

# Gridiron Gazette: Dark Elves

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Watch your backs! For this month's Gazette we dig down into Dark Elf teams with some trepidation. The Naggarothi have a high reporter body count . . . they don't take well to others snooping about their business!

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## Stadium

*Like all Dark Elf teams, the Cowboys have an underground stadium called the Darkside Cavern. It has a capacity of 90,000 fans and the pitch is made of astrogranite.*

## Management

*The Cowboys have recently undergone a strange and unusual change in ownership. Quite how the Liche Berry Bones took ownership of the team remains a murky secret, but the Cowboys haven't changed in character. They remain the same darkly malevolent and cruel outfit they always were. Despite a Liche being in charge, the players also remain alive!*

*Previously, the former owner was Prince Derren as-Lovlovia and Head Coach was Luxen Tuentir. Arguably though, these two were more figure heads than anything else. During his time as team captain it was Jeremiah Kool who called plays and had a hand in recruitment. Now he's on the backroom staff, is he still running the show?*

## Trophy Cabinet

*Blood Bowl (2461, 2481, 2488)*

*Chaos Cup (2491, 2497)*

*Orcidas Team of the Year (2481)*

*NFC Championship (2461, 2481, 2485, 2488)*

# Darkside Cowboys – saddle up!

- By Dolf Ungerhaagen

*It's not clear when Blood Bowl first reached Naggaroth or when the Cowboys were formed to start playing, like so much with Dark Elves, everything exists under a frosted coating of intrigue!*

*2384 - The Cowboys sign the promising Asperon Thorn who has some early success against the Caledor Dragons. Playing in an underground match, Thorn threw a pass which knocked free a number of large stalactites, taking out half the High Elf team in one go!*

*2421 - The Cowboys are yet to establish themselves as the dominant Dark Elf team as evidenced by the Naggaroth Nightwings cheekily poaching Asperon Thorn out from under their noses.*

*2422 - Foolishly, the Pinkfoot Panthers accept an invitation to Naggaroth to play in an exhibition match. They are the first non-Elf team to play against an openly Dark Elf team (as opposed to just an Elf team). The result of the game is another mystery, the Panthers are never seen again!*

*2429 - The Cowboys take on the Athelorn Avengers in the Wood Elves first season in the Elven Kingdoms league. The Avengers are mauled badly and are forced to concede the match, unable to finish it. The Dark Elves start a 64-year unbeaten run of victories against the Avengers!*

*2438 - A spot opens up in the NFC Central division of the NAFs premier league. There were wide protests about admitting the Cowboys, in part due to their cruel habits (to save money on balls, they bundle up small troglodytes and as footballs). For greater racial diversity, the Cowboys are in.*

*2461 - The NAF launch the first ever Blood Bowl season finale match. The Cowboys make the final and defeat the Chaos All-Stars following some magical shenanigans whereby the All-Stars team were all turned into slugs! The Cowboys continued using shape changing magic until the NAF briefly banned them and they suffered a number of contract killings, forcing them to stop.*

*2472 - Much to the delight of the Cowboys, the Athelorn Avengers join the NFC Central division and have a torrid first season. The Cowboys players, when not in matches themselves, harass the Avengers at any given opportunity. In one match, they appear as a cheerleading squad for the Greenfield Grasshuggers and put the Wood Elves off their game causing them to lose the match!*

*2473 - Disaster for the Cowboys as the entire starting team is wiped out in a bloody game against the Kishargo Werebears. Their Norse opponents are also all killed in a game that lasts 19 days. The team start to rebuild straight away and sign Jeremiah Kool.*

*2476 - Roxanna Darknail tries out for the team, killing all the other would-be players to ensure she is offered a contract.*

*2479 - They enter a partnership with the Underearth University from Naggarond in order to bring more magic onto the pitch in an attempt to ignore tighter regulations and find an edge in game.*

*2482 - At the request of Kool, the Cowboys sign Hubris Rakarth.*

*2485 - The Cowboys become the first team to start using an astrogranite pitch, it solves their problem of how to grow grass underground and keep it alive. Later that year they make the Blood Bowl final but despite a bright start, they lose to a late TD scored by a young Griff Oberwald.*

*2488 - Appearing in the Blood Bowl final once more, the Cowboys beat the Reavers in an infamous game which saw Nikk Threehorn vanish with the NAF treasury and start the collapse of the NAF.*

*2490's - The Cowboys good form continues - they win the Chaos Cup twice but struggle to get passed the semi-finals of the Blood Bowl, losing on a number of occasions. Their winning streak against the Avengers finally ends when they draw a match!*

# Hubris Rakarth – Star Focus

- By Gerhardt Schtumpf



**“There’s only one way a ball comes loose in a tackle - rip his arms off!”  
Hubris Rakarth on the art of tackling.**

*Hubris Rakarth did not happen overnight. His natural talents have been honed over a long period of time, turning him into the most complete and all-round Elf player on the astrogranite. No rage-to-riches story, Hubris was born into the Rakarth dynasty, notorious Beastmasters of Karond. However, Hubris did not use his family name, he was to graft in lower leagues and to earn his own accomplishments through bloodied fist and gore encrusted boots.*

*At a young age he attended the Darkside Academy where he got his first taste of Blood Bowl. Rather than heading straight for the big time after graduating the academy in 2430, he returned to Karond and signed for the Harpies of Karond Kar youth team (under 100 years). There he began to foster a reputation for violence but objected to press attention as the editor for the Ulthuan Sporting Herald found out to his cost. Despite his best efforts at quiet anonymity, his talent on the pitch still netted him the Bloodweiser Most Promising Newcomer Award in 2431.*

*Learning all he could from the Harpies, Hubris then moved up a grade to the Kelethrai Executioners under 160 years team in 2446. He was to leave under something of a cloud. The ritual execution of teammates in a shower following a prank they played on Hubris (The old Troglodyte in his locker trick) led to bloody repercussions. One thing this proud and haughty Elf lacks is a sense of humor!*

*By 2482 Hubris finally thought himself ready and entered the Crush, 52 years after he was eligible to. Only 2 teams tried to sign him, the Holy Crusaders and the Darkside Cowboys. Jeremiah Kool had seen a protégé in Hubris and so began a professional career of success smattered with unbridled, relentless violence.*

## Hubris v The Cyclone



*Statistics don’t lie, no matter what that long dead Albion Duke says. Wood Elf fans will understandably laud the accomplishments of Jordell Freshbreeze, but his numbers don’t add up when compared to Hubris. The Dark Elf has literally 10 times the number of careers passes and catches, almost 3 times as many player kills and virtually double the interceptions. Hubris Rakarth is by far and away the more complete player. Freshbreeze has many have more rushing yards and touchdowns to his name . . . but that’s just it. Most damning of all, a Freshbreeze Avengers team has never beaten a Hubris Cowboys outfit in a competitive match. Case closed! Now Hubris compared to Griff Oberwald on the other hand, well that’s a different debate entirely . . .*

## Suspicious circumstances

*Following the Blood Bowl final of 2488 and the collapse of the NAF, Hubris Rakarth silenced a generation of investigative reporters. After the final when Jeremiah Kool retired, Hubris was appointed the Cowboys captain. A number of reporters were already asking questions of the timing of the Threehorn affair, the vanishing of the Dark Elf cheerleaders (The Shadows) and the strangely healthy Cowboys finances.*

*All of those asking difficult questions were to vanish or suffer excruciating and very deadly accidents. The saddest loss of all was highly respected veteran reporter, Royston Vermouth - the very same who had vanished to a different plane of existence with the Chaos All-Stars 50+ years earlier. Hubris gave the very last interview Vermouth did and stating "I'm not avoiding the question, I'm simply saying that if you don't stop asking me that question, I will not hesitate to nail your head to the desk!". Cowboys lawyers insist it is a freak coincidence that Vermouth later died in a home improvement accident with his head nailed to a desk!*

*Question Hubris at your peril, he has a history of unfortunate accidents with the press as our own Pierce d’Organ found out with that swimming pool ‘incident’.*

## Magical Mastery

*As has been reported by the Gazette before, Hubris is especially adept at on-field micro spells and excelled at them under Kool’s tutelage.*

## Trophy Cabinet

*Blood Bowl (2456)*

*Whiteskull Challenge Cup (2432)*

*Chaos Cup (2475, 2480)*

*AFC Central Division Champions (2443, 2445, 2467, 2468, 2480)*

*Elven Kingdoms League (2391, 2399, 2421, 2456, 2480)*

## Laxon Hrull

*What did Laxon do . . . ? One minute he has a promising career with the Nightwings and the next he is signed up as a renegade for the Chaos All-Stars. Dark Elf society is one comfortable with depravity and is frequently in cahoots with bloodshed. Laxon must have done something truly terrible to be kicked out of Naggaroth and off the team.*

*The real travesty is we that can't find out what it was!*

## Meriann Lightning

*The hype train is all about Meriann Lightning at the moment. Pundits say he is the most promising and the most complete Dark Elf player since Kool himself.*

*Signed at the Crush, Lightning has an interesting contract clause. The Nightwings guarantee him 2 kills per game, even if they have to offer him a cheerleader or two to make up the numbers!*

# Naggaroth Nightwings – the stuff of Nightmares!

- By Bella Bauer

***Dark Elves are given to bitterness and rivalry as the Nightwings show, endlessly feuding with other Naggaroth teams. However, ever the pragmatists, they have proven that in times of need they can put old hatreds to one side.***

## History

2380's - The team are formed in Naggarond.

2391 - The Nightwings win their first Elven Kingdoms league after a tight victory over the Lions of Chrace. The High Elves struggle to see in the dark stadium and lose their substitutes bench down a number of hidden crevasse next to their dug-out.

2421 - Asperon Thorn is signed from the Darkside Cowboys who is instrumental in the team's new recruitment policy - they draw heavily from the blood thirsty followers of the Cult of Khaine. Other teams complain as they dominate the Elven Kingdoms league with 24 wins from 27 games.

2432 - An unexpected magical vortex sends the team to Norsca a few days before it's announced the Whiteskull Challenge Cup is to be held there. Inspired by the blessing of Slaanesh, they reach the final where they face the Claws of Chaos. The Chosen team ignore the ball allowing the Nightwings to win 7-0 but suffer horrendous casualties. 12 players are killed and 2 others suffer career ending injuries. Asperon Thorn is one of the few survivors. Results dips for the next 10 years as they go through a slow rebuilding process, led by Thorn.

2443-45 - Their patience shows signs of success, they win the NAFs AFC Central division twice but make early exits in the post season play-offs.

2456 - Their trophy drought is broken as they take the Elven Kingdoms league once more.

2468 - Disaster in the Blood Bowl final. The owner of the Altdorf lodgings infects a number of the team with the Rot. At half time against the Nurgles Rotters, the infected players turn into Rotspawn and attack the rest of the team. Only 6 players (including the hardy Asperon Thorn) survive their dressing room to take to the field in the 2<sup>nd</sup> half, eventually losing the final.

2475 - After having to rebuild the team for the second time, Captain Asperon Thorn leads them to victory in the Chaos Cup, the Nightwings are back as a force.

2480 - the Naggarond Nightmares are formed and instantly start an intense rivalry with the Nightwings. However, it makes the Nightwings up their game as they win both the Chaos Cup and the Elven Kingdoms League. Healthy competition at its finest!

2489 - Following the collapse of the NAF the Nightwings get into terrible financial trouble. They try and ease their woes by selling their stadium to 3 different interested parties. However, their head coach takes a leaf out of Nikk Threehorn's book and vanishes with the treasury leaving them destitute again.

2493 - Facing closure, the Nightwings merge with the Nightmares to form the Naggaroth Nightmares using the Nightmares colours and the Nightwings logo. Pooling their talents, they look to be a force for the future.

# A rift with the Reavers

- By Lastiges Weisschen

**Other planes of existence are well documented. At times Blood Bowl can make coaches desperate enough to lift the curtain separating the planes and foolishly peer behind. It never ends well.**

*Head Coach War Ron Moon of the Darkwood Reavers prided himself in the success of his lower league team. If they touched the ball 3 times in a match, then they scored 3 times in a match. However, as the Reavers approached an end of season finale against the Chaos Raiders, Moon knew they had more than met their match, a bloody loss loomed large.*

*He paid the sorcerer Terr Ewo Gann to open a doorway to another dimension and to bring back players who would bolster his squad. The futuristic world that opened through the portal before them was totally unrecognizable. Humans with magical weaponry who called themselves Judges and impossibly large men with the appetite of 10 Ogres were dragged through. Confused by what was going on, one of the Judges had psychic powers and dueled with Terr Ewo Gann, killing him. The closed the rift trapping those from another plane were in our world forever. History has forgotten the result of the game, in itself it became something of a sideshow. The humans set out across the old world, fighting what they deemed to be criminals or eating whole towns empty of food, looking for a way back home. They even took to the Blood Bowl pitch a few times, although their arcane ranged weaponry made the games one sided.*

*This wasn't the only time Blood Bowl wizards have brought about anarchy from another dimension. There's the story of the Mirkham Mages owner squashed by something called a coach from the future - it wasn't the coach he thought he'd summonsed. Perhaps the other most famous example took place one year in a Dungeon Bowl match between the Champions of Death and the Bright Crusaders. Tomolandry lost control of his own magic and it briefly opened a window to a far distant world. The nightmare creature (seers have since called a 'Genestealer') that crossed over, was only in our world but for a few moments. It was however long enough to behead and eviscerate a good portion of the Crusaders squad, stuck in a confined space with it.*

## Teams in the shade . . . .

**Har Garneth's Executioners** - Their most famous result was in a tough match up against the Skavenblight Scramblers. The game ended in a 10-10 draw and was literally end-to-end stuff!

**Albion Assassins** - The Chaos Dwarf team, the Scarface Scavengers have suffered more than most, being wiped out utterly 4 times at least. The Assassins were responsible for third version of the team meeting their doom. They prepared a pitch where the Scavengers half fell away without warning, plunging the team into a bottomless pit!

**Liquid Venom** - What a team they promised to be! After winning the Sacred Shield they headed to Lustria for an invitational match. Exhausted after getting lost for 5 days in the jungle, they were smashed to pieces by the waiting Lizardmen team. So much talent wasted!

## The Dark-Side Slide

*Eli Spite, the Blitzter for the Dark Death-Bringers is credited with a move increasingly favoured by Elf teams.*

*During one game when he was in possession of the ball, the opposition swarmed forward and threatened to overrun the Dark Elf lines. Spite quickly spotted however that they had over committed and had not left anyone in the back field. Finding a gap, he hurled the ball down field into space and a foot race began to recover the loose ball. Spite being faster than the opposition dashed passed them to scoop up his own loose ball to score.*

*Remember, when you next see someone pass deep into empty opposition territory, it's not new, they are simply imitating Eli in the Dark-Side Slide!*

## Dark Renegades

*There isn't much room within Naggaroth society for many teams to be successful. As one rises, so another falls. In the early days of Blood Bowl, fans spoke of only 2 Dark Elf teams, the Cowboys and the Dark Renegades. Although still playing, the Renegades are a shell of their former selves. Dominant in the Whiteskull Cup in the 2410s and 2420s with 3 wins, they've actually won more majors than the Cowboys have. Alas their glory days are long behind them now. Will they rise again?*

## Witch Elves – Killer Queens!

- By Pierce d'Organ

**Roxanna Darknail is the epitome of a modern woman. Not hampered by a single career, she constantly reinvents herself, proving she can do whatever she sets her mind to.**

Roxanna had been a priestess in the cult of Khaine longer than anyone except High Priestess Hellebron herself. However, there are only so many bloodletting orgies one can perform before it all becomes a little tiresome. Roxanna took a sabbatical from the cult and chose to put herself through college! She attended the Naggaroath Young Ladies Finishing School . . . true the word young is debatable in her case as she was probably as old as the rest of the students put together. That's not the point however, education matters! Her interest in Blood Bowl had developed before she went back to school, but college gave her the opportunity to take to the field. During her college year she scored 46 touchdowns and inflicted only 14 casualties (but killing was a skill she didn't really need to hone being so adept already). It earned her the nickname the 'Sleek Fox' and piqued the interest of a number of the big teams.



Eventually Roxanna was to sign for the Cowboys after she graduated. There was a fair bit of initial competition at the try-outs. However, Roxanna applied her usual single-minded approach to things, murdered any rookie threats and signed the contract! Her playing career from that point needs no introduction - killing Wood Elf star player Dolfar Longstride early on was a signal of intent.

She has also branched out into business. In 2480 she became the face of Gorenier and before you could blink, she suddenly somehow became the owner of Gorenier and renamed the company the Brides of Khaine Cosmetics Emporium. It is purely coincidental that she has won their sponsored 'Flawless skin' commendation every year since. Is there nothing this woman can't do?

### The Deadly Nightshades

The Nightshades were formed following the Shadows (the cheerleaders from the Darkside Cowboys) running off with Nikk Threehorn. They were disgusted that any Dark Elf woman would be tempted by money and so took to the pitch to set the record straight. Although Witch Elves had been playing Blood Bowl for some time, the Nightshades were the first all Witch Elf team. Formed in 2490 it proved to be their most successful year to date - they made the Blood Bowl semi-finals. However, due to their long pre-match blood rituals they actually missed the game! They've never quite reached the same heights since.

One record the Deadly Nightshades do hold is that of most un-refused games. For some reason the opposition teams are more than happy to play a team of nubile, leather bound, blood crazed priestesses. One can only wonder why that may be!

Khaine's Killers actually tried to field a pure Witch Elf teams before even the Nightshades. However, the NAF kept a firm grip on the roster make up of each team and so the Killers were prevented from following through with their plan.

### Deadly Violet

Kharese 'Deadly Violet' Melek cuts a determined figure on the pitch. She has developed a relentless style of play which instills the fear of Khaine in the opposition. Kharese will mark an enemy player and then go all out to remove them from the game. The ball and everyone else become irrelevant when she has worked herself up into a frenzied blood lust and rage to be vented on just one person. The 'Violet will block and foul her target none stop until they are dragged off the pitch unconscious, broken or plain dead. Then she'll set her sights on her next victim. Although not much of a team player, she is certainly a freebooter with the fear factor.

### Mordrix Hex

The aging Witch Elf took to the pitch seeking a literal blood bath (she uses them to keep herself looking young-ish). In signing for the Kelethrai Executioners she has developed a jealous rivalry with Roxanna Darknail which has led to countless player and staff deaths on both teams.

Considering she has only played since the 2490's, her total of 193 kills and 747 serious injuries shows her commitment to the cause.

## All at sea

Like many island cultures, Dark Elves are a sea-faring nation. In their bloody history, having a Black Arc suddenly appear on the horizon spelt doom for the unwary. A number of these piratical sea folk made their way into the great game.

### Raghib 'The White Rocket' Ishmael

This Darkside Cowboys Blitzer stands out on the pitch for being of albino colouring. He crewed on a whaling ship called the 'Ahab' and his expertise with the harpoon meant he had a skilled throwing arm in Blood Bowl.

### Kiroth Krakeneye

Krakeneye on the other hand was little more than a seadog. He captained the black ark 'Fateful Voyager' and when his crew weren't pillaging they were playing Blood Bowl.

Alas fate was to catch up with them. A breath underwater spell failed and all of the crew except Krakeneye were drowned! Their opponents, the Southstorm Squids gave Krakeneye his frightening face mask to make amends.

## Better with age

We cannot produce a Dark Elf Gazette without brief mentions to Elijah Doom and Asperon Thorn. These two have countless games and decades of play between them and still they keep going. Who would have thought that when Thorn entered that 2368 boot camp he would still be playing now? Miraculous!

# Jeremiah Kool – Star Focus

- By Rusty Hoelle

**Forget his fame as the greatest all round player ever. The true, and indeed epic, glory of Jeremiah Kool, actually rests on what he accomplished behind closed doors.**

## On the pitch

Even the most casual Blood Bowl fan will be well versed in trivia relating to "The Flashing Blade". Did you know he took 90 catches for more than 1000 yards in his rookie season of 2473? Sure you did! Or that he became a thrower and played a whole season (2474 to be precise) without being sacked once? Everyone knows that! What about inventing the concept of what we today would call the 'Runner' but back in the day was known as a dual threat Thrower? Well duh, its common knowledge! Finally, did you know he simultaneously held the NAF records for most interceptions in a game, season and ever, record for most kills in a game, record for most pass attempted in a season and passing yards in a season? Why even ask, of course you know that, everybody knows that.



Did you know however, that Blood Bowl is not his greatest strength? That made you sit up for a second didn't it? Well, you may well ask . . . if not Blood Bowl than what? Let me tell you my awestruck reader . . . . Jeremiah Kool is undoubtedly the greatest administrator in the world! Wait, wait, hear me out, let me explain . . . .

## Programs galore

Teaching illiterate players to read is no mean task. Jeremiah Kool though set up and ran an initiative to do just that in 2478. A kind-hearted group of wizards took the educationally wanting Blood Bowl players and taught them how to read and write. Ok so it's true he was accused of running this as just a front. Instead what was also going on was research into the

practical application of micro-spells in partnership with the Underearth University of Naggarrond.

Keeping both operations running, the front and the real purpose may be too much for most Elves, but not Jeremiah! At the same time as all of this was happening he set up the Kool Kids Program. This was a heart-felt effort to help all of the Dark Elf children, orphaned by Blood Bowl - it was aimed at those whose parents had match day tickets but never made it back from the game due to some terrible and bloody accident. Now it's true that this was also a dual-purpose operation. Those children with talent were trained in the art of Blood Bowl. Those without it somehow found themselves sold into indentured servitude. But still . . . being a control freak, Kool ran both sides of this operation himself.

## Team Matters

We haven't even started to talk about Blood Bowl itself. As team captain he was responsible for recruitment (Hubris Rakarth was signed on Kool's request) and he was the assigned mentor to both Rakarth and Moravis Curfew, the Cowboys Thrower. Both have stated their game play rests heavily upon Kool's shoulders. This doesn't even get us started on calling plays, facing up to (and killing) the press and other things the captain is meant to do.

So there you have it, Jeremiah Kool, forget the game play, just look at the multi-tasking genius off the pitch. No modern star has done so much for the game and for their team in particular, what a legend!

# Horkon Heartipper – contract killer, Blood Bowl thriller!

- By Skellig Queem

**“Their problem is they brought a football to a knife fight” Horkon on the true nature of the game.**

Horkon has an unusual history in that he never sought to become famous, in fact due to his profession of choice, the limelight was the last thing he was after! However, Dark Elf teams are open to using contract killers both on and off the pitch and so when the spotlight did shine on him, Horkon as readily snapped up.

2451 - Horkon had been hired by the head coach of the Ashbane Vendettas to kill ‘Silky’ Skunkan Nans, the arachnid team captain of the Dark Mountain Spiders. He carried out the contract by sneaking onto the pitch mid-game but his identity was revealed to the world when one of the Vendettas threw him a pass. Horkon’s lightning reflexes and years of training kicked in and before he knew it he had caught the ball. The Camras zoomed in on his face and his life in the shadows was instantly over. With little choice, he signed a playing contract (rather than a killing one!) for the Vendettas.

2457 - The Severed Heads gain access to the Vendetta’s locker room and quietly grease the Dark Elves boots to slow them up on the pitch. Grease is hell to shift however and a furious Horkon exacts his revenge against the Orcs, one brutal stab at a time. Part way through the 2<sup>nd</sup> half the ‘Heads quit as they have too few players left to carry on.

2463 - With the Vendettas struggling to pay their players, Horkon leaves and begins to hire himself out as a freebooter. He signs a series of season long contracts and is soon snapped up by the Darkside Cowboys for 12 months.

2468 - Horkon goes back to regular contract killing - not quite so easy now everyone knows what he looks like, but its enjoyable none the less. In order to make Blood Bowl fit around his career change, he becomes a true freebooter, only signing for one off games here and there

2481 - Horkon is presented with a Lifetime Bereavement Award made from the bones of his victims to mark his 30<sup>th</sup> year in the game. Several commentators suggest he got emotional on accepting the awards . . . coincidently all of those commentators vanished soon after.

What a 30 years it’s been - 216 kills and 603 bowel loosening injuries later and Horkon is still on top of his game. When he still plays, which isn’t as often anymore, he remains something of a singular player however. His target is rarely the ball, he’s only scored 12 touchdowns in all that time. He is has one purpose only - player attrition with extreme prejudice.



## Live by the sword . . . .

The life of an assassin is a dangerous one. Not all who carry the knife and stick to the shadows live as long as Horkon; it is after all a dangerous profession. The Mighty Zug alone has killed 7 assassins sent to do him in.

Here are two other assassins who fate dealt a blow they didn’t expect. Killers can also be killed.

## Er-Rel Townens

Townens was under contract with the Darkside Cowboys when they played the Bad Bay Hackers in the Spike! Trophy semi-finals. Townens influence on the game showed way when a quiet blade in a scrum killed McGraw on the opposition.

Townens wasn’t to have it all his own way. He had a spiked ball shoved into his face which got stuck in place. His screams attracted the attention of the Hackers Ogre who pulled Townens head off while trying to retrieve the ball!

## Hellion Groin-Ripper

Hellion was more of a showman and liked to stab his victims in such a way that they would bleed out slowly. Their last sight would be of him capering around them, laughing as their demise.

His mistake was trying this on Udder Destruction the Minotaur from the Worlds-End Warriors. Udder was a much tougher nut to crack and so the blow he received from Hellion wasn’t as life threatening as the Dark Elf assumed. Hellion realised this mere moments before 350lbs of raging beef head-butted him square in the face, ending his dance and his life in one crushing blow!



## Who's Who . . . . discovering the Dark Elf directory

These are all Dark Elves playing on Dark Elf teams - any Dark Elves who solely played on Renegade teams aren't included.

### Blitzers

#### Name

Arkhuil Blackhand  
Eli Sate  
Hawthorn Tullaris  
Hellion Groin-Ripper  
Hubris Rakarth  
Isiah Sulphuret  
Norman 'Psycho' Bates  
Raghib 'The White Rocket' Ishmael  
Rokudan Fey  
Venom of Praetta

#### Team

Naggaroth Nightwings  
Dark Death-Bringers  
Darkside Cowboys  
Dark Ark Serpents  
\*\* Freebooter \*\*  
Darkside Cowboys  
\*\* Freebooter \*\*  
Darkside Cowboys  
Naggaroth Nightwings  
Darkside Cowboys

#### Status

*Retired*  
Alive  
Alive  
*Dead* - headbut to death by Udder Destruction the Minotaur  
Alive  
Alive  
Alive  
Alive  
*Retired*  
Alive



### Witch Elves

#### Name

Autavic Helledon II  
Kharesse 'Deadly Violet' Melek  
Lavesil Darkshade  
Meriann Harakon  
Mordrix Hex  
Roxanna Darknail

#### Team

Dark Death-Bringers  
Har Garneth's Hell Raisers  
Naggaroth Nightwings  
Naggaroth Nightwings  
\*\* Freebooter \*\*  
\*\* Freebooter \*\*

#### Status

Alive  
Alive  
Alive  
Alive  
Alive  
Alive



### Runners

#### Name

Asperon Thorn  
Blakkagh Blood Quencher  
Eoarn Harakon  
Eoran Lightning  
Ithaca Benoin  
Jeremiah "The Flashing Blade" Kool  
Moravis Curfew

#### Team

\*\* Freebooter \*\*  
Naggaroth Nightwings  
\*\* Freebooter \*\*  
Naggaroth Nightwings  
Darkside Cowboys  
Darkside Cowboys  
Darkside Cowboys

#### Status

*Retired* - played as a Thrower  
Alive  
Alive - plays as a Thrower  
Alive  
Alive  
*Retired*  
Alive - plays as a Thrower



### Assassins

Name	Team	Status
Er-Rel Townens	Darkside Cowboys	<b>Dead</b> - Head pulled off by M'Grash K'Thragsh
Horkon Heartripper	** Freebooter **	Alive



### Linemen

Name	Team	Status
Aaron Steelwind	Laurelorn Lightfooters	Alive
Autavic Hellebron	Darkside Cowboys	Alive
Eli Dwarfmalice	Darkside Cowboys	Alive
Elijah Doom	** Freebooter **	Alive
Elon Surespite	Darkside Cowboys	Alive
Gonnen Fellbane	Naggaroth Nightwings	Alive
Haksell Rose	Black Warlocks	Alive
"Itchy" Mirvin	Darkside Cowboys	Alive
Jeremiah Malice	Darkside Cowboys	Alive
Kiroth Krakeneye	** Freebooter **	Alive
Laxon Hrull	Naggaroth Nightwings & Chaos All-Stars	Alive
Luxen "The Net" Lion	Darkside Cowboys	Alive
Malachi Pique	Darkside Cowboys	Alive
Meion Sanders	Darkside Cowboys	<b>Dead</b> - killed playing the Bad Bay Hackers
Meriann Lightning	Naggaroth Nightwings	Alive
Nathan Greyfire	Darkside Cowboys	<b>Dead</b> - killed by the Mjolnir brothers in a 'Double Whammy' tackle
Odium Khan	Darkside Cowboys	Alive
Petro D'Arvill	** Freebooter **	Alive
Pinespite Venge	Dark Renegades	<b>Dead</b> - killed in a pile on of Lizardmen
Rancour Orvarrin	Darkside Cowboys	Alive
Rozanne Nail-Venom	Naggaroth Nightwings	Alive
Tuern Redvenom	Dark Renegades	Alive
Vossi Stormcaller	Naggaroth Nightwings	Alive



### Other Races

The below are players from other races who through some strange twist of fate, ended up playing for an Dark Elf team.

Name	Position	Team	Status
Eldril Sidewinder	Sea Elf Wardancer	** Freebooter **	Alive
Handy Slit-Sides	Goblin	Darkside Cowboys	<b>Dead</b> - He was ritually sacrificed by the Cowboys
Ithaca Benoin	Anonited Thrower	** Freebooter **	Alive

## Gridiron Gazette - Dark Elves

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### Staff

The below are Dark Elves who have worked on any team.

Name	Position	Team	Status
Arlith Blackknife	Head Coach	Liquid Venom	Alive
Duriath Helblade	Head Coach	Naggaroth Nightwings	Alive
Herva Darkheart	Assistant Coach	Liquid Venom	Alive
Jeremiah Kool	Offensive Magic Co-ordinator	Darkside Cowboys	Alive
Luxen Tuentir	Head Coach	Darkside Cowboys	Alive
Marishel the Fair	Team Owner	Naggaroth Nightwings	Alive
Night Terrors	Cheerleader Squad	Naggaroth Nightmares	Alive
Prince Derren ar-Lolovia	Team Owner	Darkside Cowboys	Alive
Shiv-Horne	Cheerleader	Darkside Cowboys	Alive
The Shadows	Cheerleader Squad	Darkside Cowboys	Alive
War Ron Moon	Head Coach	Darkwood Reavers	Alive



### Other 'famous' Dark Elves

Name	Position	Status
High Priestess Hellebron	Priestess in the cult of Khaine	Alive
Mali Keith	Spike! Journal Guest Editor	Alive
Morathi	Sorceress	Alive
Terr Ewo Gann	Wizard / Necromancer	<b>Dead</b> - killed in a psychic battle
Uli	An orphan in the Kool Kids programme	Alive
Wicked Boris	Loan Shark	Alive
Malekith	Witch King of Naggaroth	Alive



### Dark Elf teams

Albion Assassins	Darkside Cowboys	Khaine's Killers
Ashbane Vendettas	Darkwood Reavers	Laurelorn Lightfooters
Black Ark Corsairs	Deadly Nightshades	Liquid Venom
Black Warlocks	Harpies of Karond Kar	Naggaroth Nightmares
Blackkagh Blood Quenchers	Har Garneth's Hell Raisers	Naggaroth Nightwings
Dark Ark serpents	Har Garneth's Executioners	Naggarond Nightmares
Dark Death-Bringers	Karond Cutters	Ulthuan Renegades
Dark Renegades	Kelethrai Executioners	White Bay Arrows

## Looking ahead . . . .

In issue 8 of the Gridiron Gazette we'll be breaking out the shovel and digging up the dirt in the graveyards of the Shambling Undead. We'll be asking the following questions and more -

- What an enigma! Do skeletons talk in code?
- Have you signed a DNZ?
- Career paths for the socially inept?
- Fashion conscious - are Morr's trousers the latest thing for the freshly deceased?



### Final Fact!

*It's a dangerous business switching between Dark Elf teams given how spiteful and vengeance orientated the Druchii can be. It remains a mystery then quite how Blitzer Rokuden Fey made the jump from Nightwings to the Cowboys and lived to tell the tale. Fey was a crucial player for the Cowboys over a number of decades and so when he survived to retirement, he was inducted by the Cowboys into the NAF Hall of Fame.*

*How did he do it?*

*Why didn't the Nightwings send the usual contract killers after Fey when he slighted them by leaving?*

*Like so many things with Dark Elf teams, it's another secret added to the mountain of mysteries we frustratingly can't seem to solve!*