

# Norse

## COACH NAME

Tauriel

## TEAM NAME

Vikea

## SIDELINE

Apothecary	No
Assistant coaches	0
Cheerleaders	0
Dedicated fans	0
Re-rolls	3

## INDUCEMENTS

No inducements

## SPECIAL RULES

- Old World Classic
  - Favoured of Chaos
- Undivided

## SUMMARY

Option: Quantity over quality  
Trade 6SPP for 30kgold  
Team budget 1140k/1140k  
SPP 36/36  
Max skill stacks 1  
Star players Not allowed

#	POSITION	MA	ST	AG	PA	AV	SKILLS	COST
1	Yhetea	5	5	4+	-	9+	Claws, Disturbing Presence*, Frenzy*, Loner (4+)*, Unchannelled Fury*	140k
2	Valkyrie	7	3	3+	3+	8+	Catch, Dauntless, Pass, Strip Ball, <i>Dodge</i>	95k
3	Valkyrie	7	3	3+	3+	8+	Catch, Dauntless, Pass, Strip Ball, <i>Dodge</i>	95k
4	Ulfwerener	6	4	4+	-	9+	Frenzy*, <i>Guard</i>	105k
5	Ulfwerener	6	4	4+	-	9+	Frenzy*, <i>Guard</i>	105k
6	Norse Berserker	6	3	3+	5+	8+	Block, Frenzy*, Jump Up, <i>Tackle</i>	90k
7	Norse Berserker	6	3	3+	5+	8+	Block, Frenzy*, Jump Up, <i>Tackle</i>	90k
8	Beer Boars	5	1	3+	-	6+	Dodge, No Hands*, Pick-me-up, Stunty*, Titchy*	20k
9	Beer Boars	5	1	3+	-	6+	Dodge, No Hands*, Pick-me-up, Stunty*, Titchy*	20k
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	Norse Raider Lineman	6	3	3+	4+	8+	Block, Drunkard, Thick Skull	50k

**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.

**Claws:** When you make an Armour roll against an opposition player that was Knocked Down as the result of a Block action performed by this player, a roll of 8+ before applying any modifiers will break their armour, regardless of their actual Armor Value.

**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.

**Disturbing Presence\*:** When an opposition player performs either a Pass action, a Throw Team-mate action or a Throw Bomb Special action, or attempts to either interfere with a pass or to catch the ball, they must apply a -1 modifier to the test for each player on your team with this Skill that is within three squares of them, even if the player with this Skill is Prone, Stunned or has lost their Tackle Zone.

**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.

**Loner (4+)\*:** If this player wishes to use a team re-roll, roll a D6. If you roll equal to or higher than the target number shown in brackets, this player may use the team re-roll as normal. Otherwise, the original result stands without being re-rolled but the team re-roll is lost just as if it had been used.

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

**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.

**Tackle:** When an active opposition player attempts to Dodge from a square in which they were being Marked by one or more players on your team with this Skill, that player cannot use the Dodge skill.

Additionally, when an opposition player is targeted by a Block action performed by a player with this Skill, that player cannot use the Dodge skill if a Stumble result is applied against them.

**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.

**Unchannelled Fury\*:** When this player is activated, even if they are Prone or have lost their Tackle Zone, immediately after declaring the action they will perform but before performing the action, roll a D6, applying a +2 modifier to the dice roll if you declared the player would perform a Block or Blitz action (or a Special action granted by a Skill or Trait that can be performed instead of a Block action):

1. On a roll of 1-3, this player rages incoherently at others but achieves little else. Their activation ends immediately.
2. On a roll of 4+, this player continues their activation as normal and completes their declared action.

If you declared that this player would perform an action which can only be performed once per team turn and this player's activation ended before the action could be completed, the action is considered to have been performed and no other player on your team may perform the same action this team turn.