



MIDSEASON REPORT

WE HAVE REACHED THE MIDWAY POINT IN THE SEASON 15 CAMPAIGN, SO HERE'S A LOOK AT THE CONTENDERS, THE PRETENDERS, AND WHO'S PLAYING OUT THE STRING.

AFC NORTH

Contenders: Flipping Fools (6-1-1), Orkemon (4-2-1)

Flipping Fools, a wildcard team each of the last two seasons, look poised to take the division title this year. Their record is no joke, as they've put up convincing wins against some of the league's top teams. Perennial heavyweights Orkemon are a lock to make the playoffs, and will push the Fools all the way to the wire. Orkemon's defence is as good as ever, but they've only scored 9 TDs in 7 matches, a red flag for a team who scored 27 times a year ago.

Playing Out The String: Doom that Came to the OFL (2-1-4), Nebraskull HornHuskiers (1-2-5)

The Doom That Came have taken a major step back this season after earning a wildcard in S14. This late in the Era, Chaos teams should be peaking, so what went wrong? Their offense has been anemic, and while

they've been doing their fair share of damage, they've been taking a beating, too. A Chaos team that can't score and has a CAS +/- of 0? They're lucky they have 2 wins.

The HornHuskiers are on pace for their least successful OFL campaign. They're in a brutal division, they've only got 9 players on their roster, they have no money, and they've had a difficult schedule that doesn't get any easier in the 2nd half of the season. Don't play Elves in the OFL, kids. Just...don't play Elves.

AFC WEST

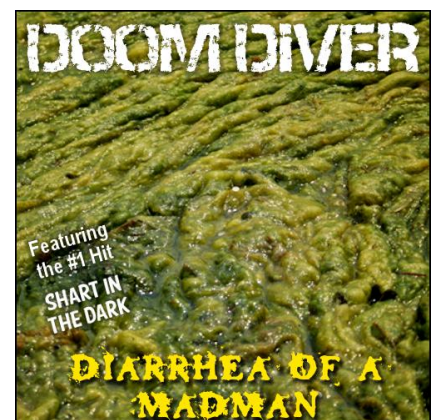
Contenders: Da Pumpkin Patch (5-3-0), Snap, Crackle, and Pop! (3-4-1), Back For More (3-4-1)

The AFCW is the only division with a real shot at sending 3 teams to the post-season, with DPP, SCP, and BFM combining for just TWO losses so far this season. DPP and SCP both have matches against the Flash Gits, Contagious, and Cactuar Resurrection waiting for them, and their success or

failure in those games will go a long way towards clarifying the playoff picture. BFM has a slightly easier schedule coming home, so I give them the edge to get at least a wildcard, but the final round of division games looms large for all 3 squads.

Playing Out The String: Shinra Corp (1-0-7)

Pdarby's decision to bring in a rookie Underworld team has gone according to plan, assuming the plan was "get your nuts kicked up into your throat every week". They'd be the worst team in the OFL if they hadn't beaten the NYC Infestation (who are the worst team in the OFL).



AFC EAST

Contenders: Contagious (4-1-3), Hattifnatters Parade (3-2-3)

Nobody in this division is getting a wild-card, so if Contagious wants to make the post-season for the first time since Season 9, they'll have to hold off the defending champs down the stretch. The Parade got off to a good start, but their season went sideways after a 3-game losing streak; Week 9 sees them on the road to play Orkemon, and week 10 they host Back For More. Contagious' schedule isn't any easier, so this is still anybody's race, but I give the nod to Contagious.

Pretenders: Hollywood Undead (2-2-4), Frozen Tallywackers (1-4-3)

Hollywood Undead are only 1.5 points back of the division lead, but leap-frogging 2 teams to take the division is a big ask. 10 Casualties through 8 matches on a team with 2 players who have claw is pathetic, and they've been shut out 3 times. Like the Undead, the Tallywackers are only 1.5 back, but they've also only got 1 win in 8 matches. They have an easier schedule than their division-mates, so they could be a dark horse to make a late charge, but there is no margin for error if they want a shot at the divisional crown.

AFC SOUTH

Contenders: Cereal Killers (5-2-1)

The Killers are in the midst of a bounce-back campaign, and their TD diff (+8) and CAS diff (+17) are both excellent. Their week 8 win in the "Cereal Bowl" gave SCP their first loss of the season, and gives the Killers a comfortable cushion atop the division. Barring a major collapse, the AFCS belongs to Slam.

Pretenders: Dazed and Confused (3-3-2), Hexoatl Hurricanes (2-4-2)

Both of these teams are still in the playoff hunt, but I don't see much opportunity for either of them to make up ground. Both the Chaos Dwarves and the Lizardmen play 4 of their next 5 matches against teams currently in playoff positions, including all the clubs from the tough WFC South. A hot streak from either team could get them into a wildcard, and a sweep of the divisional games at the end of the year could see one of them reel in the Killers, but I don't see it happening.

Playing Out The String: NYC Infestation (0-0-8)

They lost to Shinra Corp. That's BAD.

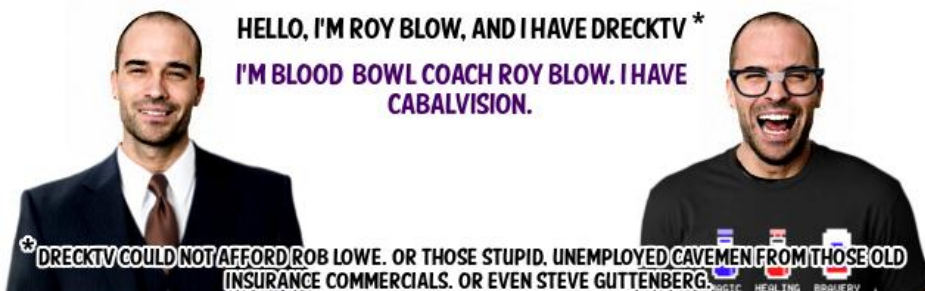
AFC CENTRAL

Contenders: Phoenix Kings (6-1-0), Calamitous Intent (4-3-1)

The Kings are rolling, and if they get through their Week 8 tilt with Orkemon without a loss, they have a great shot at going undefeated. The High Elves have been dominant on both sides of the ball; they're averaging nearly 2.5 TDs a game, and they're surrendering less than 1. That's a winning recipe. Calamitous Intent hasn't lost since Week 1 (to the Kings). They're riding a 3-game winning streak and are a virtual certainty to make the playoffs. They've got a ST 4 ballcarrier and a ST 5 Nurgle Warrior. They won't catch the Kings for the divisional crown, but they are a bona fide threat to make some noise in the post-season.

Playing Out The String: Battle Hammer BBC (1-3-3), Fi\$T Fir\$T (0-2-6)

Battle Hammer BBC got off to a respectable start this season, but a recent 3-game losing skid combined with a tough second-half schedule has derailed their campaign and taken them out of playoff contention. Fi\$T Fir\$T are a shadow of their former selves; they weren't exactly world-beaters even when they had star catcher Manni, but without his game-changing talent on their roster, they're garbage.



WFC NORTH

Contenders: Crestwood Creeps (3-4-0), Lizardpool BBC (4-1-3)

After two solid campaigns that didn't yield playoff berths in the WFCW, the Creeps were shifted to the WFCN, and the move has them poised to take their first division title. The Creeps are undefeated, including a pair of impressive draws against Khorne's Karnage and Cactuar Resurrection. Lizardpool BBC have kept themselves in the race, but they've made their hay against the OFL's bottom-feeders; a tough second-half schedule will reveal the Lizards' true measure.

Predenders: UFC Football (3-1-4)

UFC are just 1 back of the wildcard, and 1.5 back of the division lead, but like Lizardpool, they've had some soft 1st-half matchups, and they've struggled against the league's top teams. This season will certainly be their most successful of the Era, but it won't be enough to get them into the playoffs.

Playing Out the String: Volkn Pyros (1-1-5)

Wildfire's late-era Skaven addition have taken the expected lumps this year, and they've only got 10 players on the roster and 40K in the bank, so there's no reason to expect their fortunes to improve. The bright spot

on the roster is Notta Hamster, who has the potential to be a star, but their Week 1 win over Lizardpool will be the highlight of their season.

WFC WEST

Contenders: Electric Mayhem (5-2-1), Karak Kadrin Slayers (4-1-3)

The Mayhem are on track for their 3rd straight playoff berth, and have kept themselves in contention despite getting badly out-bashed by the league's heavy hitters. The death of Statler was bad, and the career-ending injury to Dr. Teeth was worse, but the Mayhem have brought in high-profile Free Agent Big Al to fill the hole left by Statler's demise, and there are rumours that GK has a trade in the works to try and find a replacement for Dr. Teeth. You can pencil in the Mayhem for a division title followed by another 1st-round playoff exit.

The Slayers have themselves in the wildcard hunt, and have to be considered one of the season's biggest surprises after struggling in S14. A strong second-half push could get them a playoff position, though the division title is likely out of reach unless the wheels fall off the wagon for the Mayhem.

Predenders: Wash Eng Tomb Generals (2-3-3)

Where the Slayers have been a pleasant surprise, the Generals' campaign has been a disappointment. After winning the division last season, Detox's squad has struggled. Their schedule coming home will give them opportunities to make up some ground but they likely need 5.5-6 points out of their final 8 matches. Unfortunately, draws come easier than wins for Khemri teams, and draws won't cut it moving forward.

Playing Out the String: Tironic Rams (1-1-6)

Lawquoter's High Elves have struggled mightily after joining the OFL in Season 15. This is not a recording. The hope is that they can develop some young talent who can help the team down the road. They've only scored 8 times in 8 matches, and 3 of those TDs came in their Week 8 win over the Marauders. If they can find a way to score with more consistency, they could play spoiler down the stretch, but if they can't, they won't even be able to do that.

WFC EAST

Contenders: Khorne's Karnage (7-1-0)

The Karnage own the WFC East, and it isn't close. They are cruising through their season, with a TD diff of +11 and a CAS diff of +25. Of the teams left on their schedule, only Calamitous Intent has a real shot at breaking up their undefeated season, and the Karnage should be considered the favourites to represent the WFC in the OFL Championship.

Predenders: Jurassic Park Diners (2-3-2)



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Hanging around at .500, the Diners are within striking distance of a playoff spot, but it will be an uphill struggle for a club with several tough matchups ahead of them. Season 15 will likely be the Diners' most successful, but with the division title out of reach and a very tight wild-card race, the Lizards will likely be outside looking in come playoff time.

Playing Out the String: Maelstrom Marauders (1-3-4), Scum and Villainy (0-3-4)

The Marauders' only win came in Week 2, and they've suffered a whopping 35 CAS this season. They've had a huge turnover on their roster; 5 players have died and 4 more have been fired, with the biggest loss being Omegon in Week 6. The Marauders still have some talent, but the roster depth just isn't there.

Scum And Villainy have already matched their point total from last season, but that's a low bar. One interesting stat? The Scum have suffered 44 Casualties, and nobody's died. Can you franchise an apothecary?

WFC SOUTH

Contenders: Team Fantastic (5-2-1), Tragic Failures (4-1-3), Creeping Death (3-3-2)

Team Fantastic have ridden a rock-solid defence to the top of the WFCs, and they have to be considered the favourite to win the division. Worst-case scenario at this point for the Chaos Dwarves would be a wildcard spot, though the next two weeks see them up against the Resurrection and the Flash Gits, so a stumble there could open the door for the teams in pursuit.

The Failures have had an up-and-down campaign after winning this division the last two seasons; they suffered a stunning 2-0 loss to a decimated Mayhem side in Week 7, and bounced back with a convincing win over Flash Gits in Week 8. Their roster is loaded with game-breaking talent, and they're one of the few teams who could challenge the Karnage in the post-season. They've got a slightly easier 2nd-half than Team Fantastic, so with a little luck their Week 15 showdown could loom large.

Creeping Death are hoping to finally break into the playoffs. Their chances at the division title seem slim, but a victory over The Slayers in week 9 would give them some breathing room in the race for the final wildcard spot.

Playing Out the String: Dead Man's hand (2-0-6)

It's be a second straight difficult season for the Dark Elves, and being in an extremely tough division hasn't

done them any favours. Six of their first 8 matches have been against teams currently holding down playoff positions; their record in those games is 1-5. They need to find a way to tighten up their defensive game if they're going to improve their results.

WFC UP

Contenders: Cactuar Resurrection (4-4-0), Flash Gitz (4-3-1)

Both the Resurrection and the Gitz will make the playoffs, but avoiding the wildcard will be the goal, since one of the WC teams will draw the Karnage in the 1st round. Though the Resurrection have a slight edge now, I give the nod to the Gitz to win the division. Squall's undefeated record will be tested by matches with Team Fantastic and the Tragic Failures, while Toast's toughest matchup could be with their greenskin counterparts Da Pumpkin Patch.

Pretenders: Fjord Mustangs (2-2-4)

The Mustangs put up a good fight every week, but it will be awfully tough for them to overtake any of the teams they're chasing for a WC berth, and the division title is well out of reach. To have any chance at a playoff push, they need more from their offence, 9 TDs in 8 matches isn't going to cut it for a team that desperately needs wins; at this point, a draw is as good as a loss for the Mustangs.

Playing out the String: Dagger Devils

Thul's team has been bad, and Thul's dice have been bad, and Thul's season has been bad, and Thul's Era has been bad. They've got 9 players, no skills,



and no money. They've been outscored 18-6, and out-casualtied 42-6. Load this team into a rocket and fire it into a sun, and let us never speak of them again.

LFC NORTH

Contenders: Cockney Rhyming Slann (5-2-1)

CRS have been a huge surprise after last season's shitfest. They have pulled off some big upsets over The Sabres, Depesticons, and Raiders. The loss to Reptile Dysfunction is a hard one to swallow though. Hopefully, it doesn't end up costing them a division title, or worse, a playoff spot.

Pretenders: Rise of The Depesticons (4-0-4), Silverion Sabres (3-2-3), Real Sociopaths (3-1-4)

The Depesticons entered the season as one of the favorites in The LFC, but dropping 2 of the first 3 division matches put them in a hole that they are still trying to dig out of. It's extremely doubtful that they will threeppeat as division champs at this point, but with games remaining against the teams they're chasing, they could climb back into the wildcard race.

Big things were expected from The Sabres after winning 10 games last season. They'll need to improve upon their 1-1-3 record against teams with winning records, if they want to stay in the wildcard race.

The Sociopaths are still alive for now, but the 0-0-3 start, combined with the loss of several key players might be too much to overcome. The offense needs to step it up.

LFC WEST

Contenders: The Funk All Stars (7-0-1), Darkland Raiders (5-2-1)

The All Stars have been dominant since their week 1 loss to The Raiders, posting 4 straight shutouts in which they've scored 3+ TDs. They are an amazing +15 in TD Differential at the midway point. Without a doubt, they are the current favorites to win The LFC.

The Raiders will, at worst, be the top wildcard team. They may be able to steal The West title from The All Stars if they can defeat the Necros in their week 16 rematch.

Pretenders: Shaking Pelves (4-2-3)

It seems strange to call the defending World Champions 'pretenders', but a 3 game losing streak that ended with the loss of star catcher, Tina 1 Turner, has left them in a tough spot. You still have to respect the LFC's #1 offense, but they cannot afford to lose many more points if they want a chance to defend their titles.

Playing out the String: Action Pact (0-3-5)

Proof that an awesome theme does

not translate into wins. Action Pact are in the midst of a 25 game winless streak. They still bring the pain, but their offense is nonexistent. Time to reboot this franchise.

LFC EAST

Contenders: Sugar n Spice (4-3-1), Stampa Face Buccaneers (4-2-2)

A new Amazon team getting tossed into a division with Dwarfs seemed like a death sentences, but SnS have performed very well so far. With only 2 games remaining against Tackle-heavy teams, they stand a good chance of hanging on to the LFCE lead. Fook Mi looks like the second coming of Alkinoe.

The Bucs have made great strides after a disappointing S14. Their 10th ranked defense will be tested in the upcoming weeks, but if they can keep pace with SnS, they should be playing for the division in week 16.

Playing out the String: Halpint Heroines (1-1-5), Reptile Dysfunction (1-1-6)

The Heroines Trees are awesome, but that's really all they have. It seems unlikely that they'll match last season's 3 wins.

Fresh Lizards in the final season of an era was never going to end well. Halfway through the season, 4 of their Saurus are still level 1. The big upset over North-leading CRS may end up



being the highlight of Reptile Dysfunction's season.

LFC SOUTH

Contenders: Ascent of The Autobeards (5-2-1)

The Autobeards are in the driver's seat here. Their schedule gets a lot tougher in the second half, but with the wall of Guard/Mighty Blow they throw at opponents, it's hard to imagine them falling out of first place.

Pretenders: Angry Birds (3-1-4)

The Birds may be more desperate than angry right now. They haven't defeated a team with a winning record, and their next six are all against teams that are in playoff contention. Their offense is still one of the best in the league, but the loss of Pro Bowl Wardancer, Oriole, has really hurt the defense.

Playing out the String: Confederacy of Dunces (2-1-4), Schlonglings (0-3-6)

The Dunces got off to a hot start, going undefeated in the opening round of divisional games. Unfortunately, they lost the next 4, all but killing the season. If they can take advantage of the next 3 match ups, they might be able to get back into the playoff picture, but it's unlikely they'll make a real run.

There is no joy in Broland, as the Schlonglings are winless, and have suffered 51 Casualties through 9 games. It may take an act of Nuffle for them to win a game.

CREDITS: AFC/WFC – General Kale; All the Stuff That Sucks - Astrospider

Each season we vote for Pro Bowl teams from each conference. At the end of each Era we put together an All-Era Team representing the best of the best from the past three seasons. Being bored, and having some space to fill, I started thinking: What about all of the players who have run down the curtain and joined the choir invisible?

What kind of team could be built from stars that have kicked the bucket? To be considered for the team, a player had to have 100+ SPPs (most were level 7) and be dead. So, here it is, the team no one asked to see...

★ POSTHUMOUS ALL-STARS ★

Obscike Beastmaster (NYC Infestation) – Probably the most controversial selection, but a Gutter Runner with +ST, +AG, +MV and Horns, is awesome.

Tavi (Heroes of Lore/Hollywood Undead) – +AG, +MV and MB made this Werewolf one of the best all around players ever. #8 scorer and #4 rusher.

Tommie fRazor (Nebraskull Hornhuskers) – A great offensive leader, he finished in the top 10 in rushing, receiving and passing.

Ub'El Soddat (Brukestadt Stalkers) – The OFL's all-time leader in interceptions makes the squad as a defensive specialist.

Eomund Alban (Misguided Youth/Fist First) - +AG and Strong Arm make this the most prolific Thrower who no longer resides above ground.

Atheyl (Iron Tree Hurlers) – Another Thrower with +AG and Strong Arm, this underrated Wood Elf is #5 in passing and #14 in receiving.

Manni (Fist First) – In his prime, he was an unstoppable weapon, like Voltron's Blazing Sword. He finished with the most receptions in league history. He was also #4 in scoring and #11 in rushing.

Mulcana (Oblivion Knights) – The deadliest dead big guy ever. He was the first Big Guy to reach legendary status and hit 100 casualties.

Loqteu-hi (Lustrian Dragons/Zlatlan Dragons) – He made quite an impression during his short time in

the league. One of only 5 players to put up 30 Casualties in a season.

Sitri (Creeping Death) – He had 70 career casualties. Also had 2 of the top 13 most violent seasons.

Alkinoe Queen of The Stars (Itza Chainsaws) – She didn't play long, but she made quite an impact by setting the single season record for casualties at 41.

General Meiffert (Brackish Brawlers) – This +ST Saurus terrorized the league for 6 seasons, finishing as the 10th most violent player.

Omegon (Maelstrom Marauders) – This +ST Marauder played 5+ seasons, finishing as the #11 most violent player.

Malaria (Red Spades/Pink Elephants on Parade) – How good was he? Just ask Timdog – he'll start 14 different threads to explain it. He is #8 in all-time violence and the only player to post 2 of the top 5 most violent seasons.

Mauhur (Servants of Saruman) – The Orcnado was the first player to reach 100 casualties. He made 4 straight Pro Bowls and picked up 4 Brokin Toof Awards.

TriK (Da Pumpkin Patch) – The all-time leader in violence (128 Casualties – 10 Kills) and SPPs (386) after playing 7 seasons.

Honorable Mention:

Bob Weirwolf (Hateful Dead)

Gorefist (Oblivion Knights/Zerg Rush)

Orga (Godzillas)