

WEST COAST LEAGUE

POWER RANKINGS

SEASON 3 ROUND 7

A most violent round of Blood Bowl, Nuffle must be so delighted! Am I the only one who thinks Nuffle and Khorne might have some sort of connection? In a round with seven games, there were fifty-six casualties in total, including sixteen kills! It would seem the stadium modifications for the round had the desired effect, i.e. removal of the weak from our sacred game. No doubt there will be a coaching delegation sent to the Commission Group to protest the stadium rules. I am sure the Commission Group will summarily dismiss such petty quibbling and laugh into their brews at the irrationality of coaches in their belief the Commissioners care about their opinions.

Nuffle's Call

[Thrower death count]

Finger Slippin Fun (DKOK)

Sastean (ED)

Chucka (PR)

In Memoriam

[Round Seven]

Votgoz (Kenzintun Valkireez)

Rat-o-War (Praag Sewers)

Sky Rockets in Flight (Sex Panther)

Skinbag 6 (Pigskin Runners)

Durel Silverspear (The Gladiators)

Frosch (The Flying Frenchmen)

Polliwog (The Flying Frenchmen)

Blood Beard (Grudgebearers)

Gungan, Goblin Grinder (Grudgebearers)

Ilithoul (Emerald Dragons)

Solean (Emerald Dragons)

Let's get into the power rankings!

The Pretenders

The detritus of the West Coast League, these are the teams who will wonder the wasteland of lost opportunities as they curse Nuffle for his eternal fickleness as he clearly denied them their 'rightful' place in the play-offs.

14. Dark Web Lurkers ↔

The Foulers are back, with yet another casualty caused by the miscreants of the Dark Web. Even though Phark Yawl missed the game, the rest of the team didn't miss a beat, following Coach Ratt's instructions to the letter, i.e. smash the enemy team! By the end of the first half they had already killed the enemy Rat Ogre and almost accounted for the thrower as well – sadly, the Sewers' apothecary got to the thrower before the Lurkers could make the near-death experience more permanent.

With the number of Lurkers players being sent off for fouling, perhaps the team should start a crowd-funding campaign to raise funds to pay off the game officials. The Lurkers suffer from the lack of numbers due all the players being sent off and this negates the advantage their strong bash game can give them.

In the post-game press conference, Coach Ratt ranted about the fickleness of the fans, whose actions directly led to the Praagites game winning touchdown and accused the WAFFL referees are actively and openly plotting against him. Let's be honest, this just sounds like the bleating of a losing coach making excuses for the appalling performances of his team and who needs to learn about this little concept known as accountability.

13. Kenzintun Valkireez 1 ↗

The game started well for the fors, with them whittling down DKOK as they drove down the field to score and take the lead at half time. Sadly, the Valkireez failed to capitalise on their strong start and went to pieces in the second half and let DKOK back into the game, giving up their best chance of breaking their run of draws. Jagruz's continued her good form in this game with the team's only touchdown and a completion, this player started the season poorly but seems to have turned things around – I guess knowing you're playing for your next contract is a good motivator.

The medical staff have confirmed Diznik will not be available for the next game and Votgoz had her death certificate finalised by the medical examiner. The team have signed Hagnuz as a back-up thrower to Jagruz and to keep the minimum number of players on the roster.

The play-offs are not on the team's radar any more and now the players and coaching staff can look forward to some time off after their next game before settling into the pre-season for West Coast League Season Four.

12. Da Klan of Kliffhangahz 2 ↗

Coach Rex has settled back into riding DKOK hard to get a better performance from his players, sadly they were somewhat limp during the first half of the game against the fors of Kenzintun. DKOK were punched low and hard in the first half and with an ever-diminishing number of players they finally gave up a touchdown late in the half. Obviously, the half-time speech from Coach Rex inspired his players as they stormed back out on the field and took command of the game. The fors were the victims of vicious urk-on-urk violence as DKOK pounded the rock up the field in a slow and purposeful manner, reducing the number of fors on the field to make sure they wouldn't be stopped on their journey to a draw. The key player for DKOK in the second half was Tony Orc, who punched his way through the fors as he carried the ball into the end zone.

I have to say I did take great pleasure in DKOK's gaggle of gobbos getting ground into the pitch during the game, with a couple of the little snotling-fondlers missing the last game of the season.

Strange as it may seem, despite their terrible power rankings position DKOK are mathematically in a position to make the post-season, although that chance is very, very slim. They need to win big in their last game and the Grudgebearers suffer an extraordinarily heavy loss for DKOK to sneak into the play-offs. I say DKOK should just start planning their mad Monday for the day after their round eight game.

11. Pigskin Runners 3 ↗

What a shoot-out – the offence put on a fine display, running in four touchdowns against the notoriously questionable defence of The Gladiators. In a real team effort, the ball was shared around, and every touchdown was scored by a different player. Recent form of the Runners offence must be pleasing to Coach Clipsal as the team has put on eight scores in the last two games – fine work by any standards.

Conversely, the Runners defence ghosted their performance, i.e. they seemed to be there but made no impact on the opposing team in terms of stopping touchdowns. Actually, that may be a little unfair as the Runners did manage to inflict quite a few casualties on the Elgi.

Yet again the Runners lost the bash battle and embarrassingly it was against an Elgi team. An increasingly frustrated Coach Clipsal has begun bemoaning the curse Nuffle has placed upon on his head, for this humiliation should not befall a coach with a reputation for overseeing harsh beatings of opposing teams.

10. Praag Sewers 3 ↗

I could say it was a good win for the Sewers but let's be honest, they barely squeaked out a win against the worst team in the league and if it wasn't for a favourable crowd throw in they wouldn't have managed the win. They only jumped up the rankings due to atrocities against Nuffle that are the teams lower down the rankings.

The Sewers once again suffered at the hands of their opponents, the thagorakki once again living up to their reputation as a race of pathetically weak, gutless, warp-loving rodents. The Sewers took heavy losses in this game, just like the last, and this leaves them with a depleted roster leading into the last game of the season, a critical encounter they must win to have any hope of making the play-offs.

9. The Gladiators 2 ↗

This team quietly boarded the rollercoaster mid-season without me noticing – bad thestinkydwarf! The Gladiators have taken over the spot left vacant by the Emerald Dragons as the second rollercoaster twin and has done a fine job riding up and down alongside Coach Maxwellhauser.

Another high scoring game involving The Gladiators and this time they won the encounter, the Sir Alex Ferguson strategy finally paid off! This game saw the touchdowns shared around for once, with Daertoc only scoring a single touchdown. The only player to score multiple touchdowns was Dhada, who also picked up a couple of completions. These Elgi also continue with their obsession with passing the ball, with eight completions recorded during the game between four different players. Personally, this SPP farming disgusts me, just get on with the game instead of this show-boating absurdity!

The Contenders

Now we have the teams that matter, the teams that will be taking up plenty of time on Cabalvision during the play-offs.

8. Erebor Rams 1 ↗

The Dawi of Erebor rammed their way back into the contender ranks, riding the lift hill of the rollercoaster up to the top. The Rams butted heads against the Frenchies and trampled the frogs underfoot on their way to an impressive win. They wrecked the opposition and took advantage of that pummelling with the offence picking up two touchdowns. Also, the Rams were the first team this season to maintain a clean sheet against the Frenchies – quite impressive my Dawi brethren. This victory sees the Rams put themselves in a position to secure a play-off spot and their destiny is mostly within their own hands – a good thing as relying on the results of other games to make the post season is never a good time for the team or their fans.

7. Sex Panther 1 ↗

The Sex are still in with a chance of the play-offs, but I don't think there will be much off team left after yet another vicious game saw yet more damage done to the playing roster. These crazy ladies just can't seem to stay out of harm's way for all their vaunted ability to slip out of the grasp of opposing players. Admittedly, the Sex almost gave as good as they got, with quite a few RedruM players spending time on their back, riding the stretcher to the sidelines. The casualty list from the game sees Baxter and I Look Good missing the last game of the season and Sky Rockets in Flight has been placed into the team mausoleum.

The brutality resulted in RedruM being able to take advantage and making the Sex defence look almost non-existent, except for You Stay Classy and San Diego who managed two casualties each. The Sex's main offensive weapon continues to be Loud Noises, whose well-known nimbleness once again saw her getting into the right place at the right time to get the rock into the end zone.

The last game of the season will see Sex take on The Pussrots. Let's see how many of the Panthers can make it off the field in any sort of playing condition for the post season.

6. Grudgebearers 1 ↗

The Dawi suffered a bad loss, not only taking a beating from the Rots but also getting dominated on the scoreboard. This result sees them slide down a spot in the rankings and the team has hit a form slump in the season, although they have been facing some of the top teams in the league. Although, if you can't beat the top teams then what real chance do they have in the post season.

The medical staff were kept busy during and after the game as battered and bruised players needed every sort of potions and lotion. Forge Breaker was broken himself and will be missing the next game, unconfirmed rumours are circulating that the injury he sustained will mean his armour placement will have to be modified and as such leave him a little vulnerable to future hits in that spot. On a more sombre note, funeral dirges will be sung for Blood Beard and Gungan, Goblin Grinder.

For the second game in a row Troll Slayer Olaf didn't add to his kill total, is the slayer secretly carrying an injury yet insisting on playing? Is it a coincidence that the recent losses have occurred at the same time Olaf has lost his killing touch?

5. The Flying Frenchmen 1 ↘

Bring out your dead! The Frenchies got squished like toad being run over by a road roller. With an ever diminishing playing group, the Frenchies lost Frosch and Polliwog in this game and Jeremiah will be missing the last game of the season. The losses in player numbers is really starting to bite as there are no longer expendables that can be sacrificed to Nuffle, now the Frenchies are starting to lose key veteran players. I am sure Coach Hymn is both alarmed and accepting of this predicament as Slann teams are not known for their long-term resilience.

In a return to the loser's circle after their previous round win, The Flying Frenchmen drop down a spot. This team is having a very poor back end of the season, compounded by the depletion of the roster. Even though they are guaranteed to make the post-season off the back of their strong performances early in the season, the Frenchies will be a preferred opponent for the other play-off bound teams.

4. RedruM 3 ↗

The Umgi put on a fine example of how to win both sides of the ball. The offence shared the glory around between several players and the defensive leader for the game was Frank Ferguson. Ferguson proved lethal to the Panthers, accounting for three of their players. It could be argued that RedruM took advantage of a second-rate Panther team after the Panthers got belted with the beat-stick in the previous round and were fielding a team of fill-ins and the walking wounded.

RedruM have secured second spot in their division and even though they got close to the top they just couldn't overcome the filthy wretches of The Pussrots. Now they just have to keep the team in some semblance of health to make a deep run in the post season.

3. Emerald Dragons 1 ↘

I look forward to the crying and wailing from Coach Whinge the next time I see him. He has been vocal about the bias towards bash teams in the stadium rules all season and I am sure this round would have cemented his opinions. As always, my unhealthy love of schadenfreude triggered uncontrollable laughter at his misery and uncontrollable sobbing, well I didn't see the tears, but I am certain they were salty and flowed like a river.

Although, I will say he did well to keep the game to a draw despite the horrendous damage done to the playing roster. The Dragons lost two players to the big game in the sky and key catcher Athasil will be missing the last game of the season. It would seem Nuffle had one small mercy for the Dragons as they no longer seem cursed to lose any player with an agility increase – hell they even have two living, breathing AG5 players on the roster!

The Dragons dropped a spot as their casualty record let them down. I guess they better win big on the scoreboard in the next game to make sure that casualty difference doesn't hold them back again.

2. The Pussrots 1 ↗

The Rots have slithered their way to the number two spot in the rankings after a dominant display against the Bearers. The stand out player for the Rots was Morte'tzor, who scored both touchdowns and killed two of the Bearers as well. After such an amazing performance I am wondering why Morte'tzor still doesn't have a bounty on his festering, pus-filled, rotten head. One of the benefits of being devotees of Nurgle and receiving the blessings of

Nurgle's Rot, one of the Bearer's killed in the game with a big sloppy Nurgle kiss has risen to join the ranks of the team – the team's equipment flunkys had to shorten a team jersey to fit the newest member of the team.

The Pussrots have secured the top spot in Group Chews with this win and they may rest players in the last round of the regular season to make sure the team is fairly 'fresh' for the play-offs.

1. Tennessee Tainted ↔

Phew, Coach Brunificus must have breathed a sigh of relief after squeaking out a draw against those 'mighty' Dragons. I must criticise the Tainted for not being able to win the game even though they absolutely shattered the scrawny little Elgi. Another disappointing feature of the Tainted's performance was their failure to kill any of the AG5 Dragons players, even though they did manage to injure Athasil, who will be carrying a niggle going forward.

Oddly enough Epidemius failed to score and otherwise failed to make any sort of impact on the game – very uncharacteristic for Papa Nurgle's favourite little helper. With the blessed one not living up to the hype, the rest of the team were forced to fill in the offensive void and perhaps Coach Brunificus should be happy they even managed one touchdown – I guess an offence that relies on a single player is a fine example of poor strategic planning on behalf of the head coach and his staff. Henceforth, I shall be referring to Epidemius as 'The Prop' as he holds up the Tainted offence.

With three teams all on the same league points and touchdown difference, the Tainted maintained their position based on their ability to dole out lots of damage and absorb punishment with god-like resilience. Mind you, I was tempted to push them down the rankings after failing to capitalise on their strong bash game against the Dragons, but their past form was overall better than the Rots and Dragons so here they stay.

Dare you argue with the rankings? Do you think the old drunk has lost his mind? The power rankings will be reviewed after the completion of each round. Feel free to share your thoughts about the rankings on the stinky dwarf Facebook page.

The next Blood Bowl event here in Perth will be Bunny Bowl, put on by Perth Nerd Herd. It will be held Sunday, 22nd April 2018. Head on down and spend the day praising Nuffle and revelling in all his Glory!

Nuffle bless you all!

the stinky dwarf

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NIFFLE VIET

THERE IS ONLY ONE NUFFLE AND
ROZE-EL IS HIS PROPHET

