

Norse

COACH NAME

Arioso

TEAM NAME

Nuffleheim Nerdbreakers

SIDELINE

Apothecary	Yes
Assistant coaches	0
Cheerleaders	0
Dedicated fans	0
Re-rolls	3

INDUCEMENTS

No inducements

SPECIAL RULES

- Favoured of Chaos
- Undivided
- Old World Classic

SUMMARY

Option:	None
Team budget	1110k/1110k
SPP	42/42
Max skill stacks	1
Star players	Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Ulfwerener	6	4	4+	-	9+	Frenzy*, <i>Guard</i>	105k
2	Ulfwerener	6	4	4+	-	9+	Frenzy*, <i>Guard</i>	105k
3	Norse Berserker	6	3	3+	5+	8+	Block, Frenzy*, Jump Up, <i>Mighty Blow (+1)</i>	90k
4	Valkyrie	7	3	3+	3+	8+	Catch, Dauntless, Pass, Strip Ball, <i>Dodge</i>	95k
5	Valkyrie	7	3	3+	3+	8+	Catch, Dauntless, Pass, Strip Ball, <i>Wrestle</i>	95k
6	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull, <i>Dodge</i>	50k
7	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	50k
8	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	50k
9	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	50k
10	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	50k
11	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	50k
12	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	50k
13	Beer Boars	5	1	3+	-	6+	Dodge, No Hands*, Pick-me-up, Stunty*, Titchy*	20k
14	Beer Boars	5	1	3+	-	6+	Dodge, No Hands*, Pick-me-up, Stunty*, Titchy*	20k

Block: When a Both Down result is applied during a Block action, this player may choose to ignore it and not be Knocked Down.

Catch: This player may re-roll a failed Agility test when attempting to catch the ball.

Dauntless: When this player performs a Block action (on its own or as part of a Blitz action), if the nominated target has a higher Strength characteristic than this player before counting offensive or defensive assists but after applying any other modifiers, roll a D6 and add this player's Strength characteristic to the result. If the total is higher than the target's Strength characteristic, this player increases their Strength characteristic to be equal to that of the target of the Block action, before counting offensive or defensive assists, for the duration of this Block action.

If this player has another Skill that allows them to perform more than one Block action, such as Frenzy, they must make a Dauntless roll before each separate Block action is performed.

Dodge: Once per team turn, during their activation, this player may re-roll a failed Agility test when attempting to Dodge.

Additionally, this player may choose to use this Skill when they are the target of a Block action and a Stumble result is applied against them.

Drunkard: This player suffers a -1 penalty to the dice roll when attempting to Rush.

Frenzy*: Every time this player performs a Block action (on its own or as part of a Blitz action), they must follow-up if the target is pushed back and if they are able. If the target is still Standing after being pushed back, and if this player was able to follow-up, this player must then perform a second Block action against the same target, again following-up if the target is pushed back.

If this player is performing a Blitz action, performing a second Block action will also cost them one square of their Movement Allowance. If this player has no Movement Allowance left to perform a second Block action, they must Rush to do so. If they cannot Rush, they cannot perform a second Block action.

Note that if an opposition player in possession of the ball is pushed back into your End Zone and is still Standing, a touchdown will be scored, ending the drive. In this case, the second Block action is not performed.

A player with this Skill cannot also have the Grab skill.

Guard: When a player performs a Block action (including as part of a Blitz action) this player can offer both offensive and defensive assists regardless of how many opposition players are Marking them.

Jump Up: If this player is Prone they may stand up for free (i.e., standing does not cost this player three (3) squares of their Movement Allowance, as it normally would).

Additionally, if this player is Prone when activated, they may attempt to Jump Up and perform a Block action. This player makes an Agility test, applying a +1 modifier. If this test is passed, they stand up and may perform a Block action. If the test is failed, they remain Prone and their activation ends.

This Skill may still be used if the player is Prone or has lost their Tackle Zone.

Mighty Blow (+1): When an opposition player is Knocked Down as the result of a Block action performed by this player (on its own or as part of a Blitz action), you may modify either the Armour roll or Injury roll by the amount shown in brackets. This modifier may be applied after the roll has been made.

This Skill cannot be used with the Stab or Chainsaw traits.

No Hands*: This player is unable to take possession of the ball. They may not attempt to pick it up, to catch it, or attempt to interfere with a pass. Any attempt to do so will automatically fail, causing the ball to bounce. Should this player voluntarily move into a square in which the ball is placed, they cannot attempt to pick it up. The ball will bounce and a Turnover is caused as if this player had failed an attempt to pick up the ball.

Pass: This player may re-roll a failed Passing Ability test when performing a Pass action.

Pick-me-up: At the end of the opposition's team turn, roll a D6 for each Prone, non-Stunned team-mate within three squares of a Standing player with this Trait. On a 5+, the Prone player may immediately stand up.

Strip Ball: When this player targets an opposition player that is in possession of the ball with a Block action (on its own or as part of a Blitz action), choosing to apply a Push back result will cause that player to drop the ball in the square they are pushed back into. The ball will bounce from the square the player is pushed back into, as if they had been Knocked Down.

Stunty*: When this player makes an Agility test in order to Dodge, they ignore any -1 modifiers for being Marked in the square they have moved into, unless they also have either Bombardier trait, the Chainsaw trait or the Swoop trait.

However, when an opposition player attempts to interfere with Pass action performed by this player, that player may apply a +1 modifier to their Agility test.

Finally, players with this Trait are more prone to injury. Therefore, when an Injury roll is made against this player, roll 2D6 and consult the Stunty Injury table.

This Trait must still be used if the player is Prone, Stunned, or has lost their Tackle Zone.

Thick Skull: When an Injury roll is made against this player (even if this player is Prone, Stunned or has lost their Tackle Zone), they can only be KO'd on a roll of 9, and will treat a roll of 8 as Stunned result. If this player also has the Stunty trait, they can only be KO'd on a roll of 8, and will treat a roll of 7 as a Stunned result. All other results are unaffected.

Titchy*: This player may apply a +1 modifier to any Agility tests they make in order to Dodge. However, if an opposition player dodges into a square within the Tackle Zone of this player, this player does not count

as Marking the moving player for the purposes of calculating Agility test modifiers.

Wrestle: This player may use this Skill when a Both Down result is applied, either when they perform a Block action or when they are the target of a Block action. Instead of applying the Both Down result as normal, and regardless of any other Skill either player may possess, both players are Placed Prone.