



OVERVIEW OF TEAM		TEAM NAME	REROLLS & COACHING STAFF	TEAM VALUE
Total cost:	1000000	Jomsvikings	2 Re-rolls	1000000
Total cost inducements:	0	RACE	1 Apothecary	TREASURY
Total cost extra skills:	0	Norse		0
Number singles:	0	COACH		FAN FACTOR
Number doubles:	0	Oswald All-Father		0
Number increased stats:	0	STADIUM		
		The Wychwood		

#	Name	Title	Cost	MA	ST	AG	AV	Skills	CO MP	INT	CAS	TD	MVP	SPP
1	Egil Skallgrimson	Lineman	50000	6	3	3	7	Block						0
2	Scali Ironhand	Lineman	50000	6	3	3	7	Block						0
3	Steinthor Smooth-tongue	Lineman	50000	6	3	3	7	Block						0
4	Ingolf Shipcaptain	Lineman	50000	6	3	3	7	Block						0
5	Halldor Serpent-Tongue	Lineman	50000	6	3	3	7	Block						0
6	Large Lambi	Berzerker	90000	6	3	3	7	Block, Frenzy, Jump Up						0
7	Horic Lapplander	Berzerker	90000	6	3	3	7	Block, Frenzy, Jump Up						0
8	Gardi Steersman	Catcher	90000	7	3	3	7	Block, Dauntless						0
9	Hoskuld Shieldbreaker	Ulfwerenar	110000	6	4	2	8	Frenzy						0
10	Olaf Ironjaw	Ulfwerenar	110000	6	4	2	8	Frenzy						0
11	Magnus Oarrunner	Catcher	90000	7	3	3	7	Block, Dauntless						0

Below, your comments:

Buy an Apothecary as soon as possible, and reserve it for damaging injuries! Olaf and Hoskuld are Los Lobos

Dauntless : A player with this skill is capable of psyching himself up so he can take on even the very strongest opponent. The skill only works when the player attempts to block an opponent who is stronger than himself. When the skill is used, the coach of the player with the Dauntless skill rolls a D6 and adds it to his strength. If the total is equal to or lower than the opponent's Strength, the player must block using his normal Strength. If the total is greater, then the player with the Dauntless skill counts as having a Strength equal to his opponent's when he makes the block. The strength of both players is calculated before any defensive or offensive assists are added but after all other modifiers.

Frenzy : A player with this skill is a slaving psychopath who attacks his opponents in an uncontrollable rage. Unless otherwise overridden, this skill must always be used. When making a block, a player with this skill must always follow up if he can. If a 'Pushed' or 'Defender Stumbles' result was chosen, the player must immediately throw a second block against the same opponent so long as they are both still standing and adjacent. If possible, the player must also follow up this second block. If the frenzied player is performing a Blitz Action then he must pay a square of Movement and must make the second block unless he has no further normal movement and cannot Go For It again.

Jump Up : A player with this skill is able to quickly get back into the game. If the player declares any Action other than a Block Action he may stand up for free without paying the three squares of movement. The player may also declare a Block Action while Prone which requires an Agility roll with a +2 modifier to see if he can complete the Action. A successful roll means the player can stand up for free and block an adjacent opponent. A failed roll means the Block Action is wasted and the player may not stand up.

Block : A player with the Block skill is proficient at knocking opponents down. The Block skill, if used, affects the results rolled with the Block dice, as explained in the Blocking rules.