



# ELFHEIM EAGLES

The Elves were slow to take up Roze-El's challenge, but once they saw how popular the game made their Dwarf, Human and even Halfling allies, they hastily formed several teams. The Eagles developed out of two of these when, in a move similar to the recent Giants relaunch, their old image of daisy-sniffing pastoral weirdos was replaced with a more dynamic, business-like demeanour. Judging by their hard-fought Blood Bowl win in the 2480 final, this has paid off well for the young team (that's young in terms of Elves, of course; many players are 250 or over!). Orcs still declare that one should never trust an Elf in a suit, but that hasn't stopped the Eagles realising their true potential as one of the finest passing play teams in the Old World.

**2468** The Dar-Ellerath Beechtrees and the Ashvale Valar combine to form the newlook 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).

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

**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.

**2488** Still, the investigation hasn't hampered the Eagles' recent winning streak, which has been led by charismatic Valen Swift, whose brother Lucien is captain of the Galadriath Gladiators.

There is a spirit of confidence growing at beautiful Vale Stadium, Laurelorn. Amidst the vines rising up the columns

**(Former) Conference:** AFC

**(Former) Division:** Western

**Team Colours:** Purple and Orange

**Symbol:** An Eagle's Head

**Owner:** Valahar Galantë

**Head Coach:** Perellian Ashblade

**Home Stadium:** The Vale, Laurelorn (capacity c.68,822, surface grass)

**Players:** Elves

of the main stands, and the sun-ripened marigolds in the borders by the Dugouts, the bones of last season have been swept away, to make room for the challenge of the new. The investigation into that classic demolition job in Blood Bowl XX has been forgotten; the NAF have found – to their cost – evidence of any malpractice in that famous final disappearing as fast as the Elves can get to it. The Elves never attempted to use the magic that won them that game again, so NAF observers have reported that the sudden transformation of the Nurgle's Rotters team into no worse than college students was the work of Fate.

With the stigma of their sole championship removed, the Eagles are said to be very keen to have another

Soaren Hightower prepares to pass the ball to Ibrahim Gold dawn, right over the top of the vampire players heads. The team is pictured here playing in the away strip rather than the usual purple and orange.





try. And, to their credit, they have built up a team like the classic 2479-80 team, founded on the solid passing game for which the Eagles are rightly famous.

Make no mistake, the Eagles are interested in more than the sales of team posters, mirrors and hair gel; they want their purple and orange to be back in style, and that requires a Blood Bowl win. So, they have groomed the very best squad they could; combining the elegance of good play with a strong sense of mayhem and the right designer labels.

The Eagles' game depends upon their ability to move the ball rapidly from player to player before some noisome Orc arrives like a battering ram. To this end, they have found themselves two top-rate Throwers in a league that rarely sees one in each team. Valen Swift, the articulate team captain and fashion advisor (his brother is captain of the Galadrieth Gladiators), has been joined by Soaren Hightower, whose disguised pass has become such a brilliant attack form. Is he using magic to make the ball partially invisible? Few seem prepared to condemn him out of hand, but there were a number of instances last season when lesser teams intercepted pigeons while the Eagles ran in scores. No doubt time will tell, though few non-Elves will still be alive when he publishes the truth in his memoirs.

The Eagles have a solid pool of Catchers, undoubtedly the best of whom is Ibrahim Golddawn from the

University of Kayro in Araby, a surprise graduate of the 2486 Crush (not a normal Elf recruiting technique). Expect him to have a brilliant season. Also, there is Highelm Lyrpadre, who seems to have a telepathic link with Hightower, and picks up some outrageously long passes. Some commentators expect that this "link" may be the subject of the next investigation into this rather publicity prone team.

However, what the Eagles have realised this year, as have all the classic Elf teams throughout the history of the game, is that the pretty play can only begin when there are fewer than 11 homicidal maniacs on the pitch whose view of the game is at odds with yours. If you field 2 Throwers and 3-4 Catchers, you are demanding a great deal of your heavier troops. Orcish teams in particular have given up ever hoping to catch the "pransin' little gits who don' stand'n'fite" and have settled for trying to get to Swift and Hightower before they can dance off the pitch to the applause of approving fashion-watchers.

So, although we can expect to see Golddawn operating behind the lines from the word go, don't expect the Eagles to miss any opportunity to crump unwary opponents who expect only minimal opposition from Elves. And watch out for Ffarren Branchstrength, who might just be the Eagles' ace if he can average a little better than the 120 paces a game he achieved in 2487/88.

#### Elfheim Eagles' 'Thunder Claw' Offensive Line-up



#### Erewine Ar-Khorigan

#### Rowan 'Rootstem' Elderbranch

#### Ruatha Tembilin



#### Blood Bowl Winners 2480

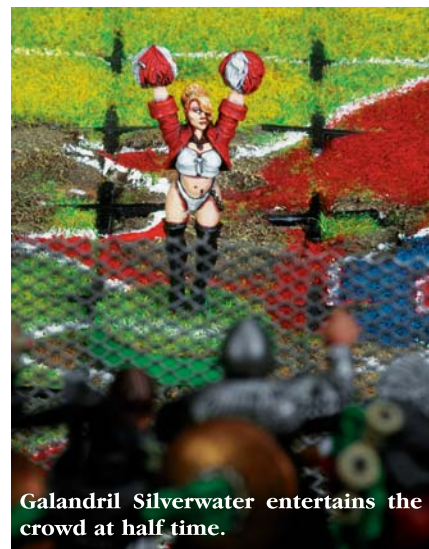
Blood Bowl XX

#### AFC Championship Winners 2480

1. **Valen Swift**.....Captain
2. **Soaren Hightower**.....Thrower
3. **Ibrahim Golddawn**.....Catcher
4. **Highelm Lyrpadre**.....Catcher
5. **Fanafriel Cleardawn**...Catcher
6. **Cathdrien Waterfall**...Catcher
7. **Kaprica Rootstem**.....Lineman
8. **Ffarren Branchstrength**...Blitzer
9. **Kerredith Morr**.....Lineman
10. **Opaldawn Mardiell**...Lineman
11. **Tall Erreden**.....Lineman

#### Substitutes

- Sussurrus Morr**.....Lineman  
**Fennel Tallelm**.....Lineman  
**Oakwarmth Salladrien**...Lineman  
**Pinedweller Cumulus**.....Thrower  
**Ullerien Morr**.....Lineman



Galandril Silverwater entertains the crowd at half time.



#### Team Rating

# 299