible the omission was a simple error, or it could be indicative that they were not originally intended to be a full Norse team. Since their Star Player Slarga Fourstike is a Chaos Human Mutant, the other option is that they were Chaos Humans, (Star Players omits the list of famous Chaos Human teams, meaning the mystery has no obvious solution). I decided to write a profile that incorporates both, I conceived them as being a mixed Norse/Chaos Human team. The Warhammer background supports this, although it is worth noting that in the late 80s (when the 2nd edition was written) the Norse were not as associated with Chaos in the same way they are now. Their team colours are based on the illustration of Slarga Fourstike, the player names are mostly invented. NB: Fourstike is the spelling used in Star Players, in White Dwarf he is referred to as Fourstrike, I have opted to use the version in the publication.

Bluebay Crammers (pp.28-29)

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

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

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

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

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

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

Team Song: Knute Rockknee (2022)

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

Bright Crusaders (pp.76-77)

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 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.

Bruendar Grimjacks (pp.88-89)

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

Symbol: Blood Bowl 2nd 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 1st edition and are now well established as being a Necromantic team. They are initially mentioned in the 1st edition as the Briendar Grimjacks and are apparently an Orc team. In the 2nd 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 2nd 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 2nd 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 unobtrusively 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 2nd edition fluff who are nominally 'Necromantic' but have never been officially linked to the Grimjacks. All other names on the roster were invented.

Champions of Death (pp. 68-69)

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.

Chaos All-Stars (pp. 78-79)

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.

Creeveland Crescents (pp.30-31)

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

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

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

Team Records/Team Song: Knute Rockknee (2022)



TEAM SOURCES & NOTES: DA-GA

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

Dark Renegades (pp. 90-91)

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

Symbol/Owner/Head Coach/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 3rd 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.

Darkside Cowboys (pp.6-7)

Team Colours/Symbol/Owner/Head Coach/Home

Stadium/Team Honours: Blood Bowl Handbook, p.24, Games Workshop (1988)

Cheerleaders/Sponsor: Star Players, p.55, Games Workshop (1989); Star Players, p55

Team History: Blood Bowl Handbook, p.24, Games Workshop (1988) expanded by Knute Rockknee (2022)

Team Records: Ibid. & Star Players, p.22, Games Workshop (1989)

Team Song: Star Players, p.22, Games Workshop (1989)

Notes: Most of the information is taken directly from 2nd edition sources. I added an origin story and the dramatic end to the 2489 Blood Bowl final.

Dwarf Giants (pp. 18-19)

Team Colours/Symbol/Owner/Head Coach/Home

Stadium/Team Honours: Blood Bowl Handbook, p.21, Games Workshop (1988)

Sponsor: Star Players, p.54, Games Workshop (1989)

Cheerleaders: Companion, p.17, Games Workshop, (1990)

Team History: Blood Bowl Handbook, p.21, Games Workshop (1988), expanded by Knute Rockknee (2022)

Team Song: Knute Rockknee (2022)

Team Records: Blood Bowl Handbook, p.21, Games Workshop (1988); & Blood Bowl Star Players, Star Player Card (verso): 'Pick Seamsunder' and 'Grimwold Grimbreathe', Games Workshop (1989); & Companion, p.38, Games Workshop (1990)

Notes: Virtually all of the information in this profile comes from 2nd edition sources. I added a small amount in the profile, slightly rewriting a couple of the entries for continuity.

Dwarf Warhammerers (pp.32-33)

Team Colours/Symbol/Owner/Head Coach/Home

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

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

Cheerleaders: Knute Rockknee (2022)

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

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

Team Song: Knute Rockknee (2022)

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

Elfheim Eagles (pp. 92-93)

Team Colours/Symbol/Owner/Head Coach/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 2nd edition sources.

Everbold Unicorns (pp. 8-9)

Team Colours/Symbol/Owner/Head Coach/Home Stadium:

Sponsor/ Cheerleaders: Knute Rockknee (2022)

Team History: Knute Rockknee (2022) & Companion, p.25, Games Workshop (1990)

Team Honours/Team Records/Team Song: Knute Rockknee (2022)

Notes: There is virtually no information regarding this team outside of their 2487-88 record, the fact they are Elves, and an anecdote about a player using a magic item in the Companion. Therefore, most of this profile was written by myself, I decided to link the Everbold of their name with the Everqueen of Warhammer and give them a magic tinged identity. The roster is made up of unattached freebooters from various editions and some 'future' Elfheim Eagles players (they are names taken from a roster dated in the 2490s), I felt it was not too much of a stretch to imagine they could have started their careers with the Unicorns. I invented the other player names.

Evil Gits (pp. 10-11)

Team Colours: Gridiron Gazette Issue 5, NAF.net (2021)

Symbol: White Dwarf Issue 102, pp. 4-5

Owner: Knute Rockknee (2022)

Head Coach: Star Players, p.24, Games Workshop (1989)

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

Team History: Blood Bowl 1st Edition Rule Book, p. 15, (1986); Star Players, p.24, Games Workshop (1989)

Team Honours: Star Players, p.24, Games Workshop (1989)

Team Records: Ibid. & White Dwarf 122 p. 38, (1989);

Companion, p.33, Games Workshop, (1990)

Team Song:

Notes: This profile shows up a major difference in the 2nd edition lore: The Evil Gits are recorded as the winners of Blood Bowl VIII (2468). This is contrary to Games Workshop's official list of winners, whereby Nurgle's Rotters have been winners of Blood Bowl VIII from the 3rd edition on. Since I was prioritising 2nd edition canon, the Gits are reinstated as the winners the final. The second notable difference is the team's racial make-up, which, on page 24 of Star Players, is implied to be Goblins. However, this is not definitive across the 2nd edition. I decided to go with them being mixed evil races, which is more in line with the how the Gits have historically been presented, it also does not preclude them having lots of Goblins on the team. I made this confusion over their identity part of their team history. A few players on the roster come from recent Blood Bowl publications, the rest I have invented. I added a special in-game rule to reflect their fan club's notoriety.

Galadrieth Gladiators (pp. 42-43)

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

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

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

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

Team Records: Knute Rockknee (2022)

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

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

Gouged Eye (pp. 54-55)

Team Colours/Symbol/Owner/Head Coach/Home Stadium/Team Honours: Blood Bowl Handbook, p.16, Games Workshop (1988)

Sponsor/Cheerleaders: Star Players, p.51, Games Workshop (1989)

Team History: Blood Bowl Handbook, p.16, Games Workshop (1988) slightly expanded by Knute Rockknee (2022)

Team Records: Companion, p.38, Games Workshop, (1990); & Star Players, Star Player Card 'Harg Vainkill' (verso), Games Workshop (1989); & Star Players, p.32, Games Workshop (1989); Blood Bowl Handbook, p.32, Games Workshop (1988) & Knute Rockknee (2022)

Team Song: Blood Bowl Handbook, p.39, Games Workshop (1988)

Notes: Virtually all of this information comes from 2nd edition sources. I transferred Cannonball Bennie to the Evil Gits replacing him with a later edition Thrower.

Greenfield Grasshuggers (pp.12-13)

Team Colours/Symbol/Owner/Head Coach/Home Stadium: Blood Bowl Handbook, p.25, Games Workshop (1988)

Sponsor: Knute Rockie, (2022)

Cheerleaders: Blood Bowl Handbook, p.39, Games Workshop (1988)

Team History: Ibid. p.25; & Spike! Fantasy Football Journal Issue 5, pp.7-8, (2019)

Team Honours/Team Records: Blood Bowl Handbook, p.39, Games Workshop (1988)

Notes: I have attempted to reconcile the new (2019) profile with the original team profile, to avoid contradictions I have slightly adapted the newer material to fit, whilst trying to avoid wholesale rewriting. The roster is mainly based on the 2019 release, I invented the other players.

The Hobgoblin Team (pp.40-41)

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

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

Team History: Blood Bowl Handbook, p.19, Games Workshop (1988); & White Dwarf 105, Chaos Players insert, Games Workshop (1988); & White Dwarf 104, p.65, Games Workshop (1988); expanded by Knute Rockknee (2022)

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

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

Icecastle Wolves (pp. 70-71)

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'htrog'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.

Khain's Killers (pp.80-81)

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.

Lowdown Rats (pp. 20-21)

Team Colours/Symbol/Owner/Head Coach/Home Stadium/Team Honours: Blood Bowl Handbook, p.19, Games Workshop (1988)

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

Team History: Blood Bowl Handbook, p.19, Games Workshop (1988); & White Dwarf 106, p.41 (1988) expanded and adapted by Knute Rockie (2022)

Team Records: Blood Bowl Handbook, p.19, Games Workshop (1988); Companion, p.33, Games Workshop, (1990); White Dwarf 104, Big Guy player card, (1988)

Notes: The recent new team profile for the Rats has been disregarded due to the fact that this book gives precedence to the 2nd edition canon. I have, however, changed the Rats owner's name to 'Grimy', for obvious reasons. I had to invent almost the entire roster of player names (we know the names of many Rats players, but they are all sadly dead!).

Lustria Croakers (pp.44-45)

Team Colours/Symbol/Owner/Head Coach/Home Stadium/Cheerleaders/Team Records: Knute Rockknee (2022)



TEAM SOURCES & NOTES: MI-OL

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

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

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

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

Middenheim Marauders (pp.72-73)

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).

Naggaroth Nightwings (pp.56-57)

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

Symbol: Box Art, 'Naggaroth Nightmares', 3rd edition minis, Games Workshop (1994)

Owner/Head Coach/Home Stadium/Team Honours: Spike! Journal Issue 2, p.10, Games Workshop (2018)

Sponsor/Cheerleaders: Knute Rockknee (2022)

Team History: Spike! Journal Issue 2, p.9, Games Workshop (2018); &

Team Records:

Team Song: Star Players, p.23, Games Workshop (1989)

Notes: The profile for the Nightwings is the only one where I have had to substantially alter the later background before using it. Changing officially published information was something that I wanted to avoid doing, but in this case, it was unavoidable due to the number of contradictions that the 2018 Spike! Journal profile creates within the 2nd edition background. They are as follows: Firstly, the 2018 profile states the Nightwings entered the NAF after the Cowboys, however there is a contradiction here. The Cowboys are said to have joined the NAF in 2438, yet the 2018 profile has the Nightwings entering the NAF in 2433 on the back of their Chaos Cup win in 2432. Second, the Chaos Cup is called an 'Open Tournament', whilst this is possible, much of the 2nd edition background implies the White Skull Challenge/Chaos Cup was always a competition for teams from the AFC and its

forerunner, the Oldlands conference. Third, in 2456 they are playing in the Elven Kingdoms league, the implication being they were participating in the NAF simultaneously, or that they temporarily withdrew from the NAF due to the intense competition in the AFC Central Division. Fourth, the role of Asperon Thorn creates many contradictions, in the 2018 profile he is said to be a Thrower who began playing for the Nightwings in 2384 and appears to be still on the team nearly a century later in 2480, his career throwing statistics eclipse those of Jeremiah Kool by a huge margin, however, in 1989's Star Players on page 22, Kool's record for throwing paces is described as being an 'eternal' record and one that no one believes can ever be broken. In the 2nd edition, Asperon Thorn is unambiguously described as the Darkside Cowboys star Catcher and his stats, whilst good, are not suggestive of a century of competitive play. I had to make a major alteration here, I renamed the Nightwings' Thrower 'Acheron Thorn' and gave him the backstory that he is Asperon's older brother. I have kept the team's early history and have retained the Chaos Cup win, but I have the Nightwings enter the NAF ahead of the Cowboys as an 'expansion team', when the two conferences are ratified in 2432, this then initiates a bitter rivalry between the Cowboys and Nightwings. I ignored the 2450s return to the Elven Kingdoms league but retained their Chaos Cup wins. The roster includes some mentioned players and unattached freebooters, all others are invented to be in line with existing second edition Dark Elf names.

Nurgle's Rotters (pp.22-23)

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

Owner Death Zone Season, p.7, Games Workshop (2016)

Home Stadium: Spike! Journal Issue 3, Games Workshop (2018)

Head Coach/Sponsor/Cheerleaders: Knute Rockknee (2022)

Team History: Gridiron Gazette Issue 18, p.2, NAF.net (2022) expanded by Knute Rockknee (2022)

Team Honours: Death Zone Season, p.7, Games Workshop (2016) adapted by Knute Rockknee (2022)

Team Records: Blood Bowl Handbook, p.13 & p.27, Games Workshop (1988); & Gridiron Gazette Issue 18, p.2, NAF.net (2022); & Knute Rockknee (2022)

Team Song: Companion, p.13, Games Workshop, (1990)

Notes: I have merged the recent (post-2016) background with the various mentions of the Rotters throughout the second edition. A major difference is that I have disregarded their win in Blood Bowl VIII, since this was a change made in the third edition that contradicted the 2nd edition winners of that title (the Evil Gits). I have based the roster on the 2016 Death Zone publication, the reason I haven't used all the players named is to do with plausibility, the roster is from 2467-68, over 20 years before the time frame covered in this book, even taking into account the regenerative capabilities of Nurgle players, the attrition rate on Blood Bowl teams would make it improbable that more than a couple of players would be still playing after so long. I have tried to replace them with invented names that are similar. Finally, I had to create special rules to represent the Rotters within the game itself. Most of the descriptions of the team make mention of them being foul smelling decomposed flesh and disgusting blobs, there is no team type that adequately matches that in the official 2nd edition races. To achieve this, I looked at the 3rd edition Nurgle team and retrofitted it to the 2nd edition. To that end they are a standard Chaos Human team, but their catchers and throwers are replaced by 4 Nurgle Mutants, who are treated as normal players.

Oldheim Ogres (pp.82-83)

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.

Orcland Raiders (pp.46-47)

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

Sponsor/Cheerleaders: Knute Rockknee (2022)

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

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

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

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

Reikland Reavers (pp.58-59)

Team Colours/Symbol/Owner/Head Coach/Home Stadium/Team Honours:

Blood Bowl Handbook, pp.13-14, Games Workshop (1988)

Sponsor/Cheerleaders: Star Players, p.50, Games Workshop (1989)

Team History: Blood Bowl Handbook, pp.13-14, Games Workshop (1988)

Team Records: Blood Bowl Handbook, pp.13-14, & 30-31, Games Workshop (1988); & Companion, p.38, Games Workshop, (1990);

Team Song: Knute Rockknee (2022)

Notes: All of the information comes directly from 2nd edition sources.

Scarcrag Snivellers (pp.84-85)

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.

Skaven Scramblers (pp.34-35)

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

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

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

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

Sponsor: Knute Rockknee (2022)

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

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

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

Southstorm Squids (pp.36-37)

Team Colours/Symbol/Owner/Head Coach/Home

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

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

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

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

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

Stunted Stoutfellows (pp. 94-95)

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

Symbol/Owner/Head Coach/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.

Underworld Creepers (pp. 60-61)

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

Owner: Death Zone Season 2, p.100, Games Workshop (2016)
Head Coach/Sponsor/Cheerleaders: Star Players, p.56, Games Workshop (1989)
Home Stadium: Knute Rockknee (2022)
Team History: Star Players, p.56, Games Workshop (1989); & Death Zone Season 2, p.100, Games Workshop (2016); Spike! Journal Issue 9, pp.16-17, Games Workshop (2020) material expanded by Knute Rockknee (2022)
Team Honours: Star Players, p.56, Games Workshop (1989); & Death Zone Season 2, p.100, Games Workshop (2016)
Team Records: Companion, p.33, Games Workshop, (1990); & Star Players, Star Player Card 'Garbage Throttlesnot' (verso), Games Workshop (1989); & Knute Rockknee
Team Song: Death Zone Season 2, p.124, Games Workshop (2016);
Notes: The information on this profile is based on the 2016 Deathzone profile with additional elements from the second edition Star Players team profile. The Roster is taken from Star Players.

Vynheim Valkyries (pp. 24-25)

Team Colours/Symbol/Owner/Home Coach/Home Stadium/Team Honours: Blood Bowl Handbook, p.15, Games Workshop (1988)
Sponsor/Cheerleaders/Team Song: Knute Rockknee (2022)
Team History/ Team Records: Blood Bowl Handbook, p.15, Games Workshop (1988); & Companion, p.27, Games Workshop, (1990) expanded by Knute Rockknee (2022)
Notes: Most of the information is drawn from the 2nd edition sources. However, there are no active players mentioned, therefore the I had to invent most of the names on the roster, I based these on the Norse names available in the 2nd edition. A couple of later edition Norse Freebooters have been added as they could plausibly have been playing for the Valkyries during this time.

Westside Werewolves (pp. 96-97)

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 2nd 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.

Worlds Edge Wanderers (pp. 48-49)

Team Colours: Blood Bowl Handbook, p.4, Games Workshop (1988)
Symbol/Owner/Home Stadium/Sponsor/Cheerleaders/Team History/Team Honours/ Team Records/ Team Song: Knute Rockknee (2022)
Head Coach: Companion, p.60, Games Workshop, (1990)
Notes: There are only 4 pieces of information regarding the Worlds Edge Wanderers in the entire 2nd edition: Their 2487-88 league performance; their team colours; their Head Coach's name and their Thrower's name. The only other things we know is that, in the late 80s they are in poor form and can't pay all of their players. There is nothing mentioned about their history. To write their profile, I started with the statement on page 19 of 1989's Star Players book that 'many Dwarf teams can trace their history to the early years of the game'. This gave me the opportunity place them back at the formation of the NAF (although not a founder member) and to give a date to the NAF's first season (I made an educated guess based on the year the Dwarf Giants changed their name and Roze-El's age at the time of his death). I invented a few honours for them, and used them as the unnamed losing finalist in the 2482 Blood Bowl. I have added unattached freebooters to the roster, all other names are invented, with the exception of Thrower Berni Harthunter, who found there was less demand for a Dwarf Thrower on the open market than he imagined.

3) Helmet Designs and Endzone Markers

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

All of the existing team symbols needed to be remastered digitally into higher resolution images. This process involved tracing them by hand from the originals and then using digital post-production to finish them. What I soon noticed was how sketchily drawn some of the team symbols were (the strong asymmetry of the Darkside Cowboys' moon and casually drawn skull on the Bright Crusaders' Cross being notable examples), although this is conspicuous to our hypercritical modern eyes, in the context of mid-eighties Games Workshop banner designs, these are not at all anomalous, in fact, I would argue it is all part of their charm. I resisted the urge to do too much correcting of the originals (though I did slightly 'correct' the Cowboys and Crusaders signs as they did not reproduce well as digital images). When it came to inventing the other team's symbols, I wanted to replicate the handmade 'wonky' look so they would blend in seamlessly with the official designs. To that end, I drew a majority of the new symbols by hand, usually from Games Workshop designs of the late 80s-early 90s.

NFC Central (p. 3)

Athelorn Avengers: 3rd edition box Art for 'Athelorn Avengers' Miniatures (1994)

Darkside Cowboys: 2nd edition Endzone Marker (1988)

Everbold Unicorns: Unique design: Knute Rockknee (2022)

Evil Gits: 1st Edition Rulebook, p.9 & Knute Rockknee (2022)

Greenfield Grasshuggers: 2nd Edition Handbook, p.25 (1988), & Knute Rockknee (2022)

NFC Northern (p.15)

Asgard Ravens: Unique design: Knute Rockknee (2022)

Dwarf Giants: 2nd edition Endzone Marker (1988)

Vynheim Valkyries: 2nd Edition Handbook, p.15 (1988), & Knute Rockknee (2022)

Lowdown Rats: 2nd edition Endzone Marker (1988)

Nurgle's Rotters: 2nd Edition Handbook, p.36 (1988), & Knute Rockknee (2022)

NFC Eastern (p.27)

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

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

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

Southstorm Squids: Unique design: Knute Rockknee (2022)

Creeveland Crescents: Unique design: Knute Rockknee (2022)

NFC Western (p.39)

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

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

Orcland Raiders: 2nd edition Endzone Marker (1988)

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

Hobgoblin Team: 2nd Edition Handbook, p.19 (1988), & Knute Rockknee (2022)

AFC Central (p.51)

Bluchen Berserkers: Unique design: Knute Rockknee (2022)

Reikland Reavers: 2nd edition Endzone Marker (1988)

Naggaroth Nightwings: Warhammer Dark Elves p.18 (1996)& Knute Rockknee (2022)

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

AFC Northern (p.63)

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)

AFC Eastern (p.75)

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)

AFC Western (p.87)

Bruendar Grimjacks: 2nd Edition Box Art (1988) & Knute Rockknee (2022)

Dark Renegades: Unique design: Knute Rockknee (2022)

Elfheim Eagles: 2nd 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

Introduction (p.2)

Author and Art-Work: Knute Rockknee

The Blood Bowl Calendar (p.14)

This is based on information given on page 6 of the 1988 Handbook, where there is the one and only reference ever made to the days of Moonsday and Thrudsdays and the months of Dismember and Hoon. I have worked with this and invented the other days and months, trying to reconcile the fact the seasons are dated using the Imperial Calendar.

Team Statistics (p.26)

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

NAF Schedule 2489-90 (p.38, & p.50)

I devised this along the lines of the Sock Exchange, which is described in some detail on page 27 of Star Players (1989). Divisional rivals play each other at least once and no team plays another more than twice. The games were arranged more or less randomly and then I tidied up any inconsistencies (I have tried to allocate the Croakers their requisite games against the tough teams as is mentioned on page 31 of Star Players). My intention is to simulate a full season using this schedule. More details on this project will follow.

NAF Champions (p. 62)

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.

Chaos Cup Winners (p. 74)

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 edited 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-** have no winners; **2464-** Dark Renegades only; **2447 & 2446** have 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; **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.

Q&A With Jim and BoB (p. 86)

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

At last, the NAF Fact Book reveals all the secrets of the world's greatest Blood Bowl league, the NAF.

It includes full playable rosters for every team, special rules, team histories, as well as league records.

If you've ever wanted to know the Icecastle Wolves' team song or wondered why the Southstorm Squids only play in the rain, then this is the book for you. And that's a fact!



DISCLAIMER: This book is a work of fan fiction based on the game 'Blood Bowl' which is owned by Games Workshop. The book uses copyrighted material without permission, no challenge is intended, and this book is produced solely as a hobby-based project and is not commercially available. I hope that reading this book inspires you to visit the Games Workshop either online or in person, to purchase the most recent edition of the game and explore their extensive range of available miniatures and other games.

Acknowledgements

I'd like to thank Wobert, the author of the Gridiron Gazette, whose advice was crucial during the making of this book.

I'd also like to thank Thom_Darkness and awambawamb of Fumbl.com for producing the helmet templates. Finally, thanks to lthilkir, whose excellent 'Lore of Nuffle' site was a great fact checking reference to use as I collated the information used in this book.

By Knute Rock-Knee, 2023
Cover Art and Page 2 by Knute Rock-Knee 2022. All other art is by Pete Knifton 1988-1990.

