



ERA 6 RACE DRAFT

The dynamic duo of draft analysis return to break down the picks.

	COACH	RACE	PROTECTED FRANCHISE
1 (32)	Slam	Chaos	Mars Minions
2	pdarby	Pact	All Blacks
3 (8)	Astrospider	Chaos	Crestwood Creeps
4 (40)	Jackal	Chaos	
5 (1)	Cullen	CDwarf	
6 (9)	Jimmy Fantastic	CDwarf	
7	Belasco	Necro	Modest Mice
8 (3)	Orabbi	CDwarf	
9 (4)	Norse	Nurgle	Fjord Mustangs
10	Wildfire	Nurgle	
11	Rauni	Khorne	Nebraskull Hornhuskers
12	Thul	Orc	Oblivion Knights
13 (20)	Hammertime	Nurgle	Got Wood
14 (16)	Michaels	Pact	Calamitous Intent
15	Remthar	Pact	Tragic Failures (Name only)
16 (14)	Jounisii	Circus	Shaking Pelves
17 (13)	BoonOP	Lizard	Zerg Rush
18 (33)	Uldreg	Necro	Dazed and Confused
19 (43)	20Phoenix	Pact	Rise of The Depesticons
20 (24)	Dode	Chaos	
21	Ithcen	Necro	Skanks Eternal
22 (27)	Barmution	Nurgle	Ascent of The Autobears
23	Papadragon	Orc	Clan Dragonbane
24 (22)	Ging	DElf	Cockney Rhyming Slann
25 (41)	Cerumul	Circus	Funk All-Stars
26 (48)	Jimmy Fantastic II	CDwarf	
27 (31)	RTSD	Vampire	Granite Geckos
28	Dahamuran	Dwarf	
29	Lazarus	HElf	Miasmis Misery
30	Everblue	Undead	
31 (26)	Bob	Pro Elf	Freaks From Space
32 (5)	General Kale	Orc	Nehekhara Nightmare
33 (18)	Sabonnell	Ogre	Creeping Death
34	Kal Durak	WElf	Khorne's Karnage
35	Darken-Rahl	Lizard	Orkemon
36	Blitzkreig	Lizard	
37	Thsin	Pro Elf	
38	CharlieBanks	Bret	Halfshell Heroes
39	Gym-Bo	Amazon	Terrors of Tarantino
40 (6)	Larkstar	Human	
41 (25)	Squall	Skaven	Cactuar Resurrection
42	Sunhawk	DElf	NYC Infestation
43 (19)	Detox	Khemri	
44	Zulu	Amazon	
45	Matts	Amazon	
46	Endalos	DElf	
47	Eurotrash Norse	HElf	
48 (17)	Yarrick	Ogre	

Original draft position in parenthesis

VIPER: A new Era kicks off with another exciting Race Draft!

McSLAY: Everyone is optimistic right now – envisioning themselves hoisting the championship trophy.

VIPER: But, by week three, reality will set in for most, and they'll be asking themselves again, "Why do I play this stupid game?"

McSLAY: This draft seemed to be slanted heavily toward the bashy races. It always is, especially on the NA side, but sheesh...

VIPER: Well, Numb Nuts, did you ever stop to think that it might have something to do with league contraction? The eight teams we lost would almost certainly have been some flavor of Elves.

McSLAY: Depending on how you rate the teams, nearly 5/8 of the teams are bashers. The percentage is considerably higher on the NA side.

VIPER: I have a feeling all of these teams will be so busy beating the crap out of each other, that they won't be prepared for the few speed/agility teams, and we're going to see something like Wood Elves or Skaven win the AFC/WFC.

McSLAY: No surprises at the top of the draft, as Chaos was locked out at #4 for NA.

VIPER: For some of us, there are never ANY surprises.

McSLAY: Really? So you aren't surprised that there are no Circus teams on the NA side?

VIPER: Nope.

McSLAY: Or by the lack of Skaven and Wood Elves in the LFC?

VIPER: Not even a little bit.

McSLAY: What about the selections of Khorne Daemons and Bretonnians?

VIPER: Listen, McSuck, when you have this hair, NOTHING is a surprise. I knew Chaos Dwarfs and Pact would be hot again; I knew Orcs and Lizardmen were going to slide; I knew Amazons would come back strong.

McSLAY: Whatever, jerk.

VIPER: Don't be mad. I put in the work, guy. It's why you will always be the Scully to my Mulder.

McSLAY: What?!

VIPER: You're terrible.

McSLAY: Let's move on to trades. I love the aggressive moves made by guys like Slam, 20Phoenix, and Cerumul.

VIPER: But, the best move of the draft had to be GK trading down to 32 where he was still able to pick up Da Pumpkin Patch.

McSLAY: That was insane! I think GK will finally win a championship this Era.

VIPER: Okay, let's not get carried away.

McSLAY: Larkstar made the biggest move backwards, dropping from 6 to 40 in order to select Humans.

VIPER: Still batshit crazy.

McSLAY: And what about the move by Hammertime to get Nurgle?

VIPER: Smart. This is what it's all about. Adjust to the draft board, make your move, and screw another coach. In this case, Michaels.

McSLAY: I always enjoy watching coaches screw each other. Wait...

VIPER: And then they end up stuck in the same division! This is going to be a great rivalry!

McSLAY: Well, it is Hammertime and Michaels, so it probably won't be THAT good.

VIPER: True.

McSLAY: Not all draft moves were good. We did see a couple of blunders.

VIPER: Rauni and Dahamuran. Both missed their draft slots.

McSLAY: Technical issues cost Rauni a Chaos Pact franchise. League officials are investigating the matter to make sure foul play was not involved.

VIPER: We're looking at you, Remthar.

McSLAY: Sixteen picks later, Rauni went with Khorne Daemons.

VIPER: An interesting pick. Should suit his aggressive playstyle very well.

McSLAY: Dahamuran picked 13 spots late, missing out on the opportunity to select Orcs and Lizardmen.

VIPER: We could have seen the return of Immortal Scale. Instead we get Dwarfs. Hooray.

McSLAY: Let's finish up with some BOLD ASS PREDICTIONS for the Era. I predict we'll see an all-Amazon final in the LFC!

VIPER: That's Bold! I predict Norse will face himself in a World Championship match!

McSLAY: I predict that Kal Durak will sweep the Era, winning the championship in all three seasons!

VIPER: I predict Jackal will make the playoffs!

McSLAY: ...

VIPER: Too far?

McSLAY: A little.

VIPER: Sorry. Well, I guess that's a good spot to end things. I'll be back with my amazing hair and insight, and McSlay will be back with... whatever it is he does.

McSLAY: Eat a dick, Viper.

SEASON 16 PREVIEW & PREDICTIONS

WFC EAST

Team Fantastic - JimmyFantastic - Chaos Dwarf (Jimmy Fantastic, Kaigan)

Pissbog Stinkers - Norse - Nurgle (Scourge, Lord of the Bloated)

Bullimore Bulldogs - Sabonnel - Ogre (Ruthie, Bob the Boulder, Brickwall McGraw)

Cactuar Calamity - Squall - Skaven (Minister Needles, Caltrop, Maim Murder Mutilate)

Jimmy and Squall are back with old franchises, while Norse and Sab try on something new. Squall's put all his eggs in his Free Agent basket, with 3 top-shelf FAs accompanied by 8 rookie linemen. If he loses one of his big three, his season could be over before it gets rolling. Jimmy and Norse should both be strong out of the gate, while Sab's decision to franchise 3 ogres is an interesting one. Brickwall McGraw, now with his 3rd team, is a no-brainer, but there's nothing special about Ruthie or Bob, and with only 2 RRs and no bench, it may have been wiser to spend that money elsewhere.

PREDICTION: Jimmy wins the division in a tight race, Squall loses out on a WC spot on tie-breakers and finishes the season with 4 rats on his roster, Norse flirts with .500 and builds a scary squad for next season, Sabonnel breaks things.

WFC NORTH

6 Pact - Remthar - Chaos Pact (Bruce Willis)

West Edge Woodpeckers - Astrospider - Chaos (Croc 2, Malice)

Glass Ceiling Smashers - Gym-Bo - Amazons (none)

Wyrmmrest Accord - OpHare - Lizards (Kumonga, Denisov, Yuxa)

This division features four fresh franchises, making it a little tougher to handicap. Rem's lone FA is a Troll with

Block, and he doesn't have a Gobbo. Having 2 players with Throw Teammate and not giving them anything to throw is silly. Astro franchises a pair of ST+ Beastmen, meaning he can field 6 ST 4 players and overpower his opponents without relying on an unpredictable Minotaur. Gym-Bo fields a team of rookies and banks 150K, which will help him replace his dead and maimed, but won't help him win games. OPHare brings in 3 low-level FA Saur, allowing him to field all 6 Saur and a Krox out of the gate; Wyrmmrest Accord have easily the strongest opening-day roster in the division.

PREDICTION: OPHare rides a strong start to a division title, and the Woodpeckers have a respectable campaign while Astro lays the foundation for something terrifying. Remthar struggles badly through the first half of the season while he tries to build up some skills. Gym-Bo realizes too late that he made a terrible mistake by not hiring any Free Agents, and spends all of his banked gold replacing rookies who die from failed dodges.

WFC SOUTH

Mount Abraxas Fiends - bob152 - Pro Elf (Einola, Ean Swann, Lazarus Steele)

Stench of De Feet - Wildfire40 - Nurgle (Yhoundeh, Dythalla)

Warstone Warhammers - Cullen - Chaos Dwarf (Bronco Nagurski, Swift Sorrow)

Copperheads - Blitzkreig - Lizards (Tyratla, I Ate Dr Alan Grant)

Cullen and Wildfire are back with some old favourites, while Bob and Blitz head up fresh teams. There aren't any game-breakers yet on the Fiends, but Einola has the potential to be a top-notch passer, and Steele is on his way to being a 1-turn TD threat. Yhoundeh is the kind of player who can carry his team to a title all by himself. Cullen's duo of veteran Bulls makes him dangerous every week, while Blitz's star Sauruses will help with the growing-pains normally felt by new Lizard squads.

PREDICTION: The bounty on Yhoundeh reaches 200K by the end of the season, Wildfire clinches the division in the final week, Cullen gets a WC on tie-breakers, Bob and Blitz come up just short of the post-season. Every team in this division finishes .500 or better.

WFC WEST

Da Pumpkin Patch - General Kale - Orc (Boo, Spectral Waaagher)

Tumblin Dice - Uldreg - Necromantic (DedJ da Remangle)

Wasch Eng Tomb Generals - DeToX86 - Khemri (The Fallen Man, Orbie Orb Bowling, Harvey Harv Babetch)

A Nightmare on Elf Street - sunhawk8044 - Dark Elf (Genesis, Callisto, Slade Wilson)

GK takes over Da Patch, and brings back two massive BOBs. Detox is back with the Generals, and brings two players with Claw and a ST 4 Thro-Ra with him. That's disgusting. Sunhawk and Nightmare on Elf Street are back again after taking an Era off, and Genesis, who has played in just two of the last 10 seasons, will lead the Dark Elf attack. The one new team is Uldreg's Necros, and their only dip in the FA pool was a LV 2 Golem, so they will be at a disadvantage for the early part of the season.

PREDICTION: Wasch Eng Tomb Generals take the division by a half a point over Da Pumpkin Patch, who nab a wildcard before losing 4-0 in the opening round of the playoffs. Elf Street has a strong campaign, but finishes 3rd in a very tough division. Uldreg's Necros suffer through a tough season, but a team full of Regen helps them build the skills they'll need to compete for the rest of the Era.



AFC NORTH

Brackish Brawlers - Darken-Rahl - Lizards (Kelsier, Jagang II, Malatium)
Reanimation Sensations - Belasco - Necromantic (Ivan the Terror, Peter Boyle)
OFL Rage Quit - Orabbi - Chaos Dwarf (Kaergas, Ballz, Monk Ironman Tres)
Ogre Rated - Yarrick - Ogre (None)

Darken's back with the Brawlers, and he brought along a pair of nasty Saur and a 4 AG Skink. Orabbi's still at the helm of the Rage Quit, and he franchised 3 Claw Dwarves. What a shock. He's also gone with a Minotaur and no Bull Centaurs, which is...whatever, it's not like Orabbi's priority is winning games. Belasco and Yarrick are both in with fresh squads, the Necros franchised a Wight and a Golem, while Yarrick is running with an all-rookie lineup. For most teams I'd say that's a mistake, but Ogres are already a mistake, so in for a penny, in for a pound, right?

PREDICTION: Darken takes the division in a tight race with Belasco, who snags a wildcard. Orabbi doesn't make the playoffs, and doesn't care, because he wins the Golden Scimitar. Every single one of Yarrick's 28 Scout Flags are busts, and he joins the Rage Quit.

AFC EAST

Wasteland Wardancers - Kal Durak - Wood Elf - (Neil Young)
Renegade Angels - Michaels - Pact (Rimmon, Perry)
Tromaville Toxics - Hammertime - Nurgle (Meningitis)
Blackmountain Eadbashers - Papadragon - Orc (Long Tom, Azhag BrainEater, Korpse Eata)

Kal's back to his old Wood Elf squad that he ran way back in Era 2, and his lone FA is a MV+ Treeman who last suited up for the Woodstock Warriors. PapaD's new Orc squad signed SOS's old Thrower Long Tom and a pair of Free Agents formerly of Da Pumpkin Patch. Hammer's lone FA acquisition is a ST+ Nurgle Warrior, while the Renegade Angels are the 3rd team for

both of Michaels' veteran Marauders.

PREDICTION: Out of the gate, Papa's Orcs look like the strongest early-season team, while it'll take some time for the Pact and the Nurgles to get up to speed. Kal wins the division, Papa keeps himself in the Wildcard race, but comes up just short, Hammer has a strong 2nd half and ends the season over .500, while Michaels can't overcome a slow start and finishes well back.

AFC WEST

Faith of the Fallen - Lazarus - High Elf (Richard Rahl)
Cereal Killers - Darby - Chaos Pact (Captain Crunch, Hydrogenated Oil, Monoglycerides)
Da Hurt Em Boyz - Thul - Orc (Git of Treet, Grom Shady)
FireStorm - Jackal - Chaos (Peste Noire II)

Inactive since the end of Season 6, Faith of the Fallen are back with coach Lazarus; Thrower Richard Rahl will be leaned on heavily in the early-going. Thul and Jackal are both coaching fresh teams; Da Boyz have brought in a pair of veteran Blitzers, while Jackal's lone FA signing is a LV 3 Chaos Warrior. After six seasons under Slam, the Cereal Killers are back with a new coach. Darby's trio of returning Marauders will give him some much-needed skills out of the gate, but it also means he'll start the season with just one Big Guy on his roster.

PREDICTION: Faith of the Fallen win the division handily, and Da Hurt Em Boyz edge Papa's greenskins for a wildcard berth. Darby's Cereal Killers have a rough season and finish well back of the playoff teams, while Jackal's team gets completely demolished in Weeks 7 and 8 after matches against Orabbi and Detox, and he retires FireStorm to go back to coaching Fi\$T Fir\$T.

AFC SOUTH

Suicide Squad - Slam - Chaos (none)
Iron Lions - Larkstar - Humans (Ryan Leaf, Jordan Shipley, Orenthal)

JAWS Sushi - Rauni - Khorne (none)
Iron Throne Plunderers - Dahamuran - Dwarf (none)

Did everybody besides Larkstar forget that you had the option to hire Free Agents? This division features four brand new franchises, and only the Lions brought any FAs on board. This should give the Humans a big early advantage over their division-mates, which they'll need, since Humans tend to start out strong, but struggle at higher TVs. The Plunderers should be fine without any experienced players, but Suicide Squad and JAWS Sushi will both suffer from a lack of veteran leadership.

PREDICTION: In what might be considered something of an upset, the Iron Lions hold off the Plunderers to win the division. The Suicide Squad is respectable, but they don't quite make the post-season. RaUni gets wasted after a win and drunkenly decides to give 3 of his Pit Fighters Leader

LFC EAST

British Lions - Jimmy Fantastic II - Chaos Dwarf (Antenna)
Sugar n Spice - Zulu - Amazon (Antianarra the Jaguar, Fook Mi, Sprinkles)
Afrogalypse Now - Jounisii - Circus (Dronten Edvard, Snorken)
Ethereal Corsairs - Endalos - Dark Elf (Calfenaine)

One Chaos Dwarf team wasn't enough for Jimmy, so he signed up for the LFC too. The big question is, which of his teams will be hit by more rocks? Zulu brings back the Amazon team he founded in Season 15. He's bringing back three solid players including the veteran killer, Fook Mi. Jounisii nabs a Freak and a Daredevil from Hatifnatter's Parade to lead his fresh frogs. Endalos brings one FA into the Era. Calfenaine should be one of the league's next big stars.

PREDICTION: A million rocks can't stop Jimmy from winning this division. Fook Mi lays claim to Alkinoe's crown, and leads Sugar n Spice to a wildcard. The Frogs and Delfs are unable to recover from slow starts.

LFC NORTH

Real Sociopaths – Dode – Chaos
(Balthazar, Badger)

Silverion Sabres – Thsin – Pro Elf
(Addamio Swann, Selwyn Westwells)

Ulthuan Lions – Eurotrash Norse – High Elf
(none)

Mongrel Splashbacks – Itchen –
Necromantic (Proteus, Shane Walsh Risen)

Dode and Thsin both stick with their teams from last season. The Sociopaths brings back a pair of CPOMBers, and should have a shot at The Golden Scimitar. The Sabres invest heavily in a pair of stars. Westwells may be the best Catcher in the league. Eurotrash Norse picked up a crapload of scouting flags for his all-rookie High Elf team. It's a new team with the same old boring 'S' logo for Itchen. Shane Walsh Risen has potential to be a star.

PREDICTION: The Sabres ride an unstoppable offense to a division title, and make a deep run in the playoffs. Itchen's Necros beat off their opposition Dode spills a lot of blood, but ends up around .500. The Lions come on strong in the second half after several players Boom. They will be dangerous next season, but fall just shy of a wildcard this season. Itchen's Necros make a strong push in the end, but still come last – QWUAAAARK!!!

LFC WEST

Genaina Jungle Jam Jars – Matts –
Amazon (Parrot, Crow, Mare)

Pact Brittanica – 20Phoenix – Chaos Pact
(Tony the Tiger, Dancy Bullosi)

The Deadly Spoons – Everblue – Undead
(Anketepot, Caesar Martinez)

The Bloody Bourgeoisie – RTSD – Vampire
Princess Confusion, Countess Disaster)

The West consists of four brand new teams. Matts goes cheap on FAs, signing three former members of The Dark Angels. 20P hired a pair of specialists, one to handle dodgers, and one to handle balls. The Deadly Spoons settled on a powerhouse Zombie and Dirty Player

Skeleton. RTSD starts off with only two Vampires, but they are blood-sucking royalty from The Tragic Failures. The LFC gets to deal with this 5 AG bullshit this Era. Have fun!

PREDICTION: Never bet against bullshit! The Bourgeoisie will be dominant when they add a couple more Vamps. They come out on top of the tightest division in the league. Pact Brittanica edge out Jam Jars for the final wildcard. The Spoons get forked in week 13 and fall out of the race.

LFC SOUTH

Symphony of Corruption – Barmution –
Nurgle (Maxi Veneralov, Timothy Wretchins)

Darkland Raiders – Ging – Dark Elf
(Aelaeith)

Whitebay Airbourne Attack – Cerumol –
Circus (Warlord Grakar)

Visionaries – CharlieBanks – Bretonnian
(none)

Barm brings back his Nurgle squad with two Block/Guard Warriors. Ging takes over The Darkland Raiders, bringing only one player with him – a +ST, Frenzy Lineman. Zero Witch Elves seems like a strange decision. Cerumol signs a ball-sacking specialist and skips the Warpstone Freak. Charlie is either a masochist, or just can't resist shiny, new things. He has the league's first, and only Bretonnian team.

PREDICTION: Symphony of Corruption will set the record for shutouts on their way to a division title. Ging and Cerumol keep things interesting, but both fall short of the playoffs. Even Charlie can't handle the pain of running Brets. He drops them after one season, and no one ever coaches Brets again.



PREDICTIONS

WAAAGH! CONFERENCE

East- Team Fantastic

North- Wyrrest Accord

South- Stench of De Feet

West- Wasch Eng Tomb Generals

Wildcards- Warpstone Warhammers,
Da Pumpkin Patch

Champions- Wasch Eng Tomb Raiders

ALTDORF CONFERENCE

East- Wasteland Wardancers

North- Brackish Brawlers

South- Iron Lions

West- Faith of The Fallen

Wildcards- Reanimation Sensations,
Da Hurt Em Boyz

Champions- Brackish Brawlers

NA Champions- Wasch Eng Tomb
Generals

LOTHERN CONFERENCE

East- British Lions

North- Silverion Sabres

South- Symphony of Corruption

West- The Bloody Bourgeoisie

Wildcards- Sugar n Spice, Pact
Brittanica

Champions- The Bloody Bourgeoisie

World Champions- The Bloody
Bourgeoisie



OFL Rage Quit (Duh)



Silverion Sabres



Symphony of Corruption

GLHF GG!

AFC/WFC – General Kale; All the stuff
that sucks - Astrospider