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Crescent

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Scramblers Win the East Werewolves Win Division Champions of Death Win

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This Week's Contributors

Cover, Page 4,5,14 ,16, Knute Rock-Knee (Insta: @NAF_2489_90) Page: 18, 19, 21 C.Z.Matic Page: 15, Sandwich Page: 15 (Illustration) Pete Knifton (1989) Page: 17 WT Brown @ScorpusFlex | Linktree

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NAF WEEK 16: HEADLINES

They'll Be Dancing in the Sewers of Skavenblight Tonight

For a few moments in the middle of this game, panic spread across the capacity crowd in the city of Skavenblight Stadium, it wasn't because there was no Warpstone left in the concessions stand, rather it was because results were turning against them. Finding themselves losing 1-2 to a fired up Khain's Killers side, news drifted in that their divisional rivals, the Creeveland Crescents, had taken a 2-1 lead in their game against the Worlds Edge Wanderers, and were currently driving downfield for the winning score. Whereas earlier in the season, the ratmen might have crumbled, this time their players found new resolve and blasted back against the Killers. Their high speed offense scored two unanswered they touchdowns, and, as were celebrating, it was officially confirmed the Crescents had collapsed against the Wanderers. In one of the most incredible comebacks in memory, the Scramblers had gone on an 8 game winning streak to win the NFC East in style.

Wolves Make No Mistake In Booking Their Place for The Quarter Finals

The Westside Werewolves finally won the AFC West causing a big upset, as the preseason favourite Elfheim Eagles finished in an embarrassing third place. In a testament to their head coach Lucian Mordere's obedience training, the Werewolves ignored every rubber bone, decoy hare, and frisby the Athelorn Avengers tried to distract them with, they even (ahem) managed to control themselves around the Wood Elves' Treeman. The Avengers, with nothing left to play for, may well have preferred to not get involved in a bloody confrontation with a pack of rabid Werewolves, and they, quite wisely, adapted their tactics towards damage limitation. The Werewolves were unstoppable and deservedly won the game, and by extension the division with the same uncompromising manner they've played all season long

${f J}$ ust Champion.

There was very little drama in the final round of games in the AFC Northern division. The Champions of Death were in control from the start against the Albion Wanderers. Although the Wanderers did manage to score twice, they never looked likely to take the lead, as their defense was ground into the dust by the Champs front line.

Marauders Win, But Still Lose.

Over on Ulthuan, the Middenheim Marauders did everything they could to unseat the Champions of Death. Their opponents, the Everbold Unicorns, were competitive but the Marauders' hunger for victory saw them over the line. Unfortunately for them, it was not enough. They will now be turning their attentions to the Chaos Cup, where the competing teams are looking strong this year.



RESULTS WEEK 16

Home Team	S	Score		Away Team		t'l
Everbold Unicorns	2	-	3	Middenheim Marauders	0	1
Asgard Ravens	3	-	2	Dwarf Giants	1	0
Albion Wanderers	2	-	3	Champions of Death	1	0
Darkside Cowboys	3	-	2	Oldheim Ogres	0	1
Galadrieth Gladiators	2	-	3	Reikland Reavers	0	0
Hobgoblin Team	0	-	3	Elfheim Eagles	0	1
Scarcrag Snivellers	0	-	3	Nurgle's Rotters	0	0
Evil Gits	2	-	3	Bluchen Berserkers	0	0
Chaos All-Stars	3	-	1	Stunted Stoutfellows	3	0
Arctic Cragspiders	2	-	2	Vynheim Valkyries	0	1
Southstorm Squids	3	-	0	Greenfield Grasshuggers	1	0
Bruendar Grimjacks	3	-	0	Lowdown Rats	5	0
Icecastle Wolves	2	-	3	Underworld Creepers	1	1
Westside Werewolves	3	-	1	Athelorn Avengers	2	0
Bluebay Crammers	0	-	3	Dark Renegades	0	2
Orcland Raiders	3	-	2	Naggaroth Nightwings	0	0
Dwarf Warhammerers	1	-	3	Gouged Eye	0	0
Skaven Scramblers	3	-	2	Khain's Killers	0	0
Worlds Edge Wanderers	3	-	2	Creeveland Crescents	1	0
Bright Crusaders	2	-	3	Lustria Croakers	0	1

NAF Rules Recap

- 1) The first team to score **3 Touchdowns** is declared the **winner**.
- 2) A tie occurs if no team has won after 10 hours of play.
- 3) A game is **abandoned** when it is impossible for both teams to continue the game.
- 4) A conceded game is registered as a 0-3 loss to the conceding team.

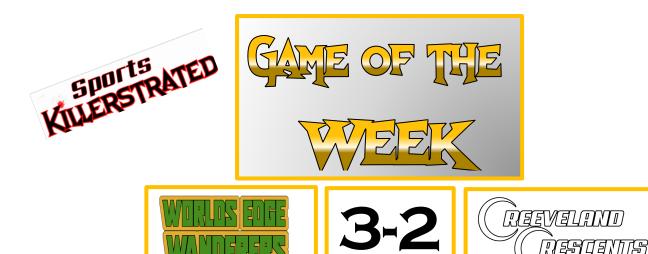
Key

The table above reveals the following information from left to right:

Home team name/ Home team score (TD)/ Away team score (TD)/ Away team name/ Fat'l=Home Fatalities caused/ Away Fatalities caused*

* Fatalities Caused includes opposition players, opposition staff, officials and members of the public.

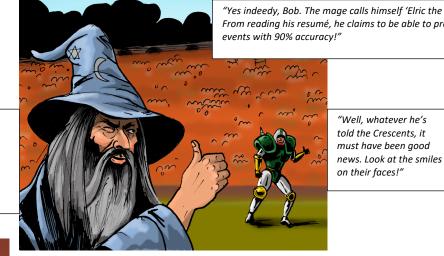
Teams in **Bold** won the game



"Good afternoon, sports fans. Well, Bob, this is it: Crunch time; the big one; judgement day. Put simply, the Creeveland Crescents must win and hope the Skaven Scramblers lose their game."

> "Lemme tell ya, Jim, the Crescents are desperate to win this thing. Their management have paid a fortune to hire a freebooter wizard to improve their chances."

> > FULL TIME: **Crescents Lose!**



"Yes indeedy, Bob. The mage calls himself 'Elric the Prognosticator'. From reading his resumé, he claims to be able to predict future

> "Well, whatever crystal ball Elric was looking into, it sure wasn't the one for this game, Bob."

> > "He's just a two-bit, fairground conjuror posing as a wizard, Jim. Honestly, since the NAF deregulated the standards for in-game magic use last year, we keep seein' these phoney baloney con-men in pointy hats!"

"The Crescents are furious, Bob. It sounds like they're making suggestions to Elric about where he can stick his crystal ball... oooh this could get nasty!"

"If he was a genuine wizard, he'd just zap them all with a spell."

"Woah! That's exactly what he's just done, Bob! The Crescents are now all toads. Maybe he was a genuine mage, after all?"

> "Um, I hear the Croakers have started recruiting for next season, Jim!"



Worlds Edge Wanderers Stats

							GAME	
Worlds E	dge	Wa	nder	ers	Sta	ats ,	RY.	e of TH
Player	Rushing Paces	Passing Paces	Blocks Made	Fouls Made	Pass Comp.	TDs Scored	Inter- cepts	Casu- alties
Digger Novgorod	0	0	6	0	0	0	0	0
Goren Steamroller	79	0	1	0	0	0	0	0
Grimran 'the Guvnor'	10	0	2	0	0	1	0	0
Berni Harthunter	30	39	3	0	2	1	0	0
Grabgold Tightfist	0	0	9	0	0	0	0	1
Magnum Hardcastle	0	0	5	0	0	0	0	0
Knute Rockknee	0	0	6	1	0	0	0	0
Bardin Ironglove	0	0	1	0	0	0	0	0
Grimric Glumbeard	0	0	1	1	0	0	0	0
Rocky Upheave	0	0	3	0	0	0	0	0
Brace Thunderthigh	0	0	2	1	0	0	0	0
Grit Obsidian	0	0	0	0	0	0	0	0
Goldheap McKarat	0	0	0	0	0	0	0	0
Durk Knuckledust	0	0	0	0	0	0	0	0
Gramli Dorfsson	0	0	0	0	0	0	0	0
Rockpunt Shortcannon	0	0	0	0	0	0	0	0
TOTALS	79	39	39	3	3	2	0	1

Sent Off: Digger Novgorod

Creeveland Crescents Statistics

Player	Rushing Paces	Passing Paces	Blocks Made	Fouls Made	Pass Comp.	TDs Scored	Inter- cept	Casu- alties
Hoshi Komi	44	0	1	3	0	1	0	0
Alexander Hail	33	0	6	0	0	1	0	0
Kurt Schlagen	31	0	3	1	0	1	0	0
Dietrich Hardschott	0	128	2	0	7	0	0	0
Lothar Eisenfaust	0	0	9	0	0	0	0	1
Michelangelo von Hiebert	0	0	6	0	0	0	0	1
Boris Messerman	0	0	2	0	0	0	0	0
Helmut Strapp	0	0	2	0	0	0	0	1
Andrei Ripov	0	0	2	0	0	0	0	0
Erdich Panzer	0	0	2	1	0	0	0	0
Jan Grabowski	47	0	3	1	0	0	0	0
Siggi "The Boot" Schuster	0	0	2	0	0	0	0	0
Jan van Bamm	0	0	2	0	0	0	0	0
Kato Katana	0	0	1	0	0	0	0	0
Nick Nickson	0	0	0	0	0	0	0	0
Arn Arnson Jr.	0	0	0	0	0	0	0	0
TOTALS	155	128	43	6	7	3	0	3

Sent Off: Andrei Ripov, Boris Messerman, Jan Grabowski

MATCH FACTS

ATTENDANCE: 65,310

VENUE: The Iron Dome, Karak Azul **MVP:** Berni Harthunter (Worlds Edge Wanderers) **REFEREE:** Pierluigi Collander (The Moot)



STANDINGS WEEK 16



Central	W	L	т	PF	ΡΑ	FF	FA
Darkside Cowboys	15	1	0	47	18	17	1
Athelorn Avengers	9	7	0	38	32	4	3
Everbold Unicorns	7	9	0	32	36	3	7
Evil Gits	6	10	0	32	40	10	4
Greenfield Grasshuggers	1	15	0	15	47	1	13
NORTHERM	W	L	т	PF	ΡΑ	FF	FA
Vynheim Valkyries	14	1	1*	46	20	40	0
Dwarf Giants	10	5	1*	41	25	19	3
Nurgle's Rotters	10	6	0	40	27	42	1
Asgard Ravens	4	12	0	25	41	9	11
Lowdown Rats	1	15	0	8	47	6	21
	w	L	т	PF	РА	FF	FA
<u>ieastern</u>	vv		•	••	• • •	••	17
EASTERN Skaven Scramblers	VV 11	5	•	40	30	22	4
T		_	-				
Skaven Scramblers	11	5	0	40	30	22	4
Skaven Scramblers Creeveland Crescents	11 9	5 6	0 1*	40 37	30 31	22 11	4 5
Skaven Scramblers Creeveland Crescents Dwarf Warhammerers	11 9 7	5 6 9	0 1* 0	40 37 31	30 31 31	22 11 18	4 5 6
Skaven Scramblers Creeveland Crescents Dwarf Warhammerers Southstorm Squids	11 9 7 5	5 6 9 11	0 1* 0 0	40 37 31 24	30 31 31 39	22 11 18 2	4 5 6 5
Skaven Scramblers Creeveland Crescents Dwarf Warhammerers Southstorm Squids Bluebay Crammers	11 9 7 5 0	5 6 9 11 16	0 1* 0 0	40 37 31 24 17	30 31 31 39 48	22 11 18 2 1	4 5 6 5 16
Skaven Scramblers Creeveland Crescents Dwarf Warhammerers Southstorm Squids Bluebay Crammers	11 9 7 5 0	5 6 9 11 16	0 1* 0 0 0	40 37 31 24 17 PF	30 31 31 39 48 PA	22 11 18 2 1	4 5 5 16 FA
Skaven Scramblers Creeveland Crescents Dwarf Warhammerers Southstorm Squids Bluebay Crammers	11 9 7 5 0 W 13	5 6 9 11 16 L 3	0 1* 0 0 0 T 0	40 37 31 24 17 PF 44	30 31 31 39 48 PA 22	22 11 18 2 1 FF 19	4 5 6 5 16 FA 4
Skaven Scramblers Creeveland Crescents Dwarf Warhammerers Southstorm Squids Bluebay Crammers WESTERN Orcland Raiders Galadrieth Gladiators	11 9 7 5 0 W 13 9	5 6 9 11 16 L 3 7	0 1* 0 0 0 T 0 0	40 37 31 24 17 PF 44 39	30 31 31 39 48 PA 22 34	22 11 18 2 1 FF 19 11	4 5 5 16 FA 4 7

Key:

The table above reveals the following information

W=Games won; L=Games lost; T=Games drawn/abandoned (*=game abandoned) PF=TD scored; PA=TD Conceded; FF=Fatalities For; FA=Fatalities Against

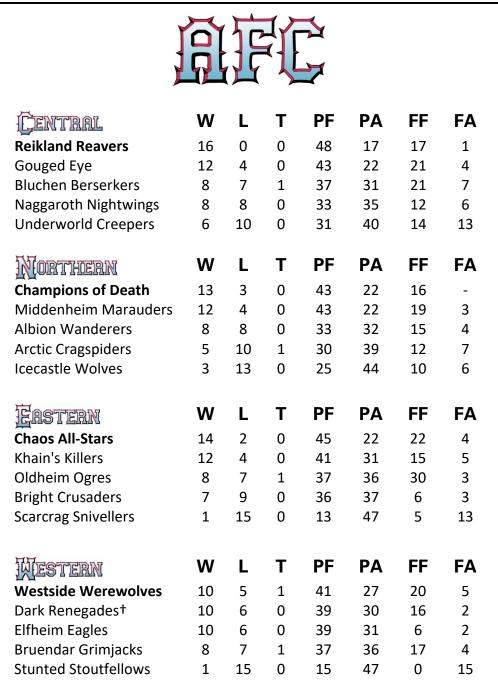
Fatalities For (FF) includes: Opposition Players, staff, officials and members of the public. Fatalities Against includes: Players only

*=Game abandoned

Teams in bold have won their division



STANDINGS WEEK 16



Key:

The table above reveals the following information

W=Games won; L=Games lost; T=Games drawn/abandoned (*=game abandoned)

PF=TD scored; PA=TD Conceded; FF=Fatalities For; FA=Fatalities Against

Fatalities For (FF) includes: Opposition Players, staff, officials and members of the public. Fatalities Against includes: Players only

*=Game abandoned

t= Greater Points difference

Teams in bold have won their division



WEEK 16 TOP PERFORMANCES (TEAMS)





MOS	T RUSH	IING PACES	
Darkside Cowboys	219	Reikland Reavers	196
MOS	T PASS	SING PACES	
Southstorm Squids	287	Elfheim Eagles	279
ΤΟΤΑΙ	. OFFEN	ISIVE PACES	
Orcland Raiders	384	Bruendar Grimjacks	435
Sports KILLERSTR	TED'S TI	EAMS OF THE WEI	EK







WEEK 16 TOP PERFORMANCES (PLAYERS)





MO	ST PACE	S GAINED	
Vinny Valhalla Vynheim Valkyries	100	Panther Facile Dark Renegades	110
MOS	T PASSI	NG PACES	
Sandthorn Tempest Southstorm Squids	239	Moloch Arcaneson Bruendar Grimjacks	243
МО	ST TOUC	HDOWNS	
Griskar Skullhack Orcland Raiders	3	Highelm Lyrpadre Elfheim Eagles	3
M	OST FAT	ALITIES	
Mumpus Pusmonger Nurgle's Rotters	3	Morg N'Thorg Chaos All-Stars	4
	MOST BI	LOCKS	
Bilerot Vomitflesh Nurgle's Rotters	16	Wilhelm Chaney Westside Werewolves	20

Sports KUERSTRATED'S WEEK 16 NAF MVP

Morg N'Thorg (Chaos All-Stars) 50 Paces Rushing, 12 Blocks, 1 Touchdown, 4 Fatalities



LEAGUE LEADERS (PLAYERS)

	RUSH	IING LEADERS	
PLAYER	PACE	ES TEAM	
W Doubledrool	928	Middenheim Marauders	NAF & AFC
Hubris Rakarth	893	Darkside Cowboys	(NFC Leader)
Griff Oberwald	864	Reikland Reavers	
Laxon Hrull	843	Chaos All-Stars	
Kurt Livingrock	842	Dwarf Giants	
Max Fullmoon	819	Westside Werewolves	
Morboth Evil-Smell	793	Nurgle's Rotters	
Vinny Valhalla	791	Vynheim Valkyries	
Varag Ghoul-Chewer	755	Gouged Eye	
Gregor Meissan	704	Reikland Reavers	
	PASS	SING LEADERS	
PLAYER	PACE	ES TEAM	
Valen Swift	2668	Elfheim Eagles	NAF & AFC
Moravis Curfew	2372	Darkside Cowboys	(NFC Leader)
Jem Goldstar	2370	Athelorn Avengers	
Jacob von Altdorf	2182	Reikland Reavers	
Pern Faction	2135	Everbold Unicorns	
Harg Vainkill	2127	Gouged Eye	
Luthor von Hawkfire	2063	Chaos All-Stars	
G Goblin-Throttler	1916	Orcland Raiders	
Rudolf Runespear	1816	Vynheim Valkyries	
Gulden von Sulkhof	1703	Middenheim Marauders	
	ТО	P SCORERS	
PLAYER	TD [·]	ГЕАМ	
Griff Oberwald	27	Reikland Reavers	NAF & AFC
W Doubledrool		Niddenheim Marauders	
Jordell Freshbreeze		Athelorn Avengers	(NFC Leader)
Laxon Hrull		Chaos All-Stars	
Highelm Lyrpadre	18 E	Elfheim Eagles	
Vinny Valhalla		/ynheim Valkyries	
Slarga Fourstike	17 I	Bluchen Berserkers	
Hubris Rakarth	16 I	Darkside Cowboys	
Krug Painspear	16 (Gouged Eye	
Crour Nightshade	16 I	Khain's Killers	



LEAGUE LEADERS (PLAYERS)

	LEADIN	IG KILLERS
PLAYER	FATALITIES	TEAM
Morg N'Thorg	22	Chaos All-Stars NAF & AFC
Grimwold Grimbreat	:h 19	Dwarf Giants (NFC Leader)
Bilerot Vomitflesh	18	Nurgle's Rotters
Zug	17	Reikland Reavers
Ramtut the Third	16	Champions of Death
Wormhowl Greyscar	15	Arctic Cragspiders
Hawthorn Tullaris	15	Darkside Cowboys
Glart Smashrip	15	Skaven Scramblers
Wilhelm Chaney	15	Westside Werewolves
Frank N. Stein	14	Bruendar Grimjacks
	INTERCEP	TION LEADERS
PLAYER	INT'S	TEAM
Hubris Rakarth	12	Darkside Cowboys (NAF & NFC)
Jordell Freshbreeze	10	Athelorn Avengers
Quetzal Leap	10	Lustria Croakers
Lottabottol	10	Lustria Croakers
Tuern Redvenom	9	Dark Renegades (AFC Leader)
Slarga Fourstike	8	Bluchen Berserkers
Hoshi Komi	7	Creeveland Crescents
Highelm Lyrpadre	7	Elfheim Eagles
Eldril Sidewinder	7	Galadrieth Gladiators
Meriann Lightning	7	Naggaroth Nightwings



LEAGUE LEADERS (TEAMS)

LEADING RUS OFFENS	
TEAM PA	CES
Darkside Cowboys	2712
Dwarf Giants	2617
Westside Werewolves	2587
Nurgle's Rotters	2481
Vynheim Valkyries	2416
Reikland Reavers	2389
Chaos All-Stars	2353
Dwarf Warhammerers	2331
Middenheim Marauders	2243
Skaven Scramblers	2209
LEADING PAS	SSING
LEADING PAS OFFENS	
OFFENS	E
OFFENS PLAYER	E PACES
OFFENS PLAYER Elfheim Eagles	E PACES 2928
OFFENS PLAYER Elfheim Eagles Athelorn Avengers	E PACES 2928 2643
OFFENS PLAYER Elfheim Eagles Athelorn Avengers Everbold Unicorns	E PACES 2928 2643 2527
OFFENS PLAYER Elfheim Eagles Athelorn Avengers Everbold Unicorns Darkside Cowboys	E PACES 2928 2643 2527 2496
OFFENS PLAYER Elfheim Eagles Athelorn Avengers Everbold Unicorns Darkside Cowboys Reikland Reavers	E PACES 2928 2643 2527 2496 2437
OFFENS PLAYER Elfheim Eagles Athelorn Avengers Everbold Unicorns Darkside Cowboys Reikland Reavers Orcland Raiders	E PACES 2928 2643 2527 2496 2437 2352 2167
OFFENS PLAYER Elfheim Eagles Athelorn Avengers Everbold Unicorns Darkside Cowboys Reikland Reavers Orcland Raiders Gouged Eye	E PACES 2928 2643 2527 2496 2437 2352 2167

TOP OFFENS	E
TEAM PA	ACES
Darkside Cowboys	5208
Reikland Reavers	4826
Orcland Raiders	4500
Chaos All-Stars	4467
Gouged Eye	4368
Middenheim Marauders	4348
Vynheim Valkyries	4337
Skaven Scramblers	3981
Elfheim Eagles	3829
Champions of Death	3605

HIGHEST ATTENDANCE



Turn Manslaughter into Massacres...

Any bozo can kill, but taking out a whole nation, that requires next level preparation.

The Late Engel von Evilstein draws on his experience as the NAF's all-time killingest player to help you up your body-count. Learn how to turn the occasional manslaughter into truly horrific massacres, it's a must read for any budding despot or warlord.

"Wow. Until I read this book, I had no idea I'd been doing it wrong for all these years!"

Mad Vlad from Kislev

"With this book, Mr von Evilstein has done more for crimes against humanity than Khorlok the Disememberer and Count Otto von Killdorf combined."

Dr Mortdread Screed (Underearth University)



GENOCIDE THE BLOOD BOWL WAY

REVISED EDITION



ENGEL VON EVILSTEIN THE NO.1 BEST-SELLER IN NAGGAROTH

CHAOS OFF THE PITCH

CHAOS DWARVES ARE CONSPICUOUS BY THEIR ABSENCE IN THE NAF. THIS WEEK, WE ASK WHY...



One question often asked by blood bowl fans is: why are there no chaos dwarf teams in the NAF?

To properly answer this, you need to dig deeper around the structure of the league, and how the conferences and divisions are organised. The NAF is keen to keep the current balance of races, geographical locations, and playstyles, figuring that the existing product they have is working. So for a new chaos dwarf team to be admitted to the league, they would need to replace a similar team.

Geographically, most chaos dwarfs are located to the east of the known world. Looking in the NFC East, the closest match would be the Warhammerers, who generate a huge amount of income for the NAF - mostly from league fines and fans always enjoy seeing whatever carnage the dwarfs are bringing each week. From the AFC East the Ogres could be a potential swap, but that would leave the league with no representation from larger races.

The team probably at most risk of replacement with a chaos dwarf team would be the World's Edge Wanderers, however they already stretch the geographic definition of 'West' a bit far and going beyond the eastern reaches of the Worlds Edge Mountains for another team would probably be too much.

For years there has been talk of chaos dwarf teams petitioning the league for entry, however they never come to fruition. Rumours abound that the Dwarf Giants, with their hatred of their chaotic kin, have used their clout as one of the NAF's founding teams to veto entry from the Scarfaced Scavengers on more than one occasion (the Scavengers have tried at least twice in the past under different ownership). It's also been whispered that commissioner Three-Horn tends to throw his lot in with the Darkside Cowboys a bit more than an impartial official should, and the dark elves are known to especially dislike anything dwarven.

One point the NAF is very keen to stress is that bloodbowl is primarily an entertainment business. This is why, despite being relatively rare across the Old World, there are 9 elf teams (counting dark elves) - matches with elves in have everything a neutral fan wants to see: long spiralling passes, acrobatic catches, and pansy elves being smashed face-first into the astrogranite. The five norse teams can be explained because muscles always sell well on cabalvision, fans love seeing players going berserk, and frankly there are not that many other teams who fancv plaving in the northern wilderness. On the other hand chaos dwarfs tend to play a slower bashier game which doesn't always grab the attention, which in turn means the Cabalvision numbers are just not as good.

So as things stand, the 40 NAF franchises are not going to include any chaos dwarf teams. All they can do is keep on smashing up the lower leagues and being ready for inclusion in any discussion if and when a spot does open up in the big time.

STAR Spotlight Duke Luthor von **Hawkfire**

Position: Thrower Age: 28 (2nd Incarnation) Height: 5ft 11in Weight: 170lbs College: None Crush: None Team: Chaos All-Stars (2480-present)

Career Statistics:

Rushing 1,693 paces; Receiving 11 passes 98 paces; Throwing 405 from 601 passes for 5133 paces, 22 Touchdowns; 15 Interceptions returned 477 paces; 17 player fatalities (but over 251 injured); 1 Arena destroyed

Best Game:

Rushing 4 Paces; Receiving 1 passes for 11 paces; 1 Throwing 11 from 28 for 132 paces; 1 Interception returned 16 paces; 2 player 1 Arena Destroyed.

Honours:

Chaos Cup Winners Medal 2487; Imperial Women's Institute: Nastiest Man of the Year 2487

For centuries, the surname von Hawkfire was synonymous with honour, loyalty and grace. Although the family was only a minor branch of Imperial nobility, they were, nevertheless, steadfast servants of the Emperor. Today, the name is only associated with the notorious exploits of the 12th Duke: Herzog Lutherius Maludeus von Falkenfeuer XII-better known to sports fans across the world as Duke Luthor von Hawkfire, the star Thrower of the Chaos All-Stars!

The Duke is currently in his second incarnation. He was originally born in 2378 and

LOW EXPECTATIONS Choppy Slaughters

With the Bruendar Grimjacks being knocked out of the running for the AFC Western Division and the Lowdown Rats being... err...the Lowdown Rats, this game would normally garner minimal attention. However, since the previous meeting between these two teams ended in acrimony (See week 14's issue: when the Grimjacks' Helmut Wulff had his famed chainsaw sabotaged by Goblin gittery), there was a full house in Bruendar, eager to see how Wulff would make good on his promise of revenge.

With his beloved chainsaw 'Maybellene' being repaired, Wulff chose a substitute from his vast collection (or harem, as he strangely refers to it), a particularly nasty looking contraption nicknamed 'Bloody Mary.' The face-off between Wulff and the Rats' Nobbla Blackwart had been so highly anticipated, no referee in the Old World would inherited the Dukedom aged 17, upon the death of his father the 11th Duke (there is much talk that he actually murdered him as part of his search for immortality). From then on, lurid rumours surrounded the young Duke. It seemed there was no act of depravity to which he would not stoop in pursuit of his goal- in fact, his degeneracy was such, that he even started playing Blood Bowl (shudder!)

In 2398, his quest saw him cross paths with Prince Dorian the Thrice Damned, owner of the Chaos All-Stars, and, coincidentally, the author of the best-selling self-help book 'Selling Your Soul for Profit and Immortality'. Being Impressed by Duke Luthor's story, and also being in need of a new Thrower, Prince Dorian offered to grant him immortality in exchange for his soul and a contract to play for the All-Stars for 100 seasons. Sounding like a great deal, von Hawkfire agreed there and then.

For the next half century, von Hawkfire was a regular in the All-Stars squad, most notably putting in an MVP performance when they won the 2449 Chaos Cup Although he was sixty-one years old at the time, he looked, and played, like a man in his twenties. He returned to the starting line-up in the 2461 season, leading the team through the regular season on a campaign that would culminate in an appearance in the first Blood Bowl final. Unfortunately for the Duke, he never made that final. Although his contract with Prince Dorian had made him ageless, this did not protect him from being decapitated, which is exactly what happened in the final game of the season, as he tried to scramble past the Champions of Death's Ivan 'the Scythe' Deathshead.

Thankfully for the Duke, his contract with Prince Dorian covered reincarnation, and after a successful metempsychosis to a suitable host, Luthor von Hawkfire was reborn, the only drawback being, he was in the body of an infant, so he would have to wait 18 years before he could play again. In the meantime, he served as a 'Throwing Consultant' for the All-Stars. The sight of a toddler speaking with the voice of a fully grown man, giving orders to an 8 foot Ogre may have perturbed many, but on a team like the Chaos All-Stars such thing are a daily occurrence, and passed without comment!

consider enforcing the trifling rule that secret weapons are not allowed.

The opening kick-off was duly taken, but Wulff completely ignored the game in progress, and he walked slowly down the field in search of Blackwart. Nothing could stop him. The field was soon a gory mess of Goblin body parts and pools of blood, as he methodically hacked his way into the Rats' half. By this point, Nobbla realised he was in serious trouble. Deciding discretion was the better part of valour (and suddenly needing to change his underwear) he made a run for it. Wulff, forgetting the game pursued him through the stadium, out the gate, down the street, across the road, through the park, past the city limits and over the hills, far, far away.

Neither Wulff nor Blackwart have been seen since, although there have been reports of a Goblin being chased by a chainsaw wielding human foaming at the mouth, from as far away as the Worlds Edge Mountains. Hopefully Wulff will make it back home before the Grimjacks' Chaos Cup Quarter Final against the Dark Renegades next week.



Sports KUERSTRATED'S Star Columnist: GAZBAG LINCHKER GAZ'S PLAYOFF PICKS



WELL THAT'S IT. THE REGULAR SEASON IS OVER. EVERY TEAM HAS PLAYED 16 GRUELING GAMES IN THE RUN UP TO THE PLAYOFFS. WE HAVE HAD TOUCHDOWNS AND FATALITIES. WIZARDS AND CHEERLEADERS. STAR PLAYERS COMING OUT OF OUR ... EARS, AND WHAT CAN I SAY? ALL YOU READERS KNOW ME AS A DIE HARD GOUGED EYE FAN. EX PLAYER. AND OVERALL ORC CELEBRITY, SECOND **POSITION IN THE AFC CENTRAL** IS WHERE WE ENDED UP. AND US DIE HARD EYE FANS HAVE TO BE HAPPY ABOUT THAT. YEAH WE **MISSED THE PLAYOFFS, BUT A DECENT 12-4 RECORD ISN'T TO** BE SNIFFED AT.

SO LET'S ALL START SUPPORTING THE ORCLAND RAIDERS, WHO NAVE THE DARRSIDE COWBUYS IN THE QUARTERS.

THIS IS DEFINITELY GOING TO BE ONE TO WATCH, TO SEE GRISHNAK GOBLIN-THROTTLER PUNCHING SOME ELVES STRAIGHT IN THE FACE OH YEAH!

REAVERS AND ALL-STARS SHOULD BE A PRETTY GOOD MATCH TOO. IF ANY TEAM CAN STOP THE HUMAN'S WINNING STREAK IT'S THOSE CRAZY MUTANTS FROM THE NORTHERN WASTES. GRIFF OBERWALD BETTER BE WEARING HIS LUCKY PANTS FOR THIS ONE.

VYNHEIM VALKYRIES VERSUS THE SKAVEN SCRAMBLERS IS GOING TO BE ONE OF THOSE HIGH SCORING GAMES. IF YOUR BOOKIE TAKES BETS ON GAMES THAT WILL SCORE THE MAXIMUM S TOUCHDOWNS, I WOULD GO FOR THIS ONE, ESPECIALLY WITH THE CURRENT SCORING FORM OF THE RAT-MENS GUTTER RUNNERS.

LASTLY WE HAVE THE **CHAMPIONS OF DEATH AGAINST** THE WESTSIDE WEREWOLVES. **ALL I CAN PICTURE IS A DOG** CHEWING A BONE. AS MUCH AS I AM A FAN OF THE CHAMPIONS OF DEATH. I HAVE ALWAYS LOVED WATCHING THEM PLAY, AND I HAVE ALSO LOVED PLAYING **AGAINST THEM MYSELF. I REALLY** WOULD HAVE TO GIVE THIS ONE **TO THE WEREWOLVES, I JUST** THINK ON A ONE TO ONE LEVEL, THE ATHLETICISM OF THE LUPINE PLAYERS WILL OUTSHINE THE 'BONERS' HA HA HA HA.

IF ANYTHING, IT'S A GOOD TIME TO BE A BLOOD BOWL FAN. Blood Bowl's hottest reporter is on the case!

JOHN FLOTFAM REPORTS

"We will continue the scheduled programming of the festive 'Its a wonderful Nurgle life' after final minutes of the exciting game between the Westside Werewolves & the Atherlorn Avengers to which will have a big impact on the Blood Bowl playoffs ... And now over to the best commentator we've had in years John Flotsam!

PIERCE D'ORCAN

I'm at the Westside Arena and I can't tell you the palpable excitement here coming off the fans - and Pierce, it's been my pleasure to commentate on one of the most exciting games of this seas -'



JOHN FLOTFAM



WAIT RIGHT THERE! THIS IS FRAN FRANKOFRANKERSON INTERRUPTING YOUR BROADCAST TO BRING YOU SOME SHOCKING NEWS - JOHN FLOTSAM IS NOT A MAN! HE IS A HUMAN MIXED WITH A POODLE!!!

> "Yes, that's accurate - I was merged in a bizzare chaos ritual as a child with a miniature poodle named Mitzi!"





'Yeah Fran ... So what? This is just coming off as sour grapes."

WELL ... ACCORDING TO ARTICLE 69 PARAGRAPH 3, AND I QUOTE "NO MEMBER OF THE BROADCAST TEAM MAY BR DESCENDED FROM A WOLF BASED CREATURE!" THIS COMING AFTER THE SACRED ROZE-EL WAS SNIFFED BY A WEREWOLF PLAYER IN A VERY INTIMATE AREA! AND I DON'T NEED TO REMIND YOU THAT POODLES ARE DESCENDED FROM THE CANNIS HORRIBILUS – MEANING YOU'VE GOT TO GO FLOTSAM!!!





..... I'm afraid the dullard is right John. I'm gonna have to let you go

DISGRUNTLED BARK

... ERM ... WHAT ARE THE PLAYOFFS?



"So Fran, tell us how the Westside Werewolve's game is affecting the play off picture?"





Oh for fu -"

BROADCAST TERMINATED DUE TO FFFC VIOLATION



BARK



LADZ NOT ONLY AM I UPSET DAT WE AIN'T MADE DA PLAYOFFS - BUT WE FINNU SHED 6 UN 10 ... SO WE GOTTA FIGGUR SOME FINGS OUT FUR NEXT SEESON:

PA FURST RULL OF BEIN & EVIL SIT IS TO BE AS SITTING AS YOU SAN.

FINGS DAT NEED TO HAPPEN FOR US TO WIN DA BLOOD BOWL NEXT TIME:

- HOPE DAT GRAFF OBERWALD BECOMES OBER-BALD!

- MAKE SLERE THE CHAMPIONS OF DEATH DON'T GET ANY NEW PLAYERS - SO ... STOP DEFE APPENDING

- STOP DEFF FROM APPENING. - <an't we just use that on every supply!

- HOPE DAT THE CHAOS ALL-STARS END UP GETTIN LOST IN A WARP STORM OR SUMMIT

- FRED UP ALL DEM 'ALFLIN'S UP SO DA'T DEY DED UN'T BREAK AS MUCH AGAINST DA BIGGUR TREMS AND SO DA'T WHEN AN OGRE ATE ONE DEY CHOKED - HOW ZO WE MAKE ZEN SMALLEK AGAINST IS ZEN?

- TAKE TO THE STREETS AND FORCE THAT THEY -DON'T TAKE PEOPLE S NAMES OFF ELECTION BALLOTS JUST BEC -

LAWRENCE, UR SACKER NO WAN LIKES DA STUDIO NONSENSE COMMIN OUT VER PIE HOLE AND UR ONLY SAVIN IT BECAUSE YOO USED TO BE A SEMI FAMUS TRAVELLING PLAYER - I GET DA WORLD IS CRAZY AT DA MO BUT WE GOTTA BE EVIL GITZ TUGEVVA, NOT APARTI III ALSO SORRY BILLY THE PIDER REALISED YOO WAS A LOOSER.

Take dat stupping it richard pollock to da Hospital - Just to give Him a cleen Brl of Helf. Den take Him Home and punch Him in His stuppin Face. Because i Lovie dat stuppin ugly git.

DEAD, DEAD, DEAD

THOSE WHO BECAME ONE WITH NUFFLE IN WEEK 16

ELEGAST GODZIEL, BRIGHT CRUSADERS HELMUT STRAPP, CREEVELAND CRESCENTS GOBFREY SMALLWEED, BLUEBAY CRAMMERS SPAMWISE HAMGEE, BLUEBAY CRAMMERS INGEL THE WRECKER, ICECASTLE WOLVES SKRKK FATALSNOUT, UNDERWORLD CREEPERS MENTAL MICKY, LOWDOWN RATS MURDO WORMNOSE, LOWDOWN RATS DUG SNITCHIT, LOWDOWN RATS LICKTOAD SCABIES, LOWDOWN RATS SCABBY NUTCRACKER, LOWDOWN RATS MUNGO SMALLBEER, GREENFIELD GRASSHUGGERS THUMPER MCSORELY, ARCTIC CRAGSPIDERS DWEEBE NELCON, STUNTED STOUTFELLOWS FERDINAND GUNNARSON, DWARF GIANTS

> MEMBERS OF THE PUBLIC: 1 REFEREES: 1 PLAYERS: 15 WEEK 16 TOTAL: 17 GRAND TOTAL: 520



QUARTER FINALS

BLOOD BOWL QUARTER FINALS

Darkside Cowboys
Vynheim Valkyries
Reikland Reavers
Champions of Death

Orcland Raiders Skaven Scramblers Chaos All-Stars Westside Werewolves

CHAOS CUP QUARTER FINALS

Albion Wanderers Bluchen Berserkers Khain's Killers Bruendar Grimjacks Middenheim Marauders Gouged Eye Oldheim Ogres Dark Renegades

PREVIEW: OUARTER FINALS

Darkside Cowboys (15-1) vs Orcland Raiders (13-3)

There are no easy games when it gets to the play offs, so neither team will be concerned by this clash of the titans. The world champion Darkside Cowboys have had a spectacular season. Their preferred offensive strategy is a malicious running game, but Thrower Moravis Curfew has been exceptional all year long, his ability to make accurate long passes has led the Cowboys to victory several times this season and meant they are as dangerous in the air as on the ground. The Orcland Raiders may enter this game as underdogs but they're one of the few teams who will show no fear. If Veteran Thrower, Everything depends on Thrower and captain Grishnak Goblin-Throttler, his abiity to marshal the rowdy orcs under his command has got the Raiders this far, if he finds his form, this game could be explosive!

Reikland Reavers (16-0) vs Chaos All-Stars (14-2)

The Reavers have swept through the regular season unbeaten. Despite their critics muttering that this was on the back of an unprecedentedly easy schedule, they've been impressive whenever they've faced a leading team. If they can beat the Chaos All-Stars (the AFC team with this season's second-best record), those criticisms will begin to fade into nothing.

Vynheim Valkyries (14-1-1) vs Skaven Scramblers (11-5)

This game promises to be a real contrast of styles. The Valkyries have steamrollered through the season, bringing back memories of their glorious run at the Blood Bowl trophy two seasons ago. In contrast, the Scramblers have gone from being virtually dead in week 8 to dramatically snatching the division title at the very end of the season. The smart money is on the Valkyries to overpower the resurgent Skaven, however, the stunningly good form that the Scramblers have shown in the past 8 weeks, mean this is by no means a foregone conclusion.

Champions of Death (13-3) vs Westside Werewolves (10-5-1)

Fate keeps conspiring to put these two bitter rivals together. The question is, will it be a repeat of 2485, when the Champs engineered a rare win against their bogey team en-route to winning the Blood Bowl or the usual flurry of missing femurs and fibulas that more often or not accompany a lycanthropic mauling of Tomolandry's stiffs.

